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FEBRUARY '92  
ISSUE 123

# COMPUTER + VIDEO GAMES

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## HE SAID HE'D BE BACK! 26

It's an Arnie invasion in CVG this month! Terminator 2 - Judgment Day times up for EDGE US\$99 reviews on NES and, in your 100 hours issue of 201, Game Boy! And if that's not enough, an update on the original Terminator game on Megadrive AND an ISCLUSIVE look at the same game on the Master System! Your fingers must be burning with the heat!

## THE CVG QUESTIONNAIRE! 33

Think CVG is lame? Want to see a bigger issue of GD? Don't sit in a dark corner and gumble to yourself - fill out our latest CVG Questionnaire and tell us what you want to see (and what you don't) in Britain's best games mag! Hurrah!

## YOB'S MAILBAG 41

He's the man they can't gag and his girlfriend's a nag. Britain's answer to something very poor indeed answers letters and invites you to give him a gallon of slaver!

## MEGADRIVE VS SUPER NES - THIS TIME IT'S WAR! 53

The Super NES is released in the UK this Spring! And you can bet your bottom dollar that Sega will be pushing forward the launch date for the Mega CD. To help you fight your way through the hype, CVG brings you a special four page journal as we put the two head-to-head - which one comes out top?

## CHEAT MODE 59

He's the man in the known universe who wears shades in the middle of winter. Mind you, they are cool Ray Ban's. He's Paul Hand, he's everyone's hero and he's ready with a bunch of supercool tips - just for you.

## THE RETURN OF THE CVG CHALLENGE! 72

It's back! The CVG Challenge returns due to popular demand, as our Spandex playboy Matthew Park takes on the best at his favourite - but the sneaky CVG lads have a trick up their sleeves!

## THE OFFICIAL UK HIGH SCORES CHART! 75

Snuffy Sadies perches her frailty frame at the helm of the good ship High Scores with Britain's only Official Highscores Chart - the most important reference point for the country's top gamers today! Have you got what it takes to make the grade? Check these scores and find out if you too can be a hero!

## JAZZA'S ARCADE ACTION 88

Bloody hell! Jaz Russell bursts forth from the Southend arcades to bring news of Xena, Pang, sexual Trouble Pop and news of the Riverside Star Ties pinball table!

## PREVIEWS 99

What's hot we've got for you this hot! Engine Strikes Back on NES! Chuck Rock and Corporation on Megadrive! Loom on CD-ROM! And the brand new Indiana Jones adventure! There's so much here you'll fill your pants - and probably somebody else's too!



THE BATTLE FOR TOMORROW'S BEGINS TODAY...



**MAGAZINE EDITOR JULIAN HORVATH**  
There's only one boy really fitted to the suit and rugby team. He's got eyes made of daggers in his cheeks, and for was frequent enough to require the stye. It was a terrible thing to do. But knowing family and he deserved it.



**ADVERTISING MANAGER Ian 'Young John' Evans SALES EXEC Dave Black SALES MANAGER Andrew Wright ART DIRECTOR Emma 'Little Tumbler' Barnes DESIGNER Alan Lee COPY WRITER Misha Norman PHOTOGRAPHER Mark 'Lucky Roger' Suttow PHOTO ASSISTANT Jonathan 'Peachy D'Light' Taylor  
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AND FINALLY, HE HAS TO OVERCOME LINDA. IT UP IN PENKETH, LONDON. YOU KNOW HOW YOU ARE!**

# ED-FIRST

Welcome to another action-packed, thrill stacking, gob smacking issue of Britain's greatest games mag! Inside these very pages you'll find all the latest and greatest games on your machine - and whatever you got for Christmas you can bet your booties we cover it here!

First off, check out the incredible latest issue of GO! nesting gently inside these lovely pages. Inside you'll find the world's first EVER review of the incredible Terminator 2, Robocop 2 Exclusive and so much other great stuff you won't believe your eyes! In fact it's stuffed with so much hand-held action it might just stunt your growth, so handle with care...

If T2 on the Gameboy ain't enough, we've also escaped the game on NES for the full Nintendo treatment. And if that still leaves you with any breath left, we've weighed in with Exclusive previews of the game on Megadrive and Master System. Woo!

Once you've recovered from that, check out our incredible pull-out Mega CD v Super NES special and fab games including Monkey Island II, Speedball II, 2220 Baseball... the list is almost endless!

So prepare yourself for some of the latest and greatest goodies in the world, and keep writing in with your comments, tips, hints, recipes, shopping lists, desert island discs, cash, banker's drafts, certified cheques, indently large diamonds, crown jewels and anything else that might give us a laugh - 'cos that's what keeps us making mags as good as this! See ya next ish.

TIM



Is Karoly really into Nintendo? Jason Moore from Tottenham, Devon, certainly thinks so!

Thanks from the Editor



## WOT A SPAMMY GET!

By the time you read this, yours truly should be rabbing aboutlers with all sorts of famous people amidst the glitz and glamour of Las Vegas! I'm there to report on the CES Show, where all sorts of great new games are unveiled to jounos from across the world! This is where all the big time games publishers unleash their latest goodies on the world, and we'll be there for the in-depth report!

So look out for next ish, which should be stuffed with more wot fab Exclusive games news than anyone can handle, together with a full report on some pretty sad antics with those bloody fat machines.

## DRAW THE BOYS FOR FAME AND FORTUNE!

Wow! We had a fab response to our Draw The Boys compo last month, in which we asked you to draw pieces of us just like those you find on CVD's review pages! For sad chamebers who missed it, we asked you to draw hilarious pieces of the CVD team and we're putting up a Megadrive for the very best of the lot and free software to whomever we think deserves it! So if you want the chance of winning, get that skill pen in to **THE BEST MAG EVER, CVD, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AG**. Meanwhile, here are a few of the best of



Paul Kennedy from Birmingham's the bestestest dude behind this fabboots piece!



# THE FIRST PC TO BREAK THE SOUND BARRIER.

We gave the Amstrad PC386<sup>™</sup> all the best features you need for serious business use and great games entertainment.

Then we gave it features which were unheard of.

As you'd expect, it has state-of-the-art graphics with a 16" high quality VGA monitor which will display up to 256 colours from a palette of over a quarter of a million.

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## BUILT FOR BUSINESS

We gave the PC386<sup>™</sup> a massive 1 Mb RAM, 40 Mb hard drive and 1.44 Mb 3.5" floppy-disk drive.



LEADS



IT'S BUILT FOR BUSINESS



FRONTS OF PERSIA

And when it comes to using all that storage capacity it has a fast 80286 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.

## THE COMPLETE SYSTEM

If you don't own games the Amstrad PC386<sup>™</sup> Family Pack comes with two other great games. Together with fully featured keyboard, mouse, DOS 3.3 with user-friendly graphical interface and a joystick. Also included is Microsoft<sup>®</sup> Works the outstanding integrated business software package.

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# NEWS

## SPECIAL REPORT

### EXOREX

We reported on this game quite some time ago, but it's been through quite a few changes since then. The game is a networked four-player shoot 'em up, featuring elements of strategy and sneaky cunning. The players drive in that is the right words huge, jet-stomping Robots, armed with missiles and lasers.

The object is very simple...find your opponents and blow them to oblivion! The computer is there to make things difficult for you though, sending out armed drones to hamper your progress. The action takes place in a large maze of skyscrapers, plenty of hiding places for you and your enemy. You can't leave the city though, 'cos a huge laser fence will vaporize you if you try it and the perimeter laser towers won't let you near it anyway. You can wander around at will, or call up a blueprint map to help you find your way around. We've played early versions and the world is awesome. Look for a full review soon!



# VIRTUAL REALITY

If's Virtual Reality, it's fab and it's here! VR is the big news right now. The ability to immerse yourself totally in a computer-generated world has caught on like wildfire, and Leicester-based W Industries are about to take the arcade world by storm with a load of new VR treats - so here's FRANK O'DONNOR to tell you all about 'em...



### DACTYL NIGHTMARE

What's the scariest dinosaur of all? I'll tell you, it's one Pterodactyl. This fearsome creature ruled the skies millions of years ago until evolution came along and invented the sparrow. Dactyl Nightmare is one of the most effective uses of Virtual Reality ever. Up to four players can participate and the object of the game is simple. You simply run around a maze of platforms and hit your pals. The problem is, it's a huge Pterodactyl! It swoops around, ever hungry and always looking for fresh meat.

The players can pick up extra weapons to make the job of killing their mates easier, but the flying fiend is indestructible. This particular game uses overhead sensors to detect where you're standing and the illusion of reality is excellent. Of all the VR games, this one is easily the most fun and it should prove a big hit.



### CYBER QUEST

Cyber Quest is so hot that what a lot is known about it. We can tell you it's a three-dimensional RPG along the lines of TV's Knightmare shows. Featuring wizards and warriors galore, this is your chance to become Conan the Barbarian or at least as close as you can get! It's expected in Spring 92, so it shouldn't be too long before we have some more information. Watch this space!



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# NEWS

## TOP GEAR THRILLS 'N' SPILLS!

Here's some news on a game set to become one of the hottest racing titles ever seen on consoles - and that's saying something!

Top Gear (which may be released as Top Gear!) has to rank as the hottest racing car! yet on the Super NES (Nintendo), and one of the greatest heads to head console title ever!

When the big old himself rushes into the office with a production car, makes funny shapes with his face and gestures all over the place you know he's got something very good for a dose of something very bad.

Top Gear puts you in the driving seat of some of the swiftest cars around at tracks across the world. Race against the computer or a mate for maximum fun and select either Auto or Manual gears depending on how good you are!

What really makes Top Gear stand out is the fact that it's being programmed by none other than Granade - the publishers behind the outrageously successful Lotus Turbo Expert. You know it's got to be good!

## WORLD CUP '92!

No sooner has one World Cup finished, than another one gets ready to launch itself. The competition in question is the Cricket World Cup - who? This very exciting tournament has been signed up by Southsiders international who are at the moment creating a game to match the pace of the scenes.

All the World Cup sites will be there to choose from - including South Africa who have just been allowed to come back to world cricket. Average cricket fans could well be interested to know that World Cup Cricket is pencilled in for a January 12th release at a price of \$29.99.



## GAMESMASTER IS HERE!

A few months of hard work, the computer and video games **Master Gamesmaster** has finally hit our TV screens. The first programme was shown on January 7th and will run for another nine weeks.

If you missed the first show, don't worry - you only missed John Pashanu playing Manchester United (Europe as well as a whole host of CVDG boys doing their "thing" on the box).

Future episodes will feature such big names as boxer Gary Mason, tennis girl Annabel Croft and snooker star Jimmy White. Each will be playing games based upon their own sports (hard to guess what Jimmy will be playing, isn't it?) either on their own or against members of the public.

It's the first time a real computer and video games talky show has been screened, but what do you think of it? Why not write to YCR and give him your thoughts!

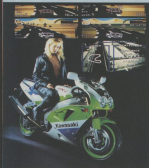


## TURKEYS OF PREY?

It's egg-on-yer-face time for Argonaut Software, the programming team formed by Jez San, who created the incredible **Starfighter II** amongst other things. Their long-awaited super sim **Birds Of Prey** has arrived at last - and it's a bit of a sad case, to tell the truth.

Yes, there are the forty different planes featured as promised, but there are a few snags. The flight control panel is the same for each plane, for one. Very realistic, huh? Then there's the ground objects - or rather, the lack of them. A couple of hills and that's about it, really. But the most disappointing point is the outrageously slow update speed, making the game a chore instead of a joy to play.

Considering **Birds Of Prey** has been in production for around four years, it's not unfair to say that the finished article is a bit of a disappointment - so don't say you weren't warned.



Due to release by Kemco in Japan very soon, with Europe following later, this is definitely one to keep both eyes open for. Watch out for the full review the very microsecond it's ready to roll!

STORM



# "HIT THE ROAD!!" "WHAT ROAD?"

Pinned to your seat, engine howling, wheels spitting gravel and the marathon begins - you're about to encounter the six toughest stages of the gruelling Paris to Dakar rally.

Your supercharged car may be built to be driven through hell and back, but to qualify for each stage you'll need every ounce of the driving skills you possess. No Sunday drivers or lunch breaks please - this one's strictly for the pro-rallying crew.

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"This game will undoubtedly test the skills, reflexes and intelligence of even the most expert racing fanbase." *Games X*

"What is the kind of thrill we can expect from the Storm label, let's hope it pours down!" *ST Action*

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Atari £35.99 • Atari ST £35.99

# NEWS

## TAKE BEVERLY HILLS



Have you ever heard of a film called *The Taking Of Beverly Hills*? If you have (and, more importantly, if you enjoyed it) you'll be pleased to discover that there's soon to be a game based on the movie, courtesy of Associates! Called *The Taking Of Beverly Hills*, the player will take the role of Roemer Mayes, footballing hero caught up in a web of intrigue, suspense and action!

Featuring digitised graphics and sound from the film, *The Taking Of Beverly Hills* includes over 100 different screens and multiple perspectives. It'll be initially released on the PC early this year at a price yet to be announced.



## CUTE 'N' CUDDLY ATARI

Atari, aren't there Atari lot a load of old sods. They linked up with a teeny mag to run a competition to design a T-shirt for the RSPCA. The design chosen by teeny smart-pants Michelle Strachan and a Neighbours person was created by Elinor Jefferies from Chippendale, seen here wearing a shirt on which is printed her prize-winning daisy. Elinor's prize? An Atari 1040ST, with four runners-up receiving an Atari Lynx.



# WIN! THIS FAB NEO GEO!



It's the biggest, the brightest, the loudest and the most expensive console there is! It's the Neo Geo and it could be your's for the princely sum of big fat hairy dlich! Are we mad or what? Do you buy your software from mail order through CVG? Well this could be your lucky day! You could well walk off with a brand spanking new Neo Geo! All you have to do is buy your software from one of the mail order companies advertising in this month's CVG and GO! Once you've bought your stuff, register your entry for our great giveaway by recording your name, address and the name of the company you bought your stuff from, on the special Mail Order giveaway number:

## 0839 500 843

At the end of each month we'll pick one lucky peep out of the hat and, if the lucky blighter is a genuine customer, we'll give away the console that dreams are made of! It's as simple as that. So, put on your special telephone pantsaloons and get dialling.

Special note: If you're under 18, make sure that the person who pays the bill has given you permission before you start dialling. Calls are charged at 36p per minute (off peak) and 48p per minute (peak rate).



# Knightmare



*"You are setting forth into another place, another time, another world," said Dragoon, The Dungeon Master. "And what makes you think that you four mere mortals will succeed in the Quest, when so many others have failed?"*

*I understood, at that moment, that our mission was going to rely all our endurance, all our collective skill, and, most of all, a depth of courage that I never knew we possessed.*

Ever since PITA's award-winning games hit our screens, the world has been waiting for a computer game worthy of the name. The wait is over.

Tony Crowder's amazing recreation has everything. Using the same game system that made Captain Adventure games all the rage for 1980, "Knightmare" makes dungeons and dragons games seem like child's play, and is a must-have puzzle.

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

challenged to solve complex puzzles, logic problems and riddles that rival with ever more exciting challenge.

Your journey takes you deep into the dungeons of Duncheim, to a cataclysmic meeting with Lord Fear and the unfathomably terrible HighKnight!

Whether or not the meeting is fatal is up to you. You will need wisdom, tenacity, strategy and, above all, courage.

But you have all those things, don't you? 



MINDSCAPE

Available for Amiga & IBM PC

Knightmare is copyright ©Angus Saunders and Bradwardine Software.  
Game design by Tony Crowder. International Limited.  
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Written by Tony Crowder.

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With an absolute stack of top games available, the PC Engine is the little baby with the power of a heavyweight! Anny your friends by phoning the Hotline number and winning this crackling console!



### WIN A MEGADRIVE!

It's the world's most popular 16-bit console - and that's official! The Sega Megadrive is one heck of a smart addition to your bedroom; win it by ringing that large number at the top of the page NOW!

### WIN A GAME BOY!

The best-selling hand-held this Christmas could be fitting a space in your trouser pockets if you're the lucky winner of this smart Hotline compo! But you'll get not a jot if you don't ring the number and answer those quizzes!



### WIN A SUPER FAMICOM!

Why wait until Spring to get your digits on a smart 16-bit Nintendo, when you can ring the Hotline number and win one? It's fab and groovy and it'll only cost you the price of a call, so DO IT!



IF YOU'RE UNDER 18, MAKE SURE THE PERSON WHO PAYS THE PHONE BILL HAS GIVEN YOU PERMISSION BEFORE YOU START DIALLING. CALLS ARE CHARGED AT 36p PER MINUTE (OFF PEAK) AND 48p PER MINUTE (PEAK RATE).

# REVIEW

PC

£34.99

BY LUCASFILM/US GOLD

The Ghost Pirate LeChuck is dead - blown to bits by young adventurer Guybrush Threepwood. Now it's not every day you destroy a scourge of the seas, so naturally Guybrush is rather pleased with himself. The trouble is, nobody actually believes those wild claims of pirate extermination from Threepwood - how could a young 'un rid the world of one of its worst devils? Actually, the folks aren't that bothered. They've got other problems, the biggest being the inability to earn a dishonest living thanks to the late LeChuck's right-hand man, Largo LeGansse, who has taken control of Scabb Island and is



charging an impossible pirate levy. But hey, getting rid of Largo should be no problem for a ghost pirate killer like Guybrush. However, that's just the start of this quest, a journey which will take him to many islands, where he will be ignored, abused, imprisoned and eventually confronted by LeChuck himself, brought back to life with Voodoo magic. How did it happen? What will Guybrush have to do to destroy LeChuck once and for all? And just what is The Big Whoop which Threepwood (and almost everyone else he encounters) ultimately seeks?



# Monkey Island

Doesn't the creepy paragon?



Oh, Gosh... if it's LeChuck's birthday, say!



▲ So what do I do with this lot then?



▲ Loads of useful stuff here!

## COSMETIC SURGERY

In keeping with Lucasfilm's policy of making their games simpler to play, a number of cosmetic changes have been made in the sequel to the excellent *Golden Age of Monkey Island*. Obviously, *Monkey Island 2* is more detailed and amusing, and the mouse-driven interface has been streamlined to use only a handful of verbs. When the cursor is placed over an object, that object's name is shown on-screen and the possible actions to do with that object are highlighted. On picking up objects in the game, a picture of, say, a pirate's hat (if that's what you have picked up) is shown, as opposed to just printing the text "A pirate hat" - all little things which mean a lot in terms of *Monkey Island 2*'s ease of use.

# Monkey Island II



Underwater  
tells story!

## REVIEW



Feel Acol Topper! Cashty!

Just a small selection of words which describe my view of *Secret Of Monkey Island 2 - LeChuck's Revenge*. The first *Monkey Island* game was great - maybe even better than Indiana Jones and *The Last Crusade* - but this, this game may over its prequel in terms of quality and quantity, it really is a massive adventure, but at the same time totally absorbing, I managed to finish the first section in what I thought was perhaps an hour, but imagine my surprise when I glanced at my watch to find that three hours had passed and I'd missed my bus and the pubs were shut - and imagine my disbelief when I told myself that I wasn't bothered because I'd enjoyed myself so much! LucasArts's new IMUSE music system is incredible and simply has to be witnessed to appreciate just what a difference it makes to the overall package - no pausing between tracks, no mosaics and immediate differences in styles between one piece of music and the next; the tunes just flow into each other and change with the mood of the game! Everything about *Secret Of Monkey Island 2 - LeChuck's Revenge* says Quality, so buy it!

PAUL RAND



an 'I love you' letter from



4  
Babbly Resists  
Fun

### SO WHAT THE HELL IS THIS IMUSE JOBBY?

Previous LucasArts adventures have been known for their stunning soundtracks. Now there's a new system in town to impress lovers of great (game) music even more! It's called IMUSE and it stands for Interactive Music and Sound Effects and what it basically means is that, instead of the normal process of a new musical piece being played when it becomes location is visited, the soundtrack actually adjusts itself - without any breaks in between - to fit the mood of the players' actions and position. This new system adds an incredible amount of atmosphere to the game; for the first time the sound is an integral part of the action, as opposed to just a nice extra.

### MEET LOTS OF VERY INTERESTING PEOPLE

As with the original game, there are a variety of characters in *Monkey Island 2* whom Guybrush can meet and interact with. Old favourites such as the innkeeper Lady Elaine and Geese (who's switched trades from food salesman to used coffin vendor) mingle with new ones including Captain Deadal (so called because of his cool dreadlocks) and Governor Phatt, the (mad) doctor of Phatt Island - most of the characters either own something which you need or know information vital to Thesepoard's eventual defeat of LeChuck and discovery of The Big Whoop!

Impressive eh?



Lost in the forest...



# REVIEW



What the hell am I doing out here writing this when I should be playing Monkey II? This game is so totally brilliant it's got to be seen to be believed. Only then will you be gobsmacked by the superb graphics, bowled over by the incredible

AIUCS sound system and mind-bogglingly totally by the hysterically funny humour of the game. Like the rest of the world I thought Monkey I was the best game of last year. The sequel keeps its charm and adds a year. The sequel keeps its charm and adds a few demands for good measure, because it improves on every single aspect of an original which nobody thought could be beaten. Just like the original it's one tough nut of an arcade adventure too, and you'll be scratching your head for quite a while before everything falls neatly into place and this weird and wonderful game is finally completed. Already Monkey II has started a claim to the best game of this year, and it's only just started! Want to see anything similar happening this, so buy it NOW!

**TIM BOONE**



A. Needs a lot of...



## EASY OR HARD - YOU CHOOSE!

Because many people complain that LucasArts's graphic adventures are too difficult, the programmers have included two versions of the game! An easy version contains fewer puzzles but also fewer locations; while the full game, for experienced players, has the lot! What ever option you choose, here's a handy tip - seek out the wooden lady as soon as possible, because she's got vital information which will help you in your quest (go down to the second!)

Can you go to play?



A. Many of the best...

How TIM? Is a map?



## TRAVEL THE WORLD

Did Scott Island (if large LeGrande and Captain Greed) will let you charter his boat. Unfortunately, the Capt's only knows the way to three islands - Spatio Isal, Phial Island - home of the mischievous Governor Phant - and Sash Island, paradise home of Governor Marley. Wait a minute, isn't Sash Island have a girlfriend called Marley in the first Monkey Island game? And wasn't she a governor too? Worth checking out, if you ask us!



A. Appears - it's the island!

## UPDATE

Amiga and ST owners out there can expect conversions in the not-too-distant future. There are also vague rumours of CD releases in some areas - we'll keep you posted...

## PC

GRAPHICS	95
SOUNDS	96
PLAYABILITY	96
LASTABILITY	94
<b>OVERALL</b>	<b>96</b>

Look out - he's back!

# PAPERBOY

His window is safe. His 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 colours than ever before. Plus, rock-stunt riding and BMX tracks in bonus rounds. Choose to ride on either Paperboy or Papergirl too!



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# REVIEW

**MASTER SYSTEM**  
**£29.99** BY SEGA

Why can't these alien types just leave our planet alone, eh? Coming down here, taking over our bodies and changing their shapes - sheesh, the cheek of it! Who's going to put a stop to these mutant scum? A robot or a bloke who looks exactly like Elvis Presley, that's what fitted out with some mean weapons, one of these guys is all that stands between peace and world domination by outer-space creeps! So pick up that artillery and go kick some ass across sixteen stages which make up four missions. Collect energy along the way so that you don't get creamed, and above all remember - you're not on a picnic, you're on an alien messiah to give 'em hell, boys!



Alien Storm may not be the greatest arcade game of all time, but it is a pretty good laugh even if it does have drawbacks in the playability stakes. So how does the Master System version measure up? Pretty well, actually. It has to be said that this is a very good conversion of the arcade original, but that simply doesn't make it a great game. Graphically it's as good as you could expect and sound is OK, but Alien Storm simply isn't the type of game you want to keep coming back to. It's great for a few goes in the arcade, but when it comes to splashing out notes for the cartridge you have to ask yourself: how long you'll be playing that game - and there are plenty more games out there which will keep you playing much longer than this. Worthwhile if you're a big fan of the arcade game, otherwise I'd suggest a long hard look first.

TIM BOONE



## KILL SOME ALIENS

Now and again you'll see folk ramming along the road. Watch them carefully, because usually they aren't at all human! They're shape-changing space freaks who like nothing better than breaking up on you and busting your toys. It may be the best way of dealing with these ugly critters? Blast them with your gun, of course!



## KILL SOME MORE ALIENS

As well as the main walk along the street blasting enemies part of the game, there's also a couple of sub-levels for you to tackle. Walk past a shop door and you'll walk through it, right into an Op mot-style shoot 'em up where you can shoot aliens and collect energy. At the end of each stage the action switches to a swiftly-scrolling cut, where even more nasties can be despatched.



## UPDATE

If you can't find a conversion of Alien Storm on your machine, well, you must be a dubious mass of address because it's out on practically everything!



## MASTER SYSTEM

GRAPHICS	81
SOUNDS	70
PLAYABILITY	74
LASTABILITY	68
<b>OVERALL</b>	<b>71</b>



# FOOTBALL

## John Madden

# REVIEW

AMIGA £25.99

BY ELECTRONIC ARTS

### HAVE YOU GOT THE BALLS?

One of the great strengths of John Madden's is the sheer number of offensive and defensive plays available throughout the game. Choose from a huge list of possibilities, and if you're not happy with your choice when the teams reach the line of scrimmage then fippen' well call and audible and change the plan to mess up your opponent!

You'll quickly learn which plays work best in which situations, and which need to be avoided like the plague. When your runner keeps getting flattened before he can gain a yard you know you've got a wrong 'un!



It's got to be the most spectacular spectator sport in the world! There's nothing quite like it, and America loves it that way. It's American Football, and this is the computer game! If you're the sad shuffling wreck of a loser who doesn't know already, John Madden's was the game which took the Megadrive world by storm as the best ever implementation of the great game. Battle against the computer or a mate for supremacy on the field - with big bucks for the winner and a long and lonely ride home for the runner-up. So how do the Farnsworth and Amiga conversions of the great John Madden's measure up? Read on and fippen' well find out!



### BUST YOUR BALLS!

John Madden's features three basic play options: Pre-season for practice and fine tuning of skills, regular season and playoffs for the big boys. Plenty of practice is highly recommended, 'cos you can bet your bottom dollar the computer knows his stuff and will bust your balls if you don't know what you're doing!

### MY BALLS ARE BIGGER THAN YOURS

The major graphical feature of John Madden's is the 3D viewpoint of the game, a sort of above and behind the play view which works extremely well to show off all the action. There's also a full action replay option which allows you to relive those moments of glory in fast slow mo so you can gloat over your victories and then fast forward over the cock-ups!



### GREAT BALLS OF FIRE

Megadrive owners will need no introduction to Madden's. CVG went crazy when we first grabbed the game and the fever hasn't let go since. Now the fat AMI is here on Megadrive, taking an original which nobody thought could be topped and actually improving it - huzzah!



After the spalling Super NES conversion, hopes were not high for Madden's on the Amiga, but we couldn't have been more wrong. What we have here is a spot on copy of the Megadrive version, with a few more control options and no other differences.

The game itself is great fun, a finely balanced mix of strategic decision making and great two player arcade action. Graphically, Madden's is a top treat, it uses exactly the same scrolling technique as the Megadrive version and it looks slick and groovy. The music is a little different, but it's just as good as the original. All of the speech has been retained and the overall effect is stunning. This game features some of the best presentation I've seen on any machine, it all hangs together so well. This is the best American People sim on the Amiga and probably the best sports game ever. If you don't buy this then you obviously already have it on the Megadrive, either that, or you're a shuffling waste of life.

FRANK O'CONNOR



### A QUICK WORD FROM OUR SPONSOR

"Football is a game of one-on-one matchups. Real guys going at it. Win the matchups, win the game. That's what my game is all about." - John Madden

"Football is a game of serious beer drinking round the telly and a good ygle at the cheerleaders when those blockers don't get in the way." - Jim Billington  
"It's not even bloody football." - Paul Flanz



### AMIGA

GRAPHICS	90
SOUNDS	91
PLAYABILITY	94
LASTABILITY	93
OVERALL	93

# REVIEW

NEO GEO £110

BY SHK

## 2020 AD



**SPACE THREE!** YOU'RE OUT! It's thriller, it's chillin', it's 2020 Baseball and it's hot! That's right folks, the year is 2020 and the game has moved to great new heights. Now Human teams can take on robot opponents, and there are big, big bucks for the winners. Select your best pitchers and hitters and set them against the ultimate year opponent - cash - steal those bases and go for those big Home Runs. There's cash in the bucketball for the winner, while nobody's got the time of day for sad stumbling teams who can't grind their opponents into the ground! Go get 'em, Champ!



So why are Baseball games so brilliant on the Neo? I thought Baseball was the best, and here's another which actually tops it in many respects! Super-slick gameplay combines with superb graphics and sound to plunk you slap bang in the

centre of some of the toughest Baseball around - and the computer sure as hell takes no prisoners! The well-designed and finely tweaked action ensures there's always plenty going on, and when you become bored with playing one team you can always switch for another to put a completely different perspective on the game! I never really found Baseball too much fun as a spectator sport, but it's perfect for computer gaming - especially in two player mode where fans are can really fly! This can't come highly recommended to sports freaks and friction fans everywhere...

On the first strike and you're out!



The pitcher winds up for a massive strike!



### BIG MONEY MALARKEY!

2020 Baseball features loads of opportunities to make some serious cash. A particularly impressive play will be rewarded with spot cash prizes. Once the opponents are a generous lot and you can use the cash to upgrade the strengths and talents of your players!

At any time you can call a Time Out and use the cash you've accumulated to buy a veritable goody bag of improvements for the sad shambles on your team. Cash out 'em grand, on your best filler and watch 'em sulk the ball to the back of the stadium!

### THANKS...

to Classic Concepts (0162 712755) for the cartridge used in this review

### COOL COMPUTER CRAZINESS

2020 Baseball features two play modes - One Player League and Two Player. In One Player mode you have to take on the computer, and he's one hell boy when it comes to strutting his stuff on the field! The computer knows all the tricks of the trade, and his ace in the hole is an uncanny knack of knowing just when to steal bases so his runner gets there just in time. Sometimes he'll get it wrong, and it's great fun to watch his runner scramble back to safety having made a bad call!



Choose your team...



Carl! Thropee to the wing base!



Oh dear! Hit by a pitch!

### MANIC MINE MAYHEAM

As if you haven't got enough to worry about, 2020 Baseball has one more up its sleeve you won't find anywhere on today's play field - mines!

That's right folks, as the game progresses the computer plants more and more mines on the field - and if any player touches them it's goodnight sweet prince!



# REVIEW



# 2020 SUPER BASEBALL

▼ Don't feel good about this one!



▲ This field is easy...no land mines!



Baseball has become a tad too boring for the twisted sports audiences of the future. What's required is a more violent version of the sport - and 2020 Baseball is just that! Baseball itself is great fun and this version adds to the glory. The addition of violence, land mines and superb graphics enhance the theme so well. Even for the mighty Neo Geo, the presentation is astonishing. The animation is slick, the music is brilliant and sampled voice screen and sound throughout. Gameplay-wise, Super Baseball is a laugh - the batting is a lot easier than in other games of this type and it all hangs together brilliantly. As a one player game, it'll be months before you play it the first, but the real fun is in two player mode. Against a friend, things get really frantic and massively addictive. Easily the best sports game available on the Neo Geo and if you've got one, it's an essential purchase!

**FRANK O'CONNOR**

## BASEBALL IS BRILL!

Some people say Baseball is the best game ever, others say it's the craziest sport ever invented. Actually we reckon it's the tops, and here's a quick rundown of the CVD crew's least favourite games:



Tim Boone: "Beach Volley is wild central for me 'cos I haven't got a crew cut, a sun tan or silly skinny trunks to prance about and show off in."



Frank O'Connor: "I think cricket is crap because it's a bit of a hassle and don't understand the rules. The balls bloody hard 'n' all."



Jon Billington: "Curling is top of the crap for me because you have to run in front of the puck with that stupid brush and it reminds me of housework."



Paul Rand: "I can't stand badminton, 'cos girls often play it better than blokes do and that stupid little racquet isn't worth a fig."

▼ Thanks to Alan Berrisford from Sheffield for the pics!

## NEO GEO

<b>GRAPHICS</b>	<b>91</b>
<b>SOUNDS</b>	<b>87</b>
<b>PLAYABILITY</b>	<b>89</b>
<b>LASTABILITY</b>	<b>89</b>
<b>OVERALL</b>	<b>90</b>

## FIELDING FUN 'N' FROLICS

Most Baseball computer games feature super-thick fielders who couldn't catch a cold, let alone the ball! Fast so with 2000 - '08 these boys really know what they're doing! If the meter shows the ball right, they'll try and position themselves underneath it to catch firm out. Once in position they'll raise their hands to let you know they've got the swicker, but occasionally they can't quite make it - and it's up to you to waggle that joystick to make sure they get there in time!



**SO WHEN DO**  
**THE SUPER**  
**WILL BE**



**YOU RECKON  
NINTENDO  
HERE?**



# SPECIAL PREVIEW



When it comes to hot games, we don't mess about - *CVG* scans the world yet again for every single console version of Terminator and T2! In addition, on these very pages you'll find T2 reviewed on NES and Gameboy and Terminator reviewed on all the Sega systems! So without further ado, here's PAUL RABO to tell you all about Terminator on Megadrive and Master System! Take it easy that man...



## THE TERMINATOR

With the completion of Megadrive Terminator only weeks away, we decided to toddle off down Gropdon way to pay a second visit to Probe, the development house programming the game, to check out the progress of what is shaping up to be one of the hottest licenses ever to hit the Megadrive and Master System. One of the most striking aspects of Terminator is the visuals which will bring Reese and the T-800 to life on your 16-bit Sega. But how were they created?



Kyle Reese and Sarah Connor escape

### WHAT'S WRONG WITH THIS PICTURE?



Using a similar technique to that used to create the awesome animations in Prince Of Persia, video recordings were made of actors performing the moves of the characters in the game. The 'actors', in actual fact, were programmer David Perry, whose previous works include the Wally Wack series of arcade adventures on the Spectrum, and producer Neil Young, who also handled the computer conversions of Smash TV.

These recordings were then digitised in black and white onto the Amiga and, using Deluxe Paint, the characters were separated from the backgrounds. The characters themselves were then parted from each other and skewed to fit. After cleaning up any rough edges, colour was added to the sprites and voila! All ready to jump onto a Megadrive cartridge!



A Sample sprites



# SPECIAL PREVIEW



▲ Danger in the future (again!)



▲ Where is everybody?

## COME WITH ME IF YOU WANNA LIVE

In the future, Earth is in the grip of the machines. Run by Skynet, the supercomputer which ended three billion lives in a nuclear holocaust on August 29th, 1997. To eliminate the remaining pockets of human existence, Skynet created an army of lethal killing machines. The Cyborgs Systems Series 800 Model 101 - The Terminators. A virtually indestructible, hyper alloy combat chassis covered by living human tissue, the Terminator's role is to infiltrate rebel organizations and obliterate them.

The rebels, led by John Connor, had smashed Skynet's defence grid - they had won. Or had they? Skynet managed to send a Terminator through time to the year 1984. It's mission, to terminate Sarah Connor, mother of John, who was yet to be born. If Sarah was dead, the birth of Skynet's enemy could not happen and the machines would be victorious. But the rebels also sent an agent through the Time Deployment equipment. The agent was Kyle Reese.



## I MAY CLOSE EARLY TODAY...

The game is played along the same lines as that on the 16-bit machine, and there are the same amount of levels to plough through. But, because the Master System can only call up one half of a level at a time, it's as if there are twice as many stages available to 8-bit levels!



▲ Eat lead, Arnold!



## DON'T MAKE ME BUST YOU UP MAN!

Things have changed since we first looked at Terminator, most notably on the graphics side. Remember the screenshots we showed you of the first level? It didn't look like being eaten alive, did it? Well, those figures they've now become slapping, seven-foot killing machines with enormous blast rifles - a daunting sight, as you can witness here. Not only that, but Arnie himself has been altered! Well, the sprite has, at least. Now he's a huge, muscly bag of enormity who pops up at various points throughout the game, sporting his Us! (sm) and creating all sorts of havoc for poor Reese.

▲ Dashing through the streets of LA

## I MAY CLOSE EARLY TODAY...

The game is played along the same lines as that on the 16-bit machine, and there are the same amount of levels to plough through. But, because the Master System can only call up one half of a level at a time, it's as if there are twice as many stages available to 8-bit levels!



## YOU SEE THIS SCAR HERE?

What hasn't changed is the intro, an amazing replica of the movie's opening credits, and the unforgettable soundtracks, including an almost exact copy of the Terminator theme tune. Further gameplay tweaks are being made and, the second the finished cartridge reaches us, we'll bring you the definitive review on this scorching board!

## HEY BUDDY, YOU GOT A DEAD CAT IN THERE?

Okay, so you're a Master System owner who's feeling very peeved because your Megadrive mates are soon to get their hands on a Terminator game. What do you do? Go up to them and scream "AAAAARRHHHHH!" (as The Terminator is being converted to your machine) or even as you read this. Probe are putting the finishing touches to the game on the little Sega - and, as you can see from the pre-production screens shown here, the graphics are amazingly close representations of the Megadrive's goodies!



▲ There's a storm coming...

## HEY - YOU CAN'T DO THAT...

At the time of writing, it hasn't been decided whether the launch of The Terminator on Megadrive will coincide with its release on the Genesis in the States. If it isn't, though, that's another reason for Master System owners to chuckle with glee - because their version will hit the streets in Easter! We shall bring you the full review just as soon as the game is fully complete. You'll be a raging bonny to miss it!



# SPECIAL PREVIEW



Here we go again! Not content with an exclusive review of T2 on the GameBoy (see GO! for that) we've flipped wall gear and scooped the NES version as well! Just like its GameBoy brother, the game comes from Arcclaim - so here we go with all the stuff you need to know...



Well I did enjoy playing T2 on the NES. It's nothing new or innovative - in fact, it's for the most part just a really straightforward platform shoot-'em-up - but a reasonably enjoyable one at that. Originally the game is reminiscent of Star Wars, which is also re-

viewed this issue, with some very high quality sprites and excellent animation throughout. I was also pleasantly surprised by the sound, which includes some great tunes but, sadly, no version of the T2 title track. While the level 'em-up fare becomes a tad repetitive, you find yourself wanting to get a bit further with each game, which is no bad thing. Don't expect whistles and bells from T3 because you would be disappointed to find that that's not what is on offer. Just approach it as a no-nonsense, slightly inaccurate (Arnie was in the nads at the start of the film, but he's fully clothed in the game!) movie fix-in and you'll get a fair amount of pleasure from it.

PAUL RAND

## T2 - THE LEGEND CONTINUES...

The first Terminator was gone. Crushed in a hydraulic press in an automated factory. But that was only one unit from a production line of hundreds of thousands. Skynet knew, however, that if it sent another 800 series through time, it was probable that it too would fail to destroy Sarah Connor. A new plan was devised. Skynet sent through a prototype cyborg - the T-1000. Made of liquid metal, it was capable of changing its shape to disguise its identity and fit in with its surroundings. This time, the target was John himself, at ten years of age. But the rebels again feared of the plan and, reprogramming a stolen T-800 with orders to protect young Connor, put it through the Time Displacement machine. It was just a matter of which one reached John first...



## TERMINATOR 2: JUDGMENT DAY!

### MISSION PARAMETERS



Controlling Arnie, the player will visit five stages based on scenes from the T2 - Judgment Day movie. Starting in the Truck Stop, the T-800 moves on to a forced 3D perspective motorbike race to find John, while avoiding the juggernaut-driving T-1000. The action then moves to the Pescadero Mental Institution from where Sarah Connor must be rescued, before trotting off to find the CPU and arm taken from the first Terminator in the Cybercops building. Get past here and the final confrontation between the two Terminators awaits.

## YOU'RE NOT A TERMINATOR ANYMORE



In the film, John Connor orders the Terminator not to kill anyone. This is replicated in the game in as much that if, after receiving a weapon, the player shoots a human in the chest, they die and he loses energy. To keep his power up, he must crush down and shoot them in the legs, disabling but not destroying them.

⚠ Watch out, the hospital staff are armed!



### UPDATE

Schwarzenegger fans can get T2 on the Amiga, ST and PC and all the 8-bit machines, courtesy of Cohen. But it's a totally different type of game and, to be honest, not very good.

### NES

GRAPHICS	89
SOUNDS	88
PLAYABILITY	87
LASTABILITY	79
OVERALL	84



# POPULOUS®

# REVIEW

AMIGA

£25.99

BY ELECTRONIC ARTS

## A PAIR OF POPULI

There are two ways to play Populous II. In the Conquest game the aim is to take over a series of progressively more demanding worlds. Custom mode, on the other hand, lets the player compete in a random game using a variety of powers to suit the budding god.



## MAGNETIC ATTRACTION

As in the original, Populous II features the good and evil Pascal Magnets. They come in very handy when you want to turn a buddy's army, and they're so easy to use - just place the magnet somewhere around your opponent's domain then influence your followers to go toward it. They will do just that, beating up the natives as they go.

## CHOOSE YOUR LOOKS

Most games which allow you to create the looks of your character only give this option for purely cosmetic reasons, but in Populous II they have a direct effect on the way the game is played. Say, for instance, you select a scholar's hat - that makes you a thoughtful battle-planner. But plump for wild eyes and you'll be a mad, bad killing machine.



Oh my god! Actually, there are a few gods in Populous II, the sequel to one of the most successful Amiga games ever. What Bullfinch have done is took the basic nuggets of the original and boiled untold amounts of extras on, making one hell-of-a-powerful piece of software. Really, this is something special. One look at the much improved graphics with far bigger characters doing their own thing tells you that this is going to be a bit of a cracker and indeed, it is. I like the thought of the workings of the game being altered by the different features which you select for your deity, and with 1000 worlds to conquer this isn't a game which you're going to finish in a fortnight - you'll have to be a bloody good god to finish it within a year! A resounding 'Harvey!' is what's called for here, because Populous II could have been just a rip-off of the original but instead it's a brilliant gem in its own right.

PAUL RAND



## UPDATE

If Populous II doesn't fit every popular computer and console around then there's something seriously wrong with the world - so expect to see it soon!

## AMIGA

GRAPHICS	91
SOUNDS	89
PLAYABILITY	94
LASTABILITY	96
OVERALL	93

# REVIEW

## PC ENGINE £35.00

BY KONAMI

**O**h, no enemies' ahead - it's time to seek 'em. Those alien scumbags are up to their old tricks again and now there's just one thing for it: they've got to be blown away! Basically they're giving everyone all sorts of lip by being generally armed, so it's high time they were sent screaming back to wherever the hell they came from. So belt up inside your best blasting ship and prepare for the ultimate showdown with some of the meanest machines this side of the CVG Playground at closing time...

### PICK UPS A-PLenty!

Gradius was one of the first games to feature pick-up weapons and the now obligatory multiples. It's a straightforward horizontal shooter, but the use of credit pots to buy weapons gives it a novel twist.

The craft you fly is a sleek spacecraft, initially armed out with a sub-machine-gun.

This pathetic weapon can be upgraded with the addition of lasers, double fire, air to ground missiles and a shield.

The multiples are a useful addition to the ship: three glowing pots follow your craft and fire anything you happen to be armed with, effectively meaning you can quadruple your firepower! The object of the game is simple: fly along, avoid bullets and destroy badies - just the way we like 'em!

THANKS to Gamecube Concepts (0762 712766) for the review cartridge



### WEAPONS GALORE

At the bottom of the play screen, you'll see a line of icons. Collecting a glowing pot will highlight the first - the speed-up. Pressing the second button on the joystick selects the option and speeds up your craft. If you collect another pot without showing speed-up, the next icon is highlighted. This is how you choose your weapons. It sounds easy, but in the heat of battle it can be hard to keep an eye on the icons. This whole idea gives the game a subtle element of strategy. The question you ask at the start of each level is: 'Double or Laser?' Don't get it wrong!



**A** Cartridges: Just look at the different weapons you collect on your ship if you're dead - it'll be an alien, a laser, power-ups, most attacks - and so on...



**A** Double it or not, more laser fire means a higher score!



**Kill Me! Destroy! At last, Gradius (Konami) is released on the PC Engine and it's the best home conversion yet! The simple nature of the game takes a hideously addictive twist, with some of the smartest graphics you'll ever see on the Engine. The best thing about Gradius was the choice of weapons and they're all here (unlike the sad NES version with only two multiples). There's also the added level of an extra level, not seen in the original coin-op. Graphics are among the best ever on the Engine, faithfully reproducing the arcade original - the only real difference is the slight vertical scroll as you reach the top or bottom of the screen in exactly the same way as R-Type did on the Engine. Music is superb, with faithful renditions of all the arcade themes. This game is spot-on: it has everything just right, the speed, the playability, the difficulty. If you have a PC Engine, you need this more than oxygen...**

**FRANK O'CONNOR**

## BIG BLASTS FOR YOUR BUCKS

Included in the Gradus box is an advert for other topgun war Konami PC Engine games. These are Salamander and Parodius - both are sequels to Gradus. Salamander is the famous one: it's a direct follow up to Gradus and is very similar to the first game. Parodius, however, is a bit unusual. It is a sequel, but it's basically a parody of Gradus.



Fun Center  
with Gradus  
90 9748 07

# REVIEW



## END OF LEVEL LARKS

Every level ends in roughly the same way - a dangerous challenge to overcome, followed by a large and gruesome guardian. On the first stage you have to destroy or avoid lava chunks as they explode from twin volcanoes, while the second sees you dodging hundreds of floating mines. The third is a rerun of the first, but with the added horror of space tanks looting off missiles; it might be wise at these points to think about which weapon is best suited for each challenge. The guardian is the same each time, a big spaceship which moves up and down, firing large plasma beams at you. It seems quite simple, but the damned order can be a bit wacky at times!



Gradus ranks as one of the all-time great arcade shooters, and this must rate as one of the best conversions ever! Absolutely everything from the coin-up is there - right down to those whiffy weapons items you can't read in the heat of battle! Once again

the Engine sits quietly on the table and pumps out arcade-quality graphics and sound, and it's only an 8-bit machine! Initially fairly easy, the game toughens up from level 2 onwards - and from that moment you're well and truly hooked. Playing Gradus on the Engine is a bit like stepping back in time; you'll think you've ended up back at Uncle Scott's Beefbar Emporium and go searching for the coin slot, in fact that's my only gripe about the game. Gradus is a tall dated and arcade fare will know it backwards already. Nevertheless this is top class blasting action, so grab it and enjoy!

TIM BOONE



...stepping easily on the ground? And in so out... this flow!



TM



## PC ENGINE

GRAPHICS	91
SOUNDS	92
PLAYABILITY	91
LASTABILITY	93
<b>OVERALL</b>	<b>92</b>

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# THE CVG QUESTIONNAIRE



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**033**

## SECTION 1: ABOUT YOU

NAME: .....

ADDRESS: .....

..... POST CODE: .....

MALE  FEMALE

HOW OLD ARE YOU?

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

ARE YOU:

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

WHICH MACHINE DO YOU OWN?

- AMIGA
- MEGADRIVE
- NES
- PC
- ST
- SUPER NES (FAMICOM)
- MASTER SYSTEM
- PC ENGINE
- GAMEBOY
- GAME GEAR
- LYNX
- SOMETHING ELSE, NAMELY:

WHICH OF YOUR MACHINES IS LESS THAN SIX MONTHS OLD?

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

WHICH GAMES DO YOU LIKE?

- ARCADE CONVERSIONS
- SHOOT-'EM-UPS
- PLATFORM GAMES
- PUZZLE GAMES
- FILM/CELEBRITY TIE-INS
- ROLE PLAYING GAMES
- ARCADE ADVENTURES
- 3D ADVENTURES
- FLIGHT/BATTLE SIMULATORS
- TEXT ADVENTURES
- SOMETHING ELSE, NAMELY:

HOW MANY GAMES DO YOU BUY PER MONTH?

- ONE
- TWO
- THREE
- FOUR
- FIVE
- MORE THAN FIVE

HOW MUCH MONEY DO YOU SPEND ON COMPUTER GAMES EVERY MONTH?

- LESS THAN £10
- £10-20
- £20-30
- £30-40
- £40-50
- £50+

### SECTION 2: ABOUT CVG

WHICH OTHER MAGAZINES DO YOU BUY?

- MEAN MACHINES
- ACE
- GAMES X
- SEGA FORCE
- SEGA PRO
- SEGA POWER
- TOTAL
- CLUB NINTENDO
- GAME ZONE
- ZERO
- SOMETHING ELSE, NAMELY:  
.....

WHICH MAGAZINE IS YOUR FAVE AND WHAT'S THE BEST BIT IN IT?

.....

IF YOU BUY ANY OF THE ABOVE, WHICH IS YOUR FIRST CHOICE (BE HONEST)?

- CVG
- ANOTHER MAG, NAMELY:  
.....

PLEASE MARK THE FOLLOWING SECTIONS OF THE MAG FROM 1 TO 10  
(10 = BRILLIANT, 1 = TOTAL CRAP)

COVERS.....  
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HIGH SCORES.....  
CHARTS.....  
COMPETITIONS.....  
ARCADE ACTION.....  
NEXT MONTH.....

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.....

.....

WHAT'S BAD ABOUT GO?

.....

.....

FINAL COMMENTS ON CVG AND GO:

.....

.....

.....

That's it! Thanks for taking part in this Questionnaire, don't forget to send it in and watch this space to find out whether you've won a software prize or a mention in the mag!

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GOLD!

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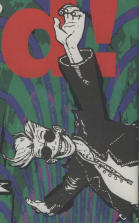
# well? arrr!!

coin-op  
madness that's **astating**  
**now** on

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**well? what are you waiting for?**

# REVIEW

AMIGA

£25

BY US GOLD

They fly, they say, they death defy! It's the Bonanza Bros! Reg's answer to Ratfies and Hudson Hawk, these guys are apparently the world's top cell-burglars! They have a rather unusual job this time round: instead of robbing houses for the money, a super rich corporation has hired them to test their security. (Being the world's foremost experts on robbing houses, they seem like the logical choice. Neko and Moko [puzzie names] have to check lots of buildings. To do this they must break in, avoid the security staff and pinch several objects on a list. Once done, Neko and Moko have to reach the rooftop to be airlifted to safety! There it's off to another building for a bit more light-fingered tomfoolery...

## DEAD HEAT IN THE ZEPPELIN RACE

Flojo and Moko have a rather novel escape method! They always get away colorfully and mysteriously and nobody seems to know why. Well, the secret is out. After each burglary, a dirty great Zeppelin swoops from the sky and rescues the criminal buddies. You'd think that a giant purple sausage would attract more than a little attention from the local constabulary. Nope. These boys are top flight bag artists and no mistake!

- ◆ Sometimes you can be a silly burglar

Inside the amiga - it's the best!



## BIG BLAG BRILLIANCE

Bonanza Bros is a horizontal scroller which allows you to wander the buildings at will, armed with a rather slow and rather sad gun which scares the security guards and other building staff. Once you've picked up an object, you sling it as a bag over your shoulder and look for the next. Once you have all the objects on the list different for each building you make your way to the rooftop, avoiding guards. Then it's off to another building for more of the same. Hurrah!



# Bonanza Bros

Burglar those goodies and head for the stairs!



## DOOR SLAMMIN' FUN!

As you progress through the game, you'll find that the gun is a bit limited. It can't fire through doors and this is generally where the guards hide. Fortunately, if you wait until they get close to the door you can throw the door open and smack them in the teeth with it! You can also hide in alcoves and wait until the guards go away. The only really safe point in the game though, is on the stairs. The badies have a strange inability to climb, which is a bit of a generous reality!



Anyone who remembers Bonanza Bros from the arcade will recall the weird graphics and bizarre sound effects. Well, the good news is that both of these have been faithfully replicated on the Amiga version. The only thing missing is the constant music. The arcade used two fire buttons to control the characters, one for jumping and one for firing, this method is lost on the computer versions and to jump you have to use a combination of up on the joystick and fire. The game itself can be a right old laugh; the buildings often get more life and the bad guys can be a real handful. The intro sequences are amazing and the graphics throughout are addictive, even if they are weird! Fast tunes and extremely funny sampled speech add to the proceedings and you'll have many a chuckle over this. It all boils down to whether or not you enjoyed the arcade game, and if you did then this is the game for you!

FRANK O'CONNOR

## UPDATE

Expect to see the Bonanza Bros doing their thing on ST and 8-bit machines right about now. Hurrah!

## AMIGA

GRAPHICS	80
SOUNDS	81
PLAYABILITY	84
LASTABILITY	83
OVERALL	82



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Power Pack Excellent!

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FOR A MAGICAL WORLD OF FUN & GAMES **FANTASIA**



GLURGHGRGHMMH! What a sad shambling travesty of decent letter writers you lot are! Honestly, my pet tarantula Fang could do better with a hangover! You lot are about as intelligent as a Bullseye audience member, so try and impress me with your wit and wisdom at: **YOB'S TUMMY TICKLINGLY FUNNY MAILBAG**, CWG, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON EC1R 3AU. There's a stonkaficulously huge £100 for the best of the bunch, so get scribbling!

# YOB'S MAILBAG

## I'M A POET AND I'M CRAP

Dear Yob,

I have something to say,  
It's better to respect Yob than to be blown away.  
So before is the piece of prose I choose:

Mr Yob is good at his job,  
His results will make you sob,  
So you'd better watch 'em!  
He talks soon on the job and job-roids  
For think he has 'em Yob,  
If you want be intelligent then shut your gob,  
In your face Yob will lob,  
Of the 100-quad he will nod,  
Because only the best will get that job,  
Being famous means he has a nod,  
As Super Tennis you can't beat his lob,  
Admittedly he's a bit of a sod,  
Accept it though, Yob is the doc,  
54 Star  
Mickham, Surrey

YOB: Shut by name and built by nature,  
What a stupid commensurate,  
You can't write and you can't spell,  
And frankly shut your letter ass,  
If you want to be a poet,  
Take your brain and try to grow it,  
Although I like my good points shared,  
You should take them all for granted,  
I can grant you are a crap,  
That's all you need to know you sap.

WHAT'S A  
NOMENCLATURE?



## PC PROBLEMS!

Dear YOB,

I own an IBM PC and I've got some good games like Prince of Persia and Grand Prix Circuit, but are as ordinary computer games ever going to get a glimpse of Super Mario Bros, other than on the NES? After playing Super Mario Bros on my friend's NES, I have turned into a bit of a Mario fan. Please tell me if I can get a copy of SMB 1, 2 or 3 on my PC, even if I have to get it imported from America! Please print this letter as I'm sure other computer owners feel the same way.

John Day,  
St Albans, Hertfordshire



YOB: Ahah! You're in luck! It just so happens that a Japanese company have a Nintendo adaptor which will allow you to use Nintendo games on your IBM! It's called the Ishinaka 5050 and consists of the following: A Nintendo Joypad, an NES, a telly and a bit of hairy wiring. All you have to do, is disconnect your monitor, strap the NES and the telly on top of your computer and tie them all down with the bit of wiring. Simply plug in a Mario cart and away you go! Simple eh? This unit is available in your local Shrinkling Spax Supply store and costs a mere 10,000 quid to anyone they see coming.

041

## MY FRIEND IS A THICKY

Dear YOB,  
I am always reading DVD and talking about computers, but one of my friends thinks that computers and consoles are rubbish and he wouldn't buy DVD if he was paid. Please get him straight. Paul Gehmy  
Waltham, Leics.



YOB: I can't be bothered to put him straight myself, but I'll tell you how to do it: talk to him calmly and reasonably, explaining the error of his ways. Then jump up and down on the obnoxious little bug until he's put straight - straight into hospital...

## WHAT? MORE PC PROBS?

Dear YOB,  
Your mag is rad! I have a few questions about game releases. 1. Will Final Fight reach the PC? 2. Will Alien Storm reach the PC? 3. Are R-Type 1 or 2 available on the PC? 4. Is TMNT 2 the same as the arcade machine? 5. Could you tell me the cheat for Gears Ground on the M.S.T.6. Could you recommend some good beat 'em ups on the PC? 7. Could you review some action games on the PC instead of just Sims? Bruce-Dawson,  
Australia

YOB: I will take great pleasure in answering your sad questions: 1. Definitely not. 2. Not a chance. 3. Nope. 4. Yep. 5. Can't be bothered. 6. Bruce Lee Lives is a smart beat 'em up. 7. Keep reading...

## VEGEMITE RELATED PROBLEMS

Dear YOB,  
I'm a proud Aussie bloke who owns a Nintendo and I'd like to ask a few questions. I recently bought Sam Simpson VS the Space Mutants. When I brought it home and played it and saw that the graphics were crap I was a bit upset. Why's this when the review looked great in the mag? Can I use British and American carts on an Australian Pal N64? Did you know that by the time we got the issue telling us about the CES, there was only a week to go? One last thing, is your Aussie going to be back? No, but that's wronged you off here you'll have to print my letter to call me a doxy git. Hi, Pa.  
GC

NSW, Australia  
YOB: You're not a doxy git. Oh no. You're a doxy Aussie git - and that's a lot worse...



## SAD AD DISASTER

Dear YOB,  
I am a good fan of your magazine and have been collecting it for years now. I was flicking through it the other day and I came across the Mono bits advertising pages. To my surprise I saw an advertisement for a Game Gear with nine games including Mickey Mouse and Monaco GP and TV Tuner - all for only twenty quid. I was amazed. I immediately rang the number only to find it was a big joke. I then looked further on in the magazine and found an Atari Lynx with Stone World, Ninja Gaiden and Paper Boy, the same adaptor, the pouch and visor, again for twenty quid. Guess what, another joke! I'm sure that there have been many more of these ads in the past and so all I'm asking of them obviously disturbed people is to stop it, so that other people can put proper adverts in and then go see a psychiatrist. Simon Doyle  
Ampston, Oxon

YOB: Looks like you've been taken for a bit of a ride, my old lumbert! Who the hell would fog a Game Gear with nine games for twenty quid? They'd only do it if they thought they'd find somebody with a brain the size of pigeon droppings. Next time you read the microsite section, can next your head to the rest of your sad body. Next...



## OH BROTHER!

Dear YOB,  
At long last I have found you! I'm your long-lost brother, SLOB! As this came to light recently when some people stopped me in the street and said, 'There, you're that YOB gadder out of DVD!' I pretended not to notice them and walked on. When I asked my mum about all this, she told me I had a brother. But she gave him away when he was a springer 'cos' he was such a lunatic. I had to be sure, so I walked down to WH Smiths and bought a copy of DVD to check. Sure enough, I opened the mag and I swear, it might have been my own reflection in the YOB pages. I was a bit concerned at you staring in a soft magazine about games, but I figured out that DVD stands for Gears and Windows Dealers! So if you want a reunion, or even a baseball bat fight, just contact me at the address: SLOB, BING, BACH OF GRAMSKIR, TESCO.



YOB: My long lost brother! I don't believe it! I thought you were lost forever. Last I heard, you were given away by Bill's Bacon's family 'cos' you were too rough. Cor, I thought I was an only child. When I was young I used to stay in my room at the time. It was full of rotten food, it smelled terrible, all the windows were smashed and I had no-one to talk to. It was great - see how off 'cos I never want to see you again. Where the hell are the computer games questions?



## PARTY PRANNIES...

Dear YOB,

We and other gaffers have come to the conclusion that some body in a blacked-in shirt you to dress up in a leather jacket and write a letters page and in these letters you were told to write as many people as possible. If this is not the case, then you're a waste of space in a good magazine, who wears Vanilla for shorts and a Brass T-Shirt and has a faulty toaster for a brain. One last thing, who the hell is the person who draws the doll pic-

ture at the end, cause I've got my dog to do better.

Sh'Alax Alan

Damplessly on Sea

I've come to the conclusion that you're about as useful as a jobbie in the lobby on a warm day at Bullfinch. Is it just me, or are you the biggest turd who's ever written to MOB in the history of the masthead? Probably not, because you're just a talentless piece of puke with sad marks instead of brains and you'll never amount to anything in your whole worthless life. Apart from that, I think you're OK...

## PICCIOS A-PLenty

Dear YOB,

I have a picture of you when you was little with no clothes on, if you don't send me a hundred quid I shall tell everyone about the spiffy on your body and if you don't print this letter I shall tell everybody how your mum makes you go to bed at 7 O'Clock and the reads you a bedtime story.

Lee Nummy  
Penfoldbury



YOB: I don't care, if you want to show a picture of me in the mags, then do it. Just make sure that it gets shown on TV as well. You're right too, I do go to bed at seven...in the morning and the only stories my mum reads are horror stories, if you think you're getting a hundred quid from me, you can go screw up your own bottom with a large pointed stick.

## SAD SCROUNGING SPAMHEAD

Dear YOB,

I am writing to say that my Megadisc is totally ace but the one problem is I've only got Streets Of Rage, that amazing game. But Streets Of Rage has broken. So please, please get me Streets Of Rage for an Early Christmas. I can't save up myself because I don't have any pocket money.

Sean

St Anne's on Sea

YOB: It just so happens, that I got another copy of Streets Of Rage for Christmas this year and that means I've got a spare. However, I'm not going to give it to you because I'm reading my special Savage underpants. There is a bit of good news for you though, I do have a spare copy of John Walker's 3, but you're not getting that either so bug off.

## USELESS LETTER AHOY

Dear YOB,

Why do you bother printing letters from people like Hong Ko Lee? I say you should go round his house and kneel for him every day. Any-  
one, I think your mag is shit. You are totally cool and sweet though. If you do not send this letter, I will never buy the magazine again and I will label you a gutless girl. Please. Get that last letter! I am a genius. I can complete S&B with over 200 lines left. So what do you think of that, don't?

Gavin Jones  
Newport, Gwent

PS My sister thinks you're lush. She wants to get in your underpants. She's an 18 year old sex pot.



GAVIN JONES: GENIUS

YOB: You sound like to me like a ten-year old girl of ~~18~~ and I've seen your sister - but I decided to stick up with the back and of a bus instead.

## LOOPY LAPLAND LARKS

Dear YOB,

This letter, it is coming from Finland. I live in Sjösta which is inside Lapland. Lapland is being north of Finland. My name is Jani Pihlaja and I am being 12 years aged. I am being CIVD mag and I must be say for you, "Not enough six red, I am not bigger posters having." He he he. Here is some notes of some parts of your's mag. Laval bug occurred when Robin Hood am playing was. Robin cannot move to anything. He he he.

Jan Pihlaja  
Sjösta, Lapland



YOB: I am liking your letter very greatly. Lapland is being almost nonexistant. Showing have you and madness of so. Mind you, a simple puke girl really are you being and showing of genius a feat is happened. Sides and clearly must you be charging and lessons taking outside Eng-  
lish maps. Writing to us no more should you having, or we are me having to kick your eskimo ass also. He he he.

## ARE YOU TAKING THE MICKEY?

Dear YOB,

I am writing to ask about the game Mickey Mouse, Castle Of The Sun. I just can't seem to pass the Chocolate Master Of Illusion. Also, can I have a signed picture?

Andrew Suttie  
March, Camba

YOB: I used to have trouble passing Chocolate of Illusion too, but a healthy dose of brain and six rolls of two-ply toilet scoured the out. If you want a signed photo of me, just go down the local Police station, pinch one of their smart Wanted posters and draw a big 'X' on it...

## WANTED



Or playing karate football or tennis, Fighting off King Bowser or Dr Willy, And inevitably saving the Princess.

Everyday is a new adventure, Living on his speed and wit, Though his never leaves the living room, He must be ready to, Pay Pillbox Shortyard, Minister

## SAD MEGA MATEY

Dear YOB,

I'd like to tell you about a strange thing that happened to my friend last week. An elderly relative of his passed on, leaving him several hundred pounds in a trust. Here a bit foolish with money, so he went straight down the local computer shop. He bought Sonic, Mickey Mouse, Gynoug, Balman, EA Ice Hockey, John Madden's, Merca, Alien Storm, Streets of Rage, Spindeman, Strider and Golden Axe. He also bought another joystick, two arcade powersticks, a Master System converter, a copy of CVD and Mean machines, he handed in a subscription to Megatech and purchased a copy of the Complete Guide to Megatech. He raced home and sprinted up to his bedroom with all his new swag. Then he remembered, he doesn't own a Megadrive. Is life a bitch or what?

Rob Forton

Devonry, Wiltshire

YOB: It certainly is Rob - or is that Hob? Your handwriting is so bad I can't tell, but that sad little story says I was probably right the second time.

## SAD POET'S SOCIETY

Dear YOB,

I have just read my son's November 91 issue and thought I could write a better poem than the one in 'Sad Poet's Corner', so here it is...

### COMPUTER VILUS

My son has caught the virus, And lost the use of his feet, His energy's gone to his fingertips,

And he's no time to eat or sleep,

Everyday he's a different Super Hero,

Turbo Battle Toad or Mega Twin,

Robocod Captain Planet or Mario,

Ready to fight or die on the small screen,

Chased by mushroom birds and dragons,

There was an old mouse called Fay,  
Who sat in a poem one day  
But it's totally crap  
Her son is a sad  
And there's nothing more I can say.

## GIMME ONE!

Dear YOB,

Can I have the 100 quiet?

Kavin Youssefhar

Chester, Chester

YOB: Nope.

## GIMME ONE TOO!

Dear YOB,

Please can I have the 100 quiet?

R 306,

Barnbridge, Barmby

YOB: Oh, alright then.

SLAG ME OFF  
AND WIN A  
FAMICOM!!



As you reckon you're hard, eh? Reckon you can match the wit and wisdom of yours truly in his Neverwash Multi-Sixt boxer shorts? Reckon you're tough enough to match the world's nastiest thug? Nahhhhh! No chance! You lot are about as much use as an old woman's jock strap with a broken buckle and as funny as a Rotweiler in the 11-thrands. Well, here's your chance to prove you can be as fat, funny, and downright cool as yours truly: just ring up and I'll send you down the 'phone! That's right, your deal with the most in right here and waiting for the very worst you miserable sucker can think my way. So if you've got something you want to get off your chest, like the greasy oil that keeps popping up on mine, ring this number and explode down the phone:

# 0839 500845

I'll print a selection of the best printable insults right here in the mag, and there's a spanking new Famicom up for grabs to the loudest, funniest, coolest call of the lot. Remember though, any call that'll get you hauled obscenities down the phone and I've heard 'em all before, so keep it clean or you won't win a thing and look a right janny. That aside, get slating and tell yours truly where to put it...

Special note: Make sure the person who catches up the phone bill knows you're dialling and remember not to insult them too: they'll probably beat you up because you're a real little wing after all. Calls cost 25p per minute off peak and 45p per minute peak rate.



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## STRETCH FOR TOP SCORES!

Our man Pond has a host of skills to draw on, including the ability to stretch his body in order to grab hold of the ceiling! This can be a real relief when things are getting hairy, but sometimes turn into a right pain in the jockeys if you don't know where the hell you are!



▲ RoboCop rises to the occasion!



▲ Good old Bertie Bassett, he's Britain's greatest asset!

## SUPER SWEETIES CENTRAL!

Stuffed full of tons of gorgeous scrolling screens, RoboCop features all manner of amazing bonuses to discover and destroy! Some of them are so wild and wonderful you'll see why Dr. Myster has more than a few screws loose, and a few are loosely based on characters you'll have seen before. We're saying now!



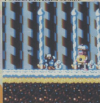
## BIG BEAUTIFUL BONUSES

Not only does RoboCop feature more than 2,000 screens of action, but the game includes loads of bonus rooms and a specially created bonus level! Here you can pick up some major points and power-ups to aid young Robo in his quest for the Cool, Hurrah!

you go down to the streets today...



▼ Invasion of the spacey monsters!



# REVIEW



James Pond is back, only this time he's half robot, half fish! This is one brilliant platform game and a splendid conversion of the Amiga original. The graphics have been reproduced almost perfectly but just a little faster and smoother. Soundwise, RoboCop is a little riot - with a brilliant remix of the RoboCop theme music and some smart sound effects. The in-game tunes are a bit twee, but suit the game perfectly. Gameplay though, is the main concern and RoboCop has loads of it. The platform theme is great and the game is fast, enjoyable and downright groovy. The game is huge, with tons of levels and secret screens - the only real difference between this and the Amiga game, is that the coloured backgrounds have been replaced with less colourful, but more detailed parallax backdrops. If you liked the look of the Amiga version, then put on your special shopping 'Y-Fronts and get down to Mr. Spanky's Cavalcade of Software and reserve one right now!

**FRANK O'CONNOR**

## UPDATE

RoboCop's been around awhile on 16-bit but there are no immediate plans to unleash him on other machines. Watch this space for more info...

## MEGADRIVE

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

# REVIEW

MEGADRIVE £35

Welcome to another round of the toughest game in town: the one and only Speedball 2! As you'll know by now, street fights are a thing of the past - nowadays the hard boys just pull on their shining suits of armor and beat the crap out of each other for \$1.0 bucks! Here we are at the brutal Deluxe home ground for another feast of fighting fun, and I reckon we're in for quite a bit of bovine. In case you don't know the rules, I'll do a quick recap: there aren't any. Get the steel ball into the other team's goal as many times as you can, by whatever means you can. And don't worry if a few people get hurt - whatdya think we pay them for? Get out there and get kickin'!



Speedball 2 was an instant classic on the Amiga. You'll be glad then to discover that the Megadrive version retains every feature of the Bitrite's classic future sport. The differences are all slight improvements. The Megadrive version is a little faster and

smoother and for some bizarre reason, it suits the jipped perfectly. Graphically, the game is a joy to behold. Detailed sprites, smart backgrounds and some nice special effects all add up to a veritable visual feast. The sound doesn't quite match up to the standard of the graphics, but it still includes some lovely samples and tunes. The options are comprehensive to say the least, with different combinations of teams, players and equipment available. All in all, the best sports sim available on the Megadrive and an essential purchase.

FRANK O'CONNOR



## FAST FURIOUS FUMPIN' FUN!

Fast and furious are the watchwords for Speedball 2, converted from the Garsap Bros' Amiga classic. The emphasis is well and truly on speed, strength and reflexes with no points for second place!

The game centres on the steel ball which spins out of the central gun at the start of play. From this moment it's a fighting free for all, with just about anything allowed as you scrap for points. Tap the fire button quickly and the player with the ball will know it as shoulder

height. Press the fire button pressed down and he'll do a curling lob over the heads of the opposition, ready for his mate to catch further up the field. Catch the keeper off guard and you may just slip one in the goal for ten points, a big Maxon and an action replay.

THANKS to Console Concepts (0352 712756) for the review cartridge

# SPEED



Don't like the look of that bulge with the ball? Well, pumpin' his head in!



# REVIEW

## BIG BOY BONUSES

There's no room for wimps in Speedball 2, and there are a variety of bonuses an offer to really sort out the men from the boys. All are useful and some are so darned good they can make the difference at the very last minute as you crawl back into the lead.

**Stars:** Stars line the playing field. Hit them with the play ball and you'll score two points for each one. Light up the lot and you'll get a big 10 point bonus. Hurrah!

**Bounce Bonus:** Two of these little bonuses lie dormant on the field. Hit 'em with the ball and it flies off in a random direction, raking up two points in the process!

**Multipier Ramp:** Roll the ball in either direction up the ramp and you'll activate the Score Multiplier. Roll it up once and your scoring potential increases 50 per cent, roll it up twice and each goal is worth double - just the thing if you're lagging behind and need to catch up quick! Be aware though, 'cos the other team can turn off the lights just as quick as you can spark 'em on!

**Electrobouncer:** Two of these units line each side of the field, hit 'em with the ball and it electrifies, glowing gold and knocking over the first player it hits from the other team!

**Warp gates:** Four of these line the field, and knocking the ball into one of them will cause it to warp out of another further down the field.



The original Speedball was the best scrum 'n' score game outside the arena, and Speedball 2 on the Amiga improved it still further. This is the magazine

convention of the 16-bit classic, and if anything it's even better in many respects! The gameplay is certainly faster and smoother, and although you will see a tiny glitch in the scroll at certain times, you'll hardly notice. Graphics are great, sound's a laugh (and this time round there's no annoying little ckb yelling "Ice Cream!" when you score a goal!) Gameplay's where Speedball 2 can't be touched, though. Fast moving from beginning to end, it's intensely competitive for every second you're playing - especially if you take on a mate for heat in head to head. My only mean is that occasionally you lose track of the ball, but with a game this fast that would only happen in real life, so who's complaining? This is one of the strongest titles on the magazine at the moment, so I suggest you snap it up right now!

**TIM BOONE**

# BALL



A. What did you call my sister?

## MANAGE YOUR MANIACS

Speedball 2 offers you the chance to manage your team in or out to get the best out of them and make sure they really know how to tough up the other side. In this section you can change your starting lineup, while the Gym screen allows you to alter a wide variety of team factors including Aggression, Attack, even Intelligence (or the lack of it).

It's a good 'n' essential the way as the big boys go 'em!



## YOU JAMMY SLUGGER!

Little known facts of life CIVG and Mean Machines loved Speedball 2 so much we organized a knockout derby. Who will? None other than Paul Paro! How? We don't know either, but it must be something to do with those Slimap-style shades for years...



Paul

## MEGADRIVE

GRAPHICS	90
SOUNDS	89
PLAYABILITY	94
LASTABILITY	93
<b>OVERALL</b>	<b>93</b>



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CD  
ROLLERBLADES

## FANTASTIC FRILLS 'N' SPILLS

Fantastic Voyage bears more than a passing resemblance to the likes of R-Type and Salamander. You have to find your way to the poor old bloke's brain, passing through all the sections of his body - even the terrible bits. There are two main problems though. One: there are tons of evil critters infesting the body. Two: you need certain weapons and medicines to destroy obstacles. Can you do it in time?



# Fantastic Voyage

# REVIEW

AMIGA

£25

BY DMI

Anyone seen a smart sixteen film called Fantastic Voyage? Here's the plot: a crazed scientist has perfected the technique of miniaturisation, but an unexpected illness causes a blood clot in his brain. The problem with the shrinking process is that it wears off after an hour. The scientist knows how to stop this happening, but he's at death's door! You, a team of doctors and a submarine are all to be shrunk and injected into the scientist's, then make your way to the blood clot and destroy it. Thing is, you have to get in and out within an hour, otherwise you'll start growing again inside the bloke! Get in!



▲ So, where do we start...?

## BLOOD 'N' GUTS GALORE

All the battles in this game are revolting. The first things you come across are flying red blood cells and very realistic they are too. You'll also encounter massive cancer cells, all white legs and oozing pustules. There are really nasty things in there though, like blue striped parasites, which at this scale are about the size of a blue whale. You also have to watch out for the body's defence systems, it may think you are a virus and send out gangs of antibodies to get you!



What an unexpected treat! Fantastic Voyage is a smart variation on the shoot 'em up genre, with an ingenious plot and some brilliant special effects. In style it's a little like Atomic Robo Kid, a mixture of exploration and frantic blasting action. It's a great deal

more exciting though, with a real sense of suspense as the clock ticks away and the battles creep up on you. There are extra weapons galore and very necessary they are too. Graphically this is a treat and a half! The organic feel is brilliant, really slimy and licky! The spotlight effect on the ship as you drift through the body looks superb. Music is good, but you'll only hear it if you have some meg machines. The game is only as big as a human body, but when you're less than a nanometre in size, that's a lot of area to cover. A smart addition to an otherwise lifeless genre!

FRANK O'CONNOR

## WE ALL LIVE IN A TINY SUBMARINE

The blokes in Proteus (the submarine) only have an hour to perform the life saving operation and get out. To escape from the body, they have to drive the submarine into the tear ducts of the patient and pop out of his eyes. If they don't do it in time they'll rapidly expand, crushing themselves and ripping the patient apart in the process. If this happens in the head it's all over for everyone involved, but if they make it to his bottom, they might just escape with their lives!

## AMIGA

GRAPHICS	87
SOUNDS	78
PLAYABILITY	86
LASTABILITY	87
OVERALL	86









## THE BITMAP FLANGE RASTERDOOBRIE

The Mega CD is a compact unit that sits happily underneath the Megadrive. It's very similar in styling to the Megadrive and once in place it looks dead easy. The internal gutsies are a mass of smart custom chips and processor doobies. The Mega CD uses a Motorola 68008 chip, like the one you'd find in an ST or an Amiga. This chip runs at 10.5 Mhz, which is bloody fast, especially when used in tandem with the Mega-Drive's own 68000. This is all very well, but a CD-ROM really needs one thing... a RAM cache! What's a RAM cache? Well, when a CD unit sends graphics and sound to the host machine, it needs to hold a lot of information in memory. If it can't do that, then you get a very irritating lag while the machine accesses the Compact Disc. This was a big problem with the PC Engine CD unit, the waiting time can get quite ag-gravating. Fortunately, the Mega CD has a large RAM cache and can handle up to 8 Megabits of info at one time. This is more than enough space for pause-free gaming. As far as sound goes, the Mega CD is a big improvement over the Megadrive. It has an extra 8 channels of PCM sounds and they are well up to the quality of a decent Keyboard. These can be played at the same time as the Megadrive's chip and can also be used with live CD tracks as musically, you can't go far wrong. The extra processing power built into the new unit, means that the Megadrive can now perform the kind of scaling and rotation tricks that the Parsonen is famous for. All in all, a smart bit of kit.

1 大音量BGMは16ビットPCM音源

MEGA-CDの超音

# SPECIAL FEATURE



So here it is. The battle of the giants, Nintendo and Sega have been waging war in the console market for years now, with Nintendo always having the upper hand. Sega looked all set to change this around in the British market at least, with the launch of the Mega CD. Nintendo however had different ideas and decided to bring forward the launch of the Super NES (Super Famicom to you and me). The launch is all set for spring, with Super NES machines in the shops, possibly as early as February. Sega don't plan to launch the Mega CD officially until Summer next year. Now here is the question on everyone's lips: Do you buy the Super NES, or wait for the Mega CD? It's not an easy choice, so here is a guide to what's hot and what's not about the two machines...

## BIG IN JAPAN

The Mega CD has been widely marketed in the land of the rising sun, as the machine that will bring CD ROM into the home. There are already a couple of CD ROM standards in Japan, the most successful of which is the Sharp FM Towns. This computer is basically a scaled-

MEGA-CD 512x128



up PC, with smart graphics and a built in CD unit. The thing the FM Towns is most famous for, is the number of games featuring scarily clear screens. It's widely expected that this kind of shiny software will appear on the Mega CD, although Sega's strict quality controls should filter the worst of it.



## SPECIAL THANKS!

CVG would like to thank the fine gamblers at Ace Consoles (01 383 5486) for getting a Mega CD to our office the very day following its launch in Japan (best known for their Super NES (Fami-com) expertise. Ace are expanding their horizons to take an Sega's wonder machine, so call 'em for info!



# MEGA CD VS SUPER NES

# SPECIAL FEATURE

out. The Mega CD was released in Japan last December and basically sold out as soon as it hit the shops. Sega recently released limited numbers, so selling out completely isn't quite as impressive as it sounds. The demand though is easily outstripping supply even now. In the UK, when the machine was launched, grey imports like Advanced Console Entertainment and Console Concepts were allowed under with orders. In fact when we picked up our Mega CD, there was nearly a riot because it was the last one in stock!



## WHERE'S OUR BLIMMIN' MEGA CD?

After months of sneak previews and much speculation, we finally got hold of a Mega CD. The machine arrived in the CVG office only days after its release in Japan. The excitement in the office was understandable. Problem was, when we first got it, we had no software. When you turn the machine on, you are presented with a really sexy demo. This shows the Mega CD logo floating in the sky. It starts turning, spinning and wobbling around the screen. It's all very impressive, but it's even more impressive when you discover that the logo isn't a polygon, nor a sprite. This gives you a peek at the machine's true potential. The music that plays during this demo is groovy, but hardly mind-blowing.



## A SONIC CATHEDRAL OF SOUND...

Not only is the Mega CD a smart piece of video gaming technology, it's also a bloody good CD player. Instead of the usual array of buttons and dials, all you do is slot in a normal CD and press start on your control pad. The screen then changes from the demo to a menu of options. These allow you to play any track on your CD at random, or if you like, in a pre-programmed order. There are some useful options and if you're into music you'll love it. You can, for example, loop small sections of any track, useful for sampling chords or instrument sounds. There are a wealth of options and the sound quality is quite remarkable. Using the audio ports and connecting the Mega CD to speakers, the sound quality is nearly as good as a decent CD player. Put through a good stereo system with amplifiers and the unit becomes a formidable bit of Hi-Fi equipment.



## SO IS IT ANY GOOD OR WHAT?

Well, there's no doubt about it. The Mega CD is a dead hard to get to. Problem is, the first few games don't really take full advantage of it. There are a few Japanese RPGs available already, most with untranslatable names. The RPGs all follow the kind of Gauntlet inspired top-down perspective, with a lot of spell casting and wandering about. The one advantage CD brings to this type of game is in the lengthy graphical intro. You get treated to highly impressive cartoon sequences. The graphics and the accompanying music is quite awesome. We've only seen two arcade style games so far. The first, *Heavy Metal* is a cross between a shoot 'em up and a beat 'em up. It's a horizontal scroller, very playable and very fast. Again, the game features huge cartoon intro and smart music, but graphically it doesn't do anything you haven't seen before. *Hot Peace* is the second of the arcade games and it's a good old horizontal scroller. This is a real disappointment. As far as graphics are concerned, this is no better than say, *Thunderforce* or *Galaxia*. There are the new mandatory intro screens and the music is funny and well composed, but you could easily be mistaken for thinking this was a Megadrive rom. There are a few big titles promised in for future release, expect to see a lot of Sega's arcade catalogue, G-LOC and Radmobile for starters. Best of all though, a little birdie tells us that *Sonic 2* may well appear on the Mega CD first. From what we hear, it's gonna be something very special indeed!

## BUT WHEN CAN I GET ONE?

The Mega CD has had its official launch in the UK, priced in at Summer '90. This is reasonably fast and we'll get it around the same time as America. The machine is certainly expensive as an import, around the 260 quid mark. When it's released over here, the reduction in price won't be all that great. Expect an official price of around 150 quid. The Mega CD imports will only work on SCART Megadrives at the moment, but the console boys are hard at work on a conversion and it should be available for Pal machines by the time you read this.



# SPECIAL FEATURE



## THE CONSOLE WITH TWO BRAINS!

The Super NES is a very strange machine indeed! Although it's a sixteen bit machine, the central processor isn't sixteen bit at all. It is in fact an eight bit chip, a 68000, to be precise but a deeply confused one. It runs as fast as a sixteen bit chip and it thinks like one, but it isn't. Kind of like a Volvo with a Ferrari engine... it's not much to look at but it doesn't half stuff! The Super NES' main attributes are its brilliant custom chips. These are used to create some stunning graphical effects. The colour palette is an enormous 32,000 and the machine can display 256 colours on screen at once. You can take a whole screen or a small area and expand or reduce it in size very quickly. This effect has been seen before in arcade games like After Burner and G-LOC. The Famicom can also create screens in real time, much the way Namco's Astérix arcade machine does. The chips are powerful enough to combine these effects and clever programming can produce stunning results. The most impressive thing about the SNES though, is the sound chip. This uses eight channel digital PCM sounds, better quality than most mid-range keyboards. These sounds can be played in true stereo and the effect is jaw-dropping. Trumpets, pianos, guitars, all can be reproduced faithfully through the SNES. You can easily link your SNES to a hi-fi and hear the sound through decent speakers. It's well worth doing. In real terms, it's a much more powerful machine than Sega's Megadrive.

## THE GOOD THE BAD AND THE SAD

The SNES obviously excels in anything that involves colour and sound, especially using the rotation/loading hardware. Where it falls down a little is on its sprite handling. The SNES is capable of displaying lots of sprites, but the spaced suffers when there are more than 128 on screen at once. Much has been made of this problem in the computer press, but the Megadrive suffers from this too, although not to the same extent. Where this problem arises most is in fast shoot 'em ups with lots of enemies on screen at once. You'd be less likely to notice



on say, a beat 'em up or a driving game. There are ways round this, with clever programming and tight use of the hardware, but it's not as big a problem as you'd think.



## THE BIG TOP SECRET THING THAT WE CAN'T TELL YOU ABOUT!

After wearing our special investigator trousers for months, we discovered something about the SNES that will make you fill your pants with sheer bed-wetting anticipation. This makes the CD ROM look pathetic and it will change the face of SNES gaming forever! What is it? We're not allowed to tell you! Ha! Are we not so what? All we can say is this, when it appears and you own a Famicom, you'll be even happier than a big bag of really happy things. Is it hardware? Is it software? We're not telling, but look out in future issues for more news. It's a bopper!



## FABBY FAMMY FROLICS

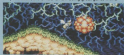
The initial batch of Famicom games upon its release in Japan was spectacular. The one to buy the machine for though, was Super Mario World. This was the fourth installment in the series and it is still easily the best platform game ever. The games, unusually for a console included a couple of strategy games, namely Populous and Sim City. These went down a storm in Japan and shifted untold numbers of Famicoms. It's highly likely that the first batch of games will be the same as the first lot of Japanese games. Look out in the future though, for great titles like Street Fighter 2 and rumours already abound of Mario 5.

# SPECIAL FEATURE



## THOSE DAMN YANKEES!

The SNES went on sale in America last year and was greeted with great interest, but it didn't do as well as expected in sales terms. There were two main reasons for this, firstly, the MegaDrive already had a firm foothold in the market and secondly, NES owners were quite happy with their old machine. Software support was fine, with a lot of great titles released with the machine, but many stores had problems getting enough copies. After some teething troubles and a lot of speculation, the SNES is now doing great guns, with a



## SO WHICH ONE SHOULD I BUY?

It's up to you. If you're dead wealthy, get 'em both. If not, ask yourself these questions. How much do you have to spend? How important is CD ROM? Do I want for official release, or buy grey imports? Both the SNES and the Mega CD are brilliant machines and both have their strong points. The Mega CD remember, is an add-on and not a stand alone unit. The SNES is due for release very soon. Add all those points up and decide for yourself, but remember, you heard it here first!

## CD SHENANIGANS

Nintendo have had a lot of political turmoil with their CD ROM system. This should have been available now, but development changes put paid to that. The Nintendo CD ROM was to be developed in conjunction with electronics giant Sony, but the deal fell through early last year. However, the unit was nearly finished and Sony will have the legal right to release the machine. It will probably appear in Japan in the next few months, it's to be called the Sony PlayStation. It will be entirely compatible with Panasonic cartridges, but with the addition of a CD ROM drive. Early peeks at the machine reveal it to be a sleek disc unit, similar in appearance to Sega's Mega CD. Sadly though, there will be little in the way of support for the CD unit, and most developers going to use Nintendo's system instead. This new system has been designed with the help of Philips and looks set to beat even the Mega CD, at least in terms of tech spec. It should be ready soon and there will be an interesting three way competition between Sega, Sony and Nintendo.



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Master System etc.) - Console **0898 330 903**

# CHEAT



# MODE

Well, hardly steady, fatal 1992 is now upon us and soon we'll be eating snails and saying "Hear he hear" like what those foreign types do. It's also just the right time for fans and fans of smart, newbies to come pouring through the letterbox, after your frantic buying of games over the festive period. In fact, I had such a jolly good time, sorting through your letters and cheats over the past month that I deliberately don't go home for Christmas - honest.

Got a hint, cheat or a new device to put forward to the readers of Europe, get them down on a five pound note and send them to me at: PAUL HANCOCK INTERNATIONAL CHEAT MODE, C/O, FREIGHT COURT, 20-22 PARKWOOD LANE, LONDON EC1R 3AG. There's a hundred stickers worth of software for the best entry - this month it goes to Gary Butler for his super sport GO Sprint map. As reward!

RMIGN



▲ **Asaugh!** These aliens are almost as horrible as Paul Hancock

## ALIEN STORM

Beat more baddies than you ever thought possible in the top-down conversion, thanks to Glasgow boys The Toxic Messers. Simply press P to skip to any level.



▲ **Stick alien ass with good old Poole's cheat**

## GREMLINS 2

Should you find you're losing your Gremlins' faster than you can comfortably handle, take a tip from Chris Sharp, who lives in Halifax. Type in **SINATRA** on the high scores table to receive infinite lives.

## RAINBOW ISLANDS

Andrew Macneil of Derby reckons that if you wait until the rainbow display disappears and type **SEALLERS** and **SPACE**, pressing **SPACE** allows you to increase the number of credits in your possession, letting you battle on with bags 'o' Bucks. Lovely!

## LOTUS 2

You simply would not believe the amount of jingo who have sent in the level codes for this exciting driving game. Barry Powell of London SW19 was the first out of the bag, so he gets his name next to the cheat. The lucky old thing, eh?

COURSE	CODE	MOTORWAY
NIGHT	TWILIGHT	MARSH
FOG	PEL SOUP	STORM
SNOW	THE BRICKS	LIVERPOOL
DESERT	PEACHES	SAGLEY



▲ **Looks like with Lotus 2!**

On Marsh level, drive over green spots in the road for extra lives! On Storm level, drive over red spots (appear after every few checkpoints) for fuel!

Andrew Mackie of Leek, Staffs, not only sent the passwords, he also supplied a secret code for you Lotus lovers to try out! To find a secret game, type **DUX** on the password option.

More password preferences, this one coming from Martyn Clarke from Birmingham, Hants. Enter **TURPENTINE** on the password screen for infinite time.

And to finish off this bumper Lotus special, Dave from Sheffield says that entering **DEESIDE** on the password screen advances you to the next level, even if the previous one has not been completed. Cor!

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GET THE LATEST AND THE GREATEST CONSOLE GUIDE IN THE SERIES!







▲ Will you make it past the bridge of doom? Hope so!

### CASTLEVANIA II

Kenshi Hay, Fawcett, Kent and James Houllihan Brighton team up to bring you a first of password! screenshots for this incredible arcade adventure-in-your-pocket. Go to the password screen and use the following: **HEART HEART HEART HEART** to enter the hidden music mode.

**CANDLE HEART HEART CRYSTAL** to advance to level two.  
**HEART HEART HEART BLANK** to move to the third level.



▲ More Castlevania trivia, courtesy of Kenshi!

### GARGOYLE'S QUEST

Listen and learn from Arni Vilálgar Halsteinnsson (or it is he), that Icelandic hero who informs us that, on the password screen, entering **X7BC-8A65** advances you many levels and gives you a stack of items!



▲ Just blow up everything in sight - that's Final Soldier!

### FINAL SOLDIER

A rock 'n' roll shoot 'em up on this great little machine, now complete with an equally sturdy couple of cheats from Anthony Karkowski, of London NS. Select Normal Game then press **LEFT, LEFT, 1, RIGHT, RIGHT, 2, UP, DOWN, UP, DOWN** to access level select (do this twice for a title screen). Press **LEFT, LEFT, 1, RIGHT, RIGHT, 2, UP, DOWN, UP, DOWN** on the title screen to enter sound test.



▲ Juggles, here is a 20 of 'em! - so cheat your way through!



▲ Check out those fireballs of doom!

### PSYCHOSIS

Can't say I've seen this game, but Marwan Rati of Gargoyles certainly has - he's even sent in a cheat to prove it! Make sure all turbo switches are off, then press **DOWN** and quickly hold down button **2**. While holding it down, press **DOWN** again - five times for level two, 45 times for level three, 25 times for level four and 180 times for level five. Easy, eh?

### DRAGON EGG

Check out these jugged cheats, courtesy of one Mr Anthony Karkowski, inhabitant of London NS. Press **UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, 2, 1** on title screen for level select. To access the sound test, push **DOWN, DOWN, UP, UP, LEFT, RIGHT, LEFT, RIGHT, 2, 1**.

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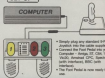
SV-120

**EXAMPLE**

for a car racing game



**SET UP**



- Simply plug any standard 15-pin Joystick into the cable supplied.
- Connect the Foot Pedal into your Computer - Supports IBM, CIB, TOS, Vx80, Amstrad CPC, Spectrum (with interface), BBC (with interface).
- The Foot Pedal is now ready to use.



▲ Flats and feet fly in Final Fight!

## FINAL FIGHT

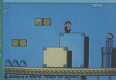
Short and sweet, this one from Gary Paton of Glasgow. Just press + to kill all enemies onscreen.



▲ Plenty of bad dudes to kick your ass!

## MAGIC POCKETS

Gary Paton strikes back, with a quickie tip for the lit-mag Bros' cool collect 'em up. Pressing P lets you skip through the various levels.



## SUPER MARIO BROS 3

As Mario fever sweeps the country for the third time, Lewis Ilesie Joanne Mansfield sends in a mega tip to grab lots of lovely lives. Take it away, Joanne! On level 8-2, go down the first pipe and, keeping to the right, land on a note box and bounce up to the right. Go up the pipe and, once at the top, climb down the next pipe and it will take you to a secret level. Go to the left and hit the first box which is sticking out. Turn into Super Mario and smash the bricks then hit the big question mark, then collect three extra men. Come out and get yourself killed and then go back inside and repeat the process several times to grab a multitude of Manos!

Staying with Super Mario Bros 3, A Belfast chappie who didn't include his name has found a cheery way to stock up on enormous amounts of items! Who do you do it? Read on...

To build up a collection of 26 items, complete world 3-4 then use the hammer to smash the boulder which blocks the path to the boat. Float to the islands to collect extra items, then get killed. Re-enter via 3-4 and repeat the process until you have gathered your fill of goodness!



▲ Doh, what's this 'ere then? Looks like trouble!

## RAINBOW ISLAND

Brent Jacobs of Capetown, S-Africa, has been battling away at this smart NES game for so long he's found the cheat. On the title screen, push up on player two's joystick, to select any of the seven worlds on which to begin.



▲ Don't worry about the woman - she shows her dum to everyone...

## STORMLORD

A bit of a stinker, this conversion of the old computer game of the same name, but that doesn't stop James Brotherton from Loughborough, Leics, fiddling about with his joystick to find a handy life cheat mode. Pause the game, press A four times, B three times, B once and A once to receive extra lives.

## ROAD RASH

One of the best road-racing games available for the Megadrive, Keith Haxton of Wallington, Surrey, has been beavering away at Road Rash and has come up with the following level codes.

LEVEL TWO: 00000 000P1  
0001P 2110H with the Panda 600  
LEVEL THREE: 00000 00P1  
0100E 2110E with the Panda 600  
LEVEL FOUR: 4100T 040G1  
1139G 4P50E with the Diablo  
LEVEL FIVE: 00000 04R4G  
1123E 2403E with the Diablo







## Part 1



RESCUE PINK NILIA  
WEAPON - GRANADES  
MAGIC - FREEZING  
SPECIALITY - WALKING  
UPSIDE DOWN ON  
LEDGES



## Part 2



## end level



USE RED AND HIT HELICOPTER  
AS IT APPEARS IN FRONT OF  
ROLL WATCH OUT FOR  
RAMBLAGE MAN BELOW

- BOMB
- MORE ENERGY
- INCREASE ENERGY
- NILIA MAGIC
- EXTRA LIFE

JN - JUMPING NILIA  
LN - LASER MAN  
RM - HAMMER MAN  
EM - EXPLODING MAN  
GM - GUN MAN



## Part 2



## WOOD LANDS

- RB - ROLLING BALL BOA
- RT - BLADE THROWING MAN
- MB - MONKEY MAN
- TC - TREE CLIMBER
- K - KNIGHT
- CS - CHARGING SWORD MAN

## END LEVEL



USE YELLOW AND  
FIRE AT THEM WHEN  
THEY DROP FROM  
HEAD



RESCUE GREEN  
NILIA  
WEAPON - CALIBRATING  
MAGIC - EXPLOSION  
SPECIALITY -  
ROMPABLE TO  
DISAPPEAR A BARRELS  
OF METAL STAIRS  
EVERYWHERE

## Part 1







# REVIEW

£45

BY NINTENDO

**Z**elda! To some people, this is the definitive RPG and now it appears in its third incarnation on the Super Famicom. The game features the exploits of a small elf named Link. Zelda is a smart and sexy little princess who spends most of her time getting kidnapped by evil magicians. This causes no end of problems for the hapless Link, as he's the only one who always has to bail her out. Link is a strong lad and dead brave too. He must be strong though, because he can carry a quite unfeasibly large amount of stuff in his magic pockets. Armed initially with a small sword, his weaponry can be upgraded as you progress and certain weapons are needed for certain battles. The game is viewed from a bird's-eye perspective and you walk around the world of Zelda fighting battles. The map is huge and map-making skills would be an advantage.



As well as the gauntlet style shooting and bashing, you will have to use your brain to solve some rather tricky puzzles. Perseverance and patience are required, but the game has a useful battery back-up facility, so you can turn off and continue later.



I don't hear like the first two Zelda games and this one is a real sight for sore eyes. The success of the first two games was largely due to the immediately accessible arcade style of play. Zelda 3 retains this and the elements of strategy and adventure are added treats rather than annoying extras. The game has a lot in common with Gauntlet and games of that ilk. Most of the logic puzzles involve finding your way out of traps and mazes. You'll also have to decide which weapon or magic powers are best suited to certain tasks. The graphics are very simple, but the animation is fluid and the game is packed full of colour. Sound-wise, Zelda 3 is spot-on. It has some great orchestral scores and lovely sound effects throughout. The Japanese text might look daunting, but it doesn't affect the gameplay much at all. If you liked the first two games, or you fancy a spell of RPG related malarkey, then get this straight away, it's a corker!

FRANK O'CONNOR



▲ Wonder what this magician will eat me?



▲ Spooky goings on in the underworld!

## MAGICAL MYSTERY TOUR

The main ingredient of the Zelda games is mystery. In this respect, Zelda 3 is no different from the other games in the series. There are various magical spells available, but easily the most important is the magic mirror. This allows you to teleport at will from a number of magic squares in the magical kingdom. This makes getting around the world a lot faster and easier. One snag though, the mirror can be lost if you try to teleport through the evil underworld. Good-bye!



# The Legend of ZELDA III

## TWO DIMENSIONAL MALARKEY

Zelda is a huge game, but the shocking discovery of a parallel dimension makes it even bigger. This other dimension is an evil version of the Zelda world. The battles change and the vegetation takes on a sinister aspect, but other than that, the layout is identical. You need to flip between worlds using the mirror if you are to complete the game, as the evil dimension contains some essential spells and weapons. One thing about Zelda 3 is the Japanese text. You'd be forgiven for thinking this made the game impossible to play. But you couldn't be more wrong. All you have to know is the difference between yes and no. Yes is always placed at the top of your reply list and you can complete the game quite happily just by replying yes to any questions. It might work out expensive in terms of what you can afford to buy in shops, but it's better to be safe than sorry.



▲ A whole world spread out before you!



## FAMICOM

GRAPHICS	85
SOUNDS	87
PLAYABILITY	90
LASTABILITY	90
<b>OVERALL</b>	<b>89</b>

# REVIEW

PC

£35.99

BT £31/US GOLD



The time for battle has come. Fresh from your exploits with the forces of evil in *Eye Of The Beholder*, there's no time to rest and take things easy because foul things are afoot once again. This time round there's just one hope for mankind - a direct assault on the dreaded Temple Dwarves. But who will lead this treacherous mission? Who is brave enough, strong enough, talented enough and foolhardy enough to accept such a gruesome challenge? That's right matey, take two steps forward because it's gonna be you!



*Eye of the Beholder* was a brilliant RPG and you'd think it would take some beating, but not! This sequel takes the original formula and improves upon it to no end. The graphics have been revamped, the control system tweaked and the overall feel is much

smoother and friendlier. RPGs tend to be a bit daunting for spaced-out laser junkies like myself, but *Eye of the Beholder* is a different kettle of fish. The control system is dead easy to get to grips with and type-based atmosphere really draws you in. There are more traps and surprises in this sequel than in the original game. Finding your way out of the forest is hard enough, but the dungeons are truly labyrinthine. Music-wise, this is much the same as most PC games, a bit of a dead loss. The tunes are grim and uninspiring, but fortunately the decent sound effects save it. If you enjoyed the first game, then you'll find this is much more than a few extra levels. Watch out for it

FRANK O'CONNOR

## WHO'S WHO AND WHAT'S WHAT?

With plenty of character types to choose from in *EOB2*, it's worth getting to know what they can and can't do, so here's a quick rundown on each:

With plenty of character types to choose from in *EOB2*, it's worth getting to know what they can and can't do, so here's a quick rundown on each:

**Dwarves:** Short, stocky and fit - these little fellows are reliable team members.

**Elves:** Slimmer and shorter than humans, they're quick on their feet and good in a crisis.

**Gnomes:** Small in stature, high in intelligence but low on wisdom. Fairly foolhardy.

**Half-elves:** Taller and feebler than most elves, they're mostly immune to spellcasting - well handy!

**Hill-folk:** A friendly race fairly resistant to magic and good with sling shots.

**Humans:** You know all about them!

Well it's this then!



## ALL SORTS OF FAB FOLK

All races have their own classes, or types, of individuals. They include Clerics (going back and spell tomes), Fighters (humans!), Mages (more magicy types), Paladins (elf warriors), Rangers (Pardons and Isakems) and Thieves (fingery types), make sure you get a good cross section in your team!



A Cleric? She's certainly 'available'!

Looks like it's time for a scrap...



It's amazing the people you meet... w



## MAJOR MAGIC MALARKEY

Magic moments are the order of the day in *EOB2*, with plenty of chances to use spells 'n' stuff to aid you in your quest. Characters such as mages and clerics can cast spells, but they have to have a bit of a rest before they can let loose their talents. Spells can be conjured up either by memorisation or prayer. The first is infinitely preferable, 'cos you don't have to put up with someone mumbling to himself for ages and throwing holy water all over the place...

# EYE OF THE BEHOLDER III

▶ **Doesn't it get a bit creepy...**



▶ **Time for trouble!**



## EYE EYE CAP'N!

Just like the original, EOB gives you the chance to choose your team and modify their strengths and weaknesses for maximum effectiveness. No? The dice to choose the attributes of your party, select individuals from all walks of life and hit them out with the goods you think they'll need. It's crucial that you get the right mix, because each individual's skills and talents could spell the difference between victory and disaster!



▶ **So what does this do? Time to find out!**



Eye Of The Beholder was the game which changed the face of role playing adventures, making them more fun than ever before. Entourage's been waiting for the sequel for ages, and BOB have turned in a fine product which more than does justice to the original.

Basically this is an extension of the first (although of course you can play it if you're new to the game) with tweaks and improvements to graphics and gameplay. In one way that's a great strength, in another it's a weakness: fans of the first game will have little over this, while those who were looking for a significant march forward will be a tad disappointed. Just a tad, mind you, because nobody could realistically have asked any more of a sequel than EOB3 delivers - a solid, improved, more challenging version of the original and one which should keep EOB devotees happy for a very long time...

TIM BOONE

## OOH, THAT'S A BIG 'UN!

Still shivering over the gruesome horrors of the first EOB adventure? Well, the sequel features tonnes of terrifyingly terrible things they'll have you screaming for them the second you slap eyes on them! They'll sneak up on you from behind, attack your party and let up before you have a chance to say "Ooh, what's just bitten my bum?" Luckily you can fight back with all manner of weapons from stones to swords.

▶ **Arrange!**



## PC

### UPDATE

Amiga and ST owning EOB fans can look forward to this in the not-too-distant. You can still get your hands on the original, by the way, and it's grand.

GRAPHICS	85
SOUNDS	85
PLAYABILITY	86
LASTABILITY	86
<b>OVERALL</b>	<b>86</b>

# THE CVG CHALLENGE



**T**his month's lucky so-and-so, pulled out of your petal pile of High Scores, was Sundry lad Matthew Ford - who nearly filled his trousers when CVG phoned him up and asked him to come down to the big Smoke for the game of his life. Matthew had claimed a monstrously high 984-10 vs Revolver in Microsoft's brilliant Speedball 2 - so I invited he come down to London and test his mettle against CVG's winjoo Paul Rand, Frank O' Connor and Tim Boone. Tension was high. Frank almost wet himself when he found out just how good Matthew was and Paul threw his hands about yelling "Oh God! Oh God!" in that giggling, nervous sort of way.

## CHALLENGE 1 SPEEDBALL 2 (MEGADRIVE)

# SPEEDBALL 2

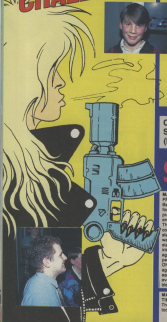
### MATCH 1 FRANK O' CONNOR

Before the game started, Scotland's answer to Bernie Langleigh started bubbling wildly and claimed he needed more practice - until I bopped him in front of the monitor and threat-ened him with Bullseye videos.

Things went badly for Frank in the first game - Matthew took control almost immediately streaking straight up the pitch to slam in his first goal. Before the halfway Frank knew what was going on, Matthew was whisking the ball off the corners there at the side of the screen before firing another straight into the back of the goal. Frank, contemplating hand, managed to pop in two reasonable efforts, but in a fit of total temper, Matthew collateralised him, finishing the first game 1-25-25! Oh dear. Frank was bubbling uncontrollably by now, but managed to get a grip of himself for the next game. Frank took an early lead and was doing well. Matthew however, was not even remotely bothered and by the time the final whistle blew, he'd won 21-20. Frank sat in dejection and in the hall.

### MATCH 2 TIM BOONE

The Big Ed was up next, wringing his hands and looking a bit too confident for his own good. "No worries", he announced,



and started running rings around the challenger and making good use of the bonus objects and the bonus score. But it was not to be. In the second half, Matthew took control and scored some truly inspired goals. He was a silver star and the man Boone didn't stand a chance. The final score of the first game was a massive 74-10 in Matthew's favour. Tim gripped his joystick a little tighter and started the second game. Like a whirling dervish he sped up and down the pitch, dodging left, feigning right. Matthew made several valiant efforts to regain the lead, but the weight of angry Boone was just too much and the final score stood at 38-34. The next game was a different matter entirely. Hard fought and exciting to watch, only three goals were scored. Unfortunately for Tim, two of them were Matthew's. It was all over, and we left Tim alone to cry quietly in the corner.

#### MATCH 3 PAUL RAND

In sweat Paul, his eye bulging behind him, "I'm lost, I am!", he cried. Matthew looked more than a little nervous and started shifting uncomfortably in his chair. The game was a war. Hard fought and tense, the match seemed to take forever. In the first match, Matthew managed to score only one rather sad goal. The man Rand, on the other hand, was unstoppable. As the game progressed, Paul's defensive

strategy paid dividends. Matthew couldn't keep up and Paul's keeper stopped some very brave tries. Rand started up the screen and slammed a ball in the goal. On the way up, he spunged the ball off the game's dome and tried to hold onto his slim lead of two points. As the final whistle was about to blow, he rebounded another into the goal, securing a win in the first match. Matthew grimaced and prepared for the next game. It was too late though, Paul's special Speedball underpants were glowing with an intense lury and he began to humiliate poor Matthew. Paul, the evil that he is, showed no mercy. Showing off, he ran rings around Matthew and instantly became the World's Most Obnoxious Turd Whooping with pleasure he won the match with ease, 42-34. Ungracious in victory, he called Matthew peevy drawers and ran around the room like the spoiled brat he



Paul looking to get started.



Paul, fails to notice Frank's points.

So Matthew had won the first leg, but the awkwardness of the CVG team knows no bounds. Quite despondently, the boys limped up an imaginary second leg from another "You'll have to beat us at Kick Off 2 if you want a prize" they said. "That's OK", replied Matthew, "I'm really good at it". The mood quickly changed. Tim threatened to go the full and Frank looked more like a big girl's blouse than the one I was wearing. Paul, however, was ecstatic. "No-one has ever beaten me at Kick Off", he announced proudly as laughter filled the room.



The man Boone causing his pants!



## CHALLENGE 2 KICK OFF 2 (AMIGA)



# KICK-OFF 2

#### MATCH 1 FRANK O'CONNOR

Frank began with rare promise, taking an early 1-0 lead, but complacency led to some stupid mistakes, allowing Matthew to equalise in the second half and hold on for a score of 1-1 until the final whistle. Extra time saw no goals and the game went to penalties. Frank, a particularly unfortunate case, whined about his lack of penalty skill and the final score held up his claims - Matthew 5, Frank 3. Tears and tantrums for a good fifteen minutes before Tim took the joystick.

#### MATCH 2 THE BOONE

An exciting match with a few spectacular attempts on goal, both players managed to hold off the other to keep the score at 0-0 come half time. Things took a turn for the worse in the second half, however. Matthew's defence was as capable as his attack and, while Tim couldn't get anywhere near goal, the young challenger stomped up the pitch and launched a rocket of a shot, sending the

Ed's keeper in entirely the wrong direction, and there's where it stayed. When the final whistle blew, it was like blow 1, Tim took it defeat slightly better than Frank, keeping his frustration to a short display of foot-stamping and holding his breath, and he turned blue.



Boone's trousers are messy with fear.

#### MATCH 3 PAUL RAND

CVG's self-proclaimed Kick Off champion took his position and what a sight he was. He had brought his special Kick Off joystick and was wearing his lucky vest - the one with bee stripes on. What followed was one of the most outrageous displays of gaming genius ever. All the players did well, but Rand was inspired. A strange silence fell over the small crowd of onlookers as Paul worked his magic. He was like a god - a pale, strong and rather pathetic god, but a god nonetheless. (You after shot saw his half time score at 4-0 - and still he wanted more. Matthew got up a bravo, if somewhat lifelessly, challenge but to no avail. When the final whistle blew, Paul had scored a massive 6-0. The CVG boys were jubilar).

The sports of war as neatly wrapped up in his goodies!



However, Randy's gaming skills could not alter the arithmetic. Matthew had won four games, CVG only two. (Mat there was the winner! Gracious in defeat, the CVG crew shook Matthew's hand and wished him well - except Frank, who sobbed, butting in the toilet - and the lucky lad walked off with an armful of free software and a certificate to prove his achievement). Thank you can do better, wrap-up! Spend in those high scores, and it's pick some spartan weird out of the bag!



Frank takes his defeat with dignity.

SADIE



# OFFICIAL U.K. HIGH SCORES

## DEAR WIMPS

will have received game-related prizes from Santa and I expect to see lots of console scores and a ton of Amiga show-offs next time.

Well, by the time you read this, you'll all be too fat and lazy to get any remarkable high scores. The Christmas turkey is now a wasteland of curries and casseroles and all your presents have lost their appeal. Still, a lot of you

## SADIE

### GAMEBOY

A corking Golf score this month, from Gareth Watkins of London. Obviously inspired by Paul Reed's incredible golfing antics in last month's issue if you think you can do better, put on your special golfing underpants and get out to the Nintendo golf club and start swinging.

<b>F1 RACE</b> Chris Stark, Epsom, Surrey	AUSTRALIAN 27.01 SECS
<b>TETRIS</b> Chris Stark, Epsom, Surrey	212 LINES
<b>SUPER MARIO LAND</b> Jason Turvey, Harold Wood, Romford	COMPLETED
<b>DUCK TALES</b> Mark Robinson, Donstable, Beds.	COMPLETED
<b>WORLD CUP</b> Vernon Wright, Harbury, London	COMPLETED
<b>SOFL</b> Gareth Watkins, Twickenham, London	-IN JAPAN- 12 USA
<b>BURAI FIGHTER DELUXE</b> Gareth Watkins, Twickenham, London	999,999 ACE

### MEGADRIVE

Wheel The Megadrive is going through a bit of a renaissance! There are two, count 'em, two strategy games in the score table! Tim Kelly's score on EA's Ice Hockey is a bit suspect though, seeing as the Soviet Union doesn't exist anymore.

<b>EA ICE HOCKEY</b> Tim Kelly, Sloughley, Milton Keynes	64-4 SOVIET UNION VS USA
<b>STAR CONTROL</b> Tim Kelly, Sloughley, Milton Keynes	COMPLETE ON AWESOME
<b>ROAD RASH</b> Robert Parsons, Highbury, London	REDWOOD COURSE, 1 MIN 2 SECONDS
<b>STREETS OF RAGE</b> Steven Cheung, Fouchil, Sheffield	516,880
<b>WEIGHT RESISTANCE</b> Paul Blackwell, Tisbury, Reading	COMPLETED
<b>STAR FLIGHT</b> Russell Tuffin, Walton on Thames, Surrey	COMPLETED-903,800 MFS LEFT
<b>JOHN MADDEN'S</b> Russell Tuffin, Walton on Thames, Surrey	HOUSTON 77 ALL MADDEN 5

### MASTER SYSTEM

Anthony Bell's amazing score on Pro Wrestling is one to beat. Alex Kidd makes a long overdue appearance on the chart again and we have an entry that's some what less than Brian Ferry. Obviously when he's not making smoothy pop songs, he enjoys a spot of Master System related 'waterlay'!

<b>HANG ON</b> Denny Bewick, Peterborough, Cambs.	824,910
<b>PRO WRESTLING</b> Anthony "Ding-Dong" Bell, Bookham, Staffs.	999,999 COMPLETE
<b>ALEX KIDD IN MIRACLE WORLD</b> Andy Howell, Aberystwyth, Wales.	87,860
<b>BYRRLE BOBBLE</b> Brian Ferry, Rosyth, Scotland	3,066,021
<b>DOUBLE DRAGON</b> Peter Mason, Rushington, Nottingham	73,180

### SUPER FAMICOM

Simon Wilmer gets the ultimate score on Geoman Warrior, completed with the max number of points possible. What a guy! Super Shouls 'n Ghosts is almost impossible on hard mode, but not if you're the high-on superhuman Simon Wilmer. I bet he drinks Caring Black Label.

<b>SUPER SHOULDS 'N GHOSTS</b> Simon Wilmer, Chalfont, Glos.	99,000 HARD
<b>ACTRAIDER</b> Ryan Salt, Winton, York.	23,240
<b>GEOMAN WARRIOR</b> Simon Wilmer, Chalfont, Glos.	99,000 FINISHED
<b>PELOTONS</b> David Poth, Gray, Essex	COMPLETE
<b>FINAL FIGHT</b> Gail Armstrong, Bank Cottage, Little Chalfont	3,296,763

### ARCADE

Lots of good scores this month, but let's set some for games like Starblade and Steel Talons. Come and have a go if you think you're hard enough.

<b>FIGHTER</b> Lloyd Wright, Kibberridder, Wors.	3,091,200 COMPLETED
---	---------------------

## ARCADE

<b>TIME TRAVELLER</b> Jon Matthews, Surbiton, Surrey	776,200
<b>MAD DOG MADNESS</b> James Leach, Walls, Somerset	21,800
<b>BLOOD BROS</b> Lloyd Wright, Kilderminston, Wicca.	226,500
<b>THE SIMPSONS</b> Steven Jamieson, Penzance, Cornwall	394 COMPLETED

## SPECTRUM

A superb score for World Class Rugby, from Mark Komer of Clapham. Next month though, Learnings will have been in the shops so there's no excuse for not sending in some smart Learning related scores.

<b>B-TYPE</b> Robert Trevethick, Radcliffe, Lancashire	153,000
<b>PRICE IN TRANSYLVANIA</b> Alan Andrews, Bath, Avon	COMPLETED
<b>MAH CHASE</b> Alan Andrews, Bath, Avon	93,840 COMPLETED
<b>WORLD CLASS RUGBY</b> Mark Komer, Clapham, London	WON FINAL 17-4
<b>TWOC GRAND PRIX</b> Alan Dyer, Chippenham, Wiltshire	COMPLETED 1ST PLACE

## ST

Two outstanding scores on the ST chart this month, Nick Ott 2 got the treatment from Paul Youdan and there's a fairly massive score on Speedball 3. Look out next month for scores on WWF and the other Christmas buggles.

<b>SPEEDBALL 3</b> Martin Tansel, Rochester, Kent	144-2 VS SUPER NASHMAN
<b>SUPERCARS 3</b> Paul Youdan, Monks, Herts.	COMPLETED 30 POINTS
<b>KICK OFF 2</b> Paul Youdan, Monks, Herts.	40-4 ON 4TH DIVISION
<b>SWIV</b> Chris Swales, Penzance, Cornwall	187,700

<b>Y&amp;I</b> Alan Murray, Dalkeith, Scotland	62,470 COMPLETED
<b>BLASTERBOD</b> Michael Leonard, Black Forest, Australia	6,287,810

## NINTENDO

A massive Mario 3 score from James Catchpole in Bedford, if you think you're got the balls to beat that, then send in your scores. The classic original Mario also gets a rather astounding doubling from Trevor Thornicroft of Scotland...he completed a massive 18 times in a row, must have taken hours!

<b>BUBBLE BOBBLE</b> Peter Barnes, Oatworth, Leicestershire	COMPLETED 1,872,800
<b>TEENAGE MUTANT HERO TURTLES</b> Derek Rutherford, Portsmouth, Hants.	180,200
<b>KUNG FU MASTER</b> Ewan McIvor, Kylesh, Scotland	226,120
<b>SUPER MARIO 3</b> James Catchpole, Bedford, Herts.	COMPLETED 30 LIVES LEFT
<b>SUPER MARIO BROS</b> Trevor Thornicroft, Scotland, Leamington Spa	COMPLETED 18 TIMES

## AMIGA

Kel Scotland gives Australia the doubting they deserve in World Benedict's superb Rugby World Cup result! Paul Benedict was a bit impressive too, as he tears round the hard level of Lotus Turbo. Think you can beat that? Then get writing!

<b>WAR UNITED EUROPE</b> Giles Wren, Braintree, Essex	9-1 VS BLAZA SCPIA
<b>GOCS</b> Paul Benedict, Chippenham, Wiltshire	1,314,878
<b>LOTUS TURBO</b> Paul Benedict, Chippenham, Wiltshire	148 HARD
<b>KICK OFF 2</b> Paul Rand, CVG Towers, London	22-0 VS GAD JERRY HALL
<b>ROOLAND</b> Andrew Harbridge, Ladybridge, Bolton	20748-LEVEL 20
<b>RUGBY THE WORLD CUP</b> Mark Benedict, Donistoun, Glasgow	94-3 SCOTLAND V AUSTRALIA
<b>TERMINATOR 2</b> Nathalie Williams, S.Glas., Wicca	222,300 COMPLETE

Right, wingos, you know the drill - every month CVG will be throwing down the gauntlet to all of you wankings. 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 scores 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 CRETINS ANYWAY - SO HERE ARE MY HIGHSCORES...

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

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

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





# REVIEW

NES

£35.00

BY JWC/LOCAFILM

A long time ago, in a galaxy far, far away... Star Wars is still one of the most successful movies of all time. All things to everyone: adventures, love story, visual spectacle. Star Wars has it all. The game follows the movie's plot faithfully and includes all its major elements. You start off on Tatooine, Luke's home planet. From here you have to enlist the aid of R2D2, Ben Kenobi, and Han Solo. Once you have Han Solo working for you, you can zoom off to the Death Star... via a large asteroid field. Most of the game is a scrolling platform romp, but there are various sub-games, including a 3D section in the middle. It's all there, so get going!



▲ Oh my messy pants, it's Darth Vader!



▲ He's kind... He's Han Solo!

IT'S BEEN SOLD OFFENSE BY THE REAL MINDS PEOPLE, HOWEVER, WHO YOU'RE LEADING TO THE GALACTIC OVERSEA.



# STAR WARS



IT'S IN THE MIDDLE...

## X-WING ANTICS

There are two 3-D sections in the game, one in the Millennium Falcon and one in the infamous X-wing fighter. In the first, you as Han Solo have to fly the Falcon through an asteroid field on the way to the Death Star. This is extremely tricky. The second 3-D bit is when you fly the X-wing through TIE-Fighter-infested space. This section leads on to a vertically scrolling shoot 'em up over the surface and into the trenches of the Death Star.

▼ Loads of levels to explore - bonus!



## USE THE FORCE

You can't actually use The Force in the game, but there are a few mysterious tricks you'll need to learn. The first obstacles are pump-related - Luke can pump quite far, but he'll leap a good bit higher if you discover his amazing springing ability. Like the Mario games, you hold down fire to run, which makes Luke leap a whole lot further and enables him to reach those otherwise unobtainable ledges. Learning to control the momentum of Luke and the other characters is also vital, so you'll need plenty of practice.





Star Wars is one smart cart! It has all your favorite bits of the movie and a few goodies which weren't strictly in the film. The plot has been doctored slightly to make the game flow a little more smoothly, but you have to do everything in the right order. The

main part of the game, a scrolling platformer, is great fun, with death-defying leaps and lots of alien swam to blast. The graphics, considering this is an NES, are completely groovy, with smooth scrolling, top-notch sprites and wonderful backdrops. The cart contains a special music chip which enhances the NES sound capabilities. What this means to you and us is there are some thumping renditions of the movie themes, as well as brilliant sound effects. The game is huge: you can play for an hour and still only complete five or six percent of the whole thing! Definitely the best film tie-in on the NES and one of the best Nintendo carts for ages!

**FRANK O'CONNOR**

# STAR WARS

## ALL PALS TOGETHER

You have to win all the good guys from the movie if you want to complete the game. Starting with just Luke and C3PO, you seek the assistance of R2D2. Once you have him, Ben Hanke will join the fun. Next you have to find Han Solo and, finally, Princess Leia. Each character can be controlled and they all have their uses and it's up to you to find out who does what best. The film plot gives clues, so you shouldn't have much problem figuring it out!

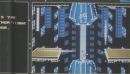
## UPDATE

Berry Skywalker, but if this game's your cup of tea the NES is the place to be. Suit

Don't get lost on the ladder, too you never know where you'll end up...

## WHY IS C3PO SO CRAP?

Although C3PO is with you all the way through the game, he's completely crap. He doesn't do anything at all except complain all the time. He can't shoot, he can't jump and he can't even speak different languages like he's supposed to. This isn't actually an option, but it wouldn't be a bad idea to leave him in the Jawa sandcrawler. At least they could make him into something useful, like a trumpet or a waste bin.



It's taken a while to touch down (just about 18 years!) but this game is hot! Location has really gone to town here, turning in a game and a half which will have you doing a double take to prove you're actually playing an NES. There's nothing quite like this one anywhere, 'cos it's so faithful to the warehouse adventure appeal of the movie itself. Looking very Luke-like you journey through some gorgeous graphics to complete one myth of a tough task! The sound track really stands out, ranking among the best I've ever heard on the 8-bit Nintendo. But at the end of the day what I really like about this game is the way it so distastefully mirrors the excitement and drama of one of the greatest movies ever. This is the one the fans have been waiting for, and here it is at last!

**TIM BOONE**

## X-WING ANTICS

There are two 3-D systems in the game, and in the Millennium Falcon and one in the famous X-Wing fighter. In the first, you as Han Solo have to fly the Falcon through an asteroid field on the way to the Death Star. This is extremely tricky. The second 3-D bit is when you fly the X-Wing through TB-1's Fighter-infested nest. This section leads on to a vertically scrolling shoot 'em up over the surface and into the trenches of the Death Star.



Why is C3PO so crap? Funny answer, and a postcard-free game for the winner.

## NES

GRAPHICS	91
SOUNDS	92
PLAYABILITY	90
LASTABILITY	90

**OVERALL 91**



# TOP 20

## GALLUP ALL FORMATS

### THIS LAST GAME BY

1	NE	WWF WRESLEMANIA	OCEAN
2	2	THE SIMPSONS	OCEAN
3	1	TERMINATOR 2	OCEAN
4	NE	TURTLES 2	MIRRORSOFT
5	5	DIZZY COLLECTION	CODEMASTERS
6	7	FINAL FIGHT	US GOLD
7	9	LOTUS 2	GREMLIN
8	10	BIG BOX	BEAU JOLLY
9	3	PITFIGHTER	DOMARK
10	13	ROBOCOD	DOMARK
11	14	RAINBOW COLLECTION	OCEAN
12	4	HEIMDALL	CORE
13	NE	SOCCER STARS	EMPIRE
14	NE	TEENAGE TURTLES	MIRRORSOFT
15	NE	SMASH TV	OCEAN
16	17	JIMMY WHITE'S SNOOKER	VIRGIN
17	6	MAN UTD EUROPE	KREALIS
18	18	BOARD GENIUS	BEAU JOLLY
19	11	WORLD CLASS RUGBY	AUDIOGENIC
20	15	CARTOON COLLECTION	CODEMASTERS

WWF tops the chart as expected! There's some hefty competition up there, though - so let's see what happens next month!



## MEGADRIVE

Electronic Arts' labbyriny platform adventure takes the coveted top spot and is closely followed by the long-awaited John Madden's 92. Creeping in at number five is Madden's only competition, the check full-o-speech Joe Montana 2!

- 1 ROBOCOQ
- 2 JOHN MADDEN'S 92
- 3 F32
- 4 GOLDEN AXE 2
- 5 JOE MONTANA 2



## LYNX

Atari's impressive conversion of Stun Runner is the obvious choice for the top slot and it's not surprising with superb graphics and tons of sampled speech. Stun Runner will certainly turn heads on the bus trip home! Robotron isn't too shabby either, although we were a bit concerned about the control method!

- 1 STUN RUNNER
- 2 ROBOTRON
- 3 HARD GRIMM
- 4 VIKING CHILD
- 5 SCRAPYARD DOG



## GAME GEAR

Ninja Gaiden goes straight in at number one, mind you, Game Gear martial artists are hardly spoiled for choice, it's either this or GG Shinobi. Galaga 91 makes an unexpected re-entry and the brilliant (ish) Joe Montana sits tight at number four.

- 1 NINJA GAIDEN
- 2 WICKY MOUSE
- 3 GALAGA 91
- 4 JOE MONTANA
- 5 LEADERBOARD



# Be quick on the draw... and WIN A VIDEO!!!

Courtesy of  
**Gremlin  
Graphics**



Fancy the chance to watch all your favourite films in the comfort of your own bedroom? Want to own one of the spookiest videos ever? Want to tell people to beg off when they try to get their mitts on your wonder machine? Read on...



These great gamers at Gremlin Graphics are so proud of their forthcoming top gaming treat Video Kid that they're giving away a video to the lucky winner of yet another great CD-ROM sweep!

It's true - our lucky video winner will walk off with one of the best videos around and be able to tape all that great movie mayhem with a machine worth, well for it, **FIVE HUNDRED POUNDS!** As you can see from these screenshots, Video Kid is set for stardom as a top treat on Amiga and STs everywhere - featuring the adventures of our hero after being sucked into a VCR!



Video Kid awakes to find himself in a video world chock 'n' block full of laughs and surprises. We're seen early scenes of the game and it's looking a right old left. Full review next ish. Anyway, back to the congo. What do you have to do to win this very large slice of video brilliance? It's simple - we want you to draw a character for the game. You can draw whatever you like as long as your character fits the style of the game (in other words it's fun) and looks good.

Easy eh? So what are you waiting for? Grab your bits of paper and drawing stuff, draw that cool character and send the whole lot off to: **GAME THAT VID, KID, CD-ROM SWEEP, GREMLIN GRAPHICS, VIDEO KID, 30-32 FARRINGTON COURT, 30-32 FARRINGTON LANE, LONDON E6 3JH (SAG).** So get your entry in by February 10 and arrive at with your top vid drawing!



Small print: Hey, the typos gone all boy - which means we'd better tell you that all the usual CD-ROM rules apply which means you can't enter if you're anything whatsoever to do with Gremlin or CDG or your nearest Computer Junction and you live in Europe Or The UK. (Other than that you can

enter as many times as you like. The Editor's decision is final and don't show up to find out how you're getting on as there will not be your photo all with that and interesting stories about how you did.





# REVIEW

MEGADRIVE £35  
BY TREGG

**WARRIOR!** Two Megadrive beat 'em ups thumped their way into the office just in time for this issue, so we thought we'd put them head to head in another CVD slap-up special. Which one comes out on top? Read on and find out!



Take two fighting masters, put them into an arena and let them bang it out! There can be only one winner, with no points at all for second place. Nothing matters except victory - and at any cost. That's Fighting Masters for you, the games which pits you against a wide variety of opponents in all sorts of mystical places. Discover your secret moves, plan your tactics and let rip as your opponent attempts to do exactly the same. In this sport only the toughest survive, so have you got what it takes to be top of the pile?

## CHOOSE YOUR HERO!

Fighting Masters features no less than 10 individual scrapping champs, each with their own special characteristics. Here they are:



musashi there's a pretty nifty one-on-one-splapping game on the Megadrive, and it works really well! Obviously influenced by Streetfighter, this is basically a stripped down version of everybody's fave arcade thumper - and I have to say it works very

well. Graphics are fine, sound's a tad whiffy, but gameplay has been well-designed for maximum fun. In one player mode the game can become a tad boring, but find a chum to fight with and this can really take off! Everyone will love their own favourite character (mine's Daid) and perfect their skills to take on all comers. When people start yelling while they play you know the game's a good 'un - and if one player mode was more fun this game would definitely score a CVD Hit! As it is, it's the tops in two-player mode and guaranteed luffs for fist fighting fans everywhere!

TIM BOONE



▲ green, Goldhook! Give 'em hell!

## SIMPLE BUT FUN!

Fighting Masters couldn't be simpler: choose your fighter and slug it out with either a computer-controlled opponent or a chum for two-player luffs. There are few rules and the match is over when one of you is showing the dirt. Simple and fun!

## STREETFIGHTING AGAIN?

It has to be said, Fighting Masters is the closest yet to the thrills it spills of Streetfighter on the Megadrive. The influence is obvious, but the game is much simpler than the arcade classic. Fine by, though!



▲ Mezzera's got a 'yowah' on Goldhook.

**LARRY:** A human from Earth, our Larry's a real muscle man with plenty of stamina and speed. Great at footfalls, but lacking any-out skills.



**FLAMER:** Hot from planet Dod, this guy can breath fire and pack a pretty powerful punch as well. Good at attack but pretty poor on defensive moves.

**ELPRA:** Champion of the planet Mega, Elnora's a big old boy who knows how to use his weight to full effect. Tends to be a bit slow at times, though.



**WOLFE:** Hailing from the planet Iota, she may be a girl, but Wolfe's suit knows how to pack a punch with the pair of fighting sticks she carries. Swift and agile, but not too strong.



**SNOWWOLF:** Straight from the planet Oric, Snowwolf has the deadliest fangs in the business - they're made of steel blades! As a special move he can turn himself into a spinning blade, but is surprisingly easy to dust.



## MEGADRIVE

GRAPHICS	80
SOUNDS	81
PLAYABILITY	95
LASTABILITY	91

## OVERALL

# REVIEW

MEGADRIVE

£35

BY RWT



An unusual twist, I suppose - monsters in a wrestling ring. Perhaps a clever way to jump on the always-misleading games bandwagon. It's just a pity that *Beast Warriors* is a pile of old crap. Nothing about it is remotely exciting. The graphics, although looking quite nice in these static screenshots, animate pathetically and the animations beneath them are a complete joke: they flounder and they're all exactly the same size and shape! Sound is pretty atrocious, especially the in-game tunes which are completely ill-fitting. Gameplay is dull, simplistic and annoying in equal parts. Half the time the monsters don't seem to respond to the controls and I simply couldn't be bothered to sit around and fret out what the other half was like. Actually, *Beast Warriors* has made me feel quite ill, so I don't want to write any more about it.

PAUL RAND

## WHERE ARE THE ROPES?

No ropes control off this wrestling ring - it's electrified! Throw your opponent onto the invisible force field and he's frozen for a couple of seconds before falling unconscious. In the ring, just the right time to give 'em a damn good kicking!

If you think the music during the game is a bit on the poor side, you might like to hunt out a few of these beauty tunes and play them at full blast! *Car 1-On - 7 Max*, *Goodie Rock - Elton John*, *It's Be There - The Four Tops*, *Rocky Top - American Pie - Paw and Don Maclean*. Anything by *Don D Connor* - 'cos all his stuff is monstrously bad.

Monsters generally get a bad press. Portrayed for centuries as slandering, brainless killing machines, here I done much for their publicity. In fact, they're an intelligent bunch, who want their anger not by stomping around eating prehensile man, but by climbing into a ring for a bit of a wrestle. Grab that joyed and become one of a variety of these massive monsters, taking on the challenge of flooring your beauty opponent before he gets the better of you. Choose your fighter from a wide selection, then take to the ring and, well, beat the shades out of the poor thing in front of you. Couldn't be easier. Honest.

▼ This ring is electrifying!



# BEAST WARRIORS



▲ He'd better move - and fast!



**TOMAHAWK:** Head honcho on planet Binky. Tomahawk's a top-flight scrapper who's king in the air but not so hot on the ground. Watch out for his sweeping attack of doom!



**DIO:** Fresh from the planet Toss. Dio's the sensation of the sport. He may be a peppy little plant, but he's built with the snapping jaws he can as easily eat his opponents for lunch, and we think he's fast!



**EYEIGHT:** Top man on planet Cyprus. Eyeight's boxing skills know no bounds. Great with his feet, he's not much good anywhere else.

**GOLDRICK:** Top of the pile on planet Raster. Goldrick's one tough honcho made out of stone. He's fairly slow, though, and doesn't have too many moves at his disposal.



**MEDUSA:** Hero of the planet Golgon. Medusa may be fat but he's fit as well! Lumbering around the screen, he can suddenly change into a spinning wheel of death from which there is no escape!



**DRAGON:** Hottshot of the planet Rulgas. Dragon's the dragon's another with an uncanny talent for blowing the out of his gnat! Make sure in time your attacks or he'll burn your body...



**BRIDGEWATE:** Screaming in from the planet Sushu, where he's king lobster. Bridgewater knows how to grab his foe in a proper grip of doom! Trouble is, if he misses he's wide open to attack! Oh dear...



The ugliest monster of them all!

## UPDATE

*Beast Warriors* shouldn't be available for any other systems. Thank heavens for that!

## THANKS...

-to Console Concepts (0782 710758) for the review cartridges.



## MEGADRIVE

GRAPHICS	36
SOUNDS	24
PLAYABILITY	37
LASTABILITY	5
OVERALL	26

# ARCADE ACTION

**YOWZA!** Arcade king Joe Signati puts on his double-strength thermal undies and fights his way through the snow to break down all the latest and greatest on the sales-up scene! Could those pants take the pace? Read on and find out!



First there was Pang. Then there was Super Pang. Now the third game in Mitchell Corporation's popular series has arrived - Tumble Pop. Once again it's a one or two-player single screen platform game, but this time instead of busting balloons, it's hoovering the enemy into submission that's the order of the day...

## MULTI-HOOVERED BONUS BADDIES

Hoovering up and spitting out one baddie at a time is the safest way to play, but you end up with a rubbish score. Tumble Pop experts hoover and store as many baddies as possible and when the vacuum is about to explode eject them out all over the screen. The result of all this dangerous toobooing is a large bonus, plus any hidden items on that particular screen being uncovered, which could mean more points or even power-ups!



## VACUUM ANTICS

The two heroes are armed with vacuum cleaners with which to suck up the baddies. Once hoovered, they can be destroyed by spitting them back out. The vacuum can store an unlimited amount of baddies, and the more you suck up, the more points you get. The problem is that they can only be stored for a few seconds, and if you don't eject them quickly it explodes and costs you a life!

The object is to simply hoover up all the baddies on that particular level, and once done take on and defeat the end-of-level boss, with the ultimate aim of beating the boss boss on the final level.



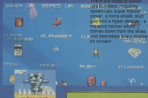
I love Peng and Super Peng, and this sequel is just as much fun! Hoovering up the baddies and then spitting them out all over the screen is a real laugh, and finding all the hidden bonuses as well as seeing the seven shades out of all the different

bosses is both challenging and very addictive. It's this aspect that keeps you playing the game - you seem to find something new every time! The graphics and sound are both excellent, but really it's the simple, but horribly addictive gameplay that makes this one of the most fun coin ops seen in a long time. Let's hope we see some conversions soon. In the meantime, get down to your local arcade and pump some coins into this - quick!

**JULIAN RIGNALL**

## POWER-UP CENTRAL

There are loads of power-ups to collect, including speed-ups, super hoovers, a power shield, a spin gun and a hyper clawer - a massive hoover which comes down from the skies and decimates every baddie on screen.



## ALL AROUND THE WORLD

Like its predecessors, Turbo Pop's baddie bashing is set across the globe. Starting off at the South Pole, the player travels to Moscow, Paris, New York, Fuji-Yama, Egypt, Peru and finally Australia - which is infested with baddies from Caveman Ninja!



**GRAPHICS**  
**SOUNDS**  
**PLAYABILITY**  
**LASTABILITY**

**OVERALL**

# XEXEX

## XEXEX

**OVERALL 72%**

What I want to know is how the hell do you pronounce the name of this latest horizontally-scrolling shooter from Konami? Is it xexex, or should it be ex-ex-ex, or even xex-ex? How-ever you say it, the name is definitely the most original thing about the game!

The story isn't really important, since what it boils down to is a simple story: power-up, beat the end-of-level boss routine which, while it's fun, hardly taxes your shoot 'em up skills. It's very similar to all the other hundreds of games in the genre, and apart from some lovely graphics and some thumping tunes, there's nothing here to keep you putting in more than a few coins.



# ARCADE ACTION



# STAR TREK PINBALL



## STAR TREK PINBALL OVERALL 86%

This year the most famous of science fiction television programmes, *Star Trek*, celebrates its 50th anniversary. And as you can imagine, there'll be reunions, merchandise, commemorative items and special events to celebrate the grand occasion.

One such commemorative item is this new pinball game, which packs a fabulously dense and brilliantly designed playfield and more special effects and music from the television series than you think could possibly be squeezed into a pin table! It's one of the best pinballs I've seen in a long time and should keep silverball fans short of change for quite some time.

But what I want to know is, will there be an arcade game? Sega produced a one for graphic *Star Trek* game in 1983 which was pretty good - using today's technology it could be updated into something really special! If there's any news on that front, you'll be the first to know.





## A New Age In Home Entertainment And Education

CDTV finds its place alongside the TV and multi-system in the living room as similar in appearance to a sitting video and CD player and, with its built-in remote control, is just as simple to operate. But there's just the beginning. CDTV's revolutionary television-tune-a-palooza is an active medium. The vast storage capabilities of the CD make it an ideal mass information medium capable of storing and displaying a combination of colour pictures, text, graphics, audio and stereo. Music of the highest quality. CDTV offers a total range of audio and visual entertainment for everyone.

### FOR REFERENCE

For the classical music lover it is possible not only to hear, but to see, the music. Health-care is a new dimension to the computer. In the CDTV's interactive database, users can follow the course and read about the computer's life and times. The 11 disciplines of Science and Information make you, through 6,000 text entries, witness the history. It enables animated maps to show where every event occurred and a video cut from the earth's surface, you learn the history, is accompanied by audio presentations with graphics and sound recordings from the world's great museums. It's easy to do or do as you wish.

### FOR COLLEGES & BUSINESS

Japan Trade, designed to assist a far-reaching plan in Kyoto (Nishikubo County Council) commercialised the production of Japan Trade, a CDTV is which allows students to explore and determine the Japanese language, thought and culture. It also provides a revolutionary insight to businessmen with its combination of Japanese business philosophy and negotiation protocol.

CDTV offers a seemingly endless range of possibilities for learning, entertainment and enrichment for everyone whether in the home, the classroom or in business.

### FOR EDUCATION

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**SNAP** try Nintendo for that Lynx. Gamemag has 8 games, carry case. Tel 0206 760004

**PACK** of 11 Amiga games for sale brand new including 4000 words, 800 Games and Megaways Soccer. £75.00. Phone 0282 214788 after 5.15pm

**SNAP** Turbo, 2 game 1000 magazines and a carry case for a Nintendo, swap for any Nintendo game. Contact Jason on 081 875 4026 after 5pm weekdays, or all day on weekends.

**8 BT MEGAWAYS** with 1 Game, a game, all 2000, 2000 and a single. Good condition, all boxed. A Super 2 in 1. Tel 0823 81106

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**COMMODORE 64** for sale, over 14 games, 1 joystick, 1 disc reader, great condition, battery 1/2". (Phone 0462 114000 ask for Lee)

**FOR SALE** 100 Commodore 64 games for Commodore disk drive or Compaq. Phone Richard Smith on 0861 627650 for details

## THE MICROSELLS cont.

**FOR SALE** Sega Gamegear with a games, will sell for £100 or swap for Sega Master System with at least 3 games. Phone Pauline 0208 200000 ext 10 for Peter

**PC ENGINE FOR SALE** with Chase HQ, Rockford 3, Command Master and Legendary Ace. £100. Phone 0142 866666, Newark (Stratford)

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**SEGA MASTER SYSTEM** with 4 games, 2 controllers and a gun for sale £150. Phone Chris. Translators on 60-100. Sunday 50-4

**ATARI 5700** with 1000 worth of games, swap for Megaways with 4 or 5 games. PHONE LYNX on 0146 200000 after 5.15pm

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**SNAP** (boxed) for Sonic Amiga, 10 Street of Rage, Callisto (on 361 500 5010) after 5pm

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**WANTED** Atari Lynx 1 to 3 or 4 or more games. Call 081 500 5010 ask for James Jay

**SEGA GAMES** (4) - Master Gun Adapter, 2 games, 100000 Mickey Mouse, Hells Gate, Wonderboy and California Games. Cost £200, sell for £200. Ring 0462 60 0000 ask for Peter

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**WANTED** (Selling) of Princess *Starblitz* on the Gamebox. Telephone 081 208 8686. Please ring after 4.30 and ask for Alan.

**ZX SPECTRUM 484** with light-gun and games. Plus 4000 worth of software. Plus £200 worth of magazines, cover tapes and other stuff. Worth £120 call will call to 020. Call Martin 081 441 9664. **SEMI 1600 SET** for sale. Over 500 games, 1 pin 50 pin slots and movies. Will call to 0200 0200 or will send for an Aving. Telephone 071 5500565. **FOR SALE** Spectrum 0264. Will call for 0100. A comes with 24 games, 1 pin 500. Phone 02920 44 11 11 11 11.

**AMIGA 500 FOR SALE** with 300 games and pin slots. Worth over £1000 call to 0400 (040). Call 044 4244 (after 5pm) ask for 04000.

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**AMSTRAD CPC 644** with colour monitor, £250 worth of games, light gun and pin slots. Excellent condition. A bargain at £2000. Telephone 0284 244 244.

**MEGAVERSE GAMES FOR SALE** including Super Thunderbolt, Eternal (Sword and Sorcery), Sorbita, set to £200 each or send for Catalogue. If interested contact Mr 0200 50800.

**SEGA MASTER SYSTEM FOR SALE** including light gun and 8 games. Set to £40. Phone 041 400 000.

### THE MICROSELLS cont.

**MEGAVERSE UK** under guarantee with power pack, just arrive with 14 games including *The Immortal*, *Street of Rage*, *Turquoise* and *Spectacles*. Price £85. Will ring 081 208 8686.

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**FOR SALE** Amstrad 484 plus 27 games. Adding price about £1500. Also Amstrad Super *Famcom* with games. Telephone number 081 208 8686.

**SEGA SUPER FAMCOM** plus 7 games for either a CD TV or a CD. If interested please contact Steve Oatridge on 041 400 000.

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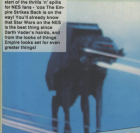
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# PREVIEW

## LUCASFILM

Still bowled over by the incredible Star Wars review seen earlier in this issue? Well, that's just the start of the thrills 'n' spills for NES fans - 'cos The Empire Strikes Back is on the way! You'll already know that Star Wars on the NES is the best thing since Darth Vader's hands, and from the looks of things Empire looks set for even greater things!

▲ An imperial walkstomps the rebel base



▲ Use the force in a number of ways!



## THAT'S IT - THE REBELS ARE THERE

Just like the movies, Empire picks up where Star Wars left off - and the ultimate aim of the game is the defeat of Darth Vader in a showdown light-saber battle to end 'em all! The action will take place across three planets and features enormous paths to explore. The game will also allow you to develop skills as you progress, operating loads of ships and weapons and even taking on those hulking great Imperial Walkers in a whiffy little Snowspeeder - just like the movie.

▲ A bit of action from the old master



# THE EMPIRE STRIKES BACK

## APOLOGY ACCEPTED, CAPTAIN NEEDAH...

The good news is that the game has been developed by those topper dudes at Lucasfilm - they made the movie, for Citi's sake, so it's got to be good! The bad news is that the game won't be available for a while, so in the meantime you'll just have to drool over these screen shots and rush out for Star Wars instead!



## I WANT THAT SHIP, NOT EXCUSES

Destroying the Death Star from the first game isn't the end of your quest. Oh no, man! This time round you'll get to master the force and take on old Darth himself in a party-splingly exciting face-to-face ol-mo!



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# MARBLE MADNESS



## VIRGIN

Roll on! It's out on MSX, Gameboy and Megadrive - now get ready for Marble Madness on the Mega Master System! This terracing classic sees the player controlling a marble in a world of satellite steels, careful odd posts and manic mazes - the object being to escape! All that stands between you and the exits to each level is the time limit - a limit which gets even shorter the further into the game you proceed. A fail order for a marble - but one which must be overcome if you are to succeed! Virgo, fitting this convention into their already busy schedule, showed us an almost complete version of the game and we were very impressed. Almost all the features of the coin-op are in there, with graphics closely resembling those of the coin-op! Something they haven't been able to include is the moving maze effect on level two, due to the fact that it would have took the size of the game over the cartridge capacity - and to bump up the cart size would have cost the punter around a tenner more! This omission shouldn't damage the gameplay - we'll find out when we review the game later soon.



Silly Daniel! Don't avoid the ladders!



First level and it's all downhill from here!



How does your marble hold!

# PREVIEW

## DESERT STRIKE

### ELECTRONIC ARTS

What's very big, very busy and keeps coming out with totally brilliant games? Electronic Arts, that's what! Not content with some of the best Megadrive titles ever, they're all set to release another which will probably add to the list!

Desert Strike puts you in charge of a pretty spunky chopper and right in the middle of a total war scenario. Basically the idea is to blow away as much of the opposition as possible, while keeping your own backside in one piece. It's a forced perspective 8-way scrolling affair, featuring some spunky graphics and well 'ard gameplay. As usual the CVD gurus have already taken an early version of Desert Strike for a bit of a spin, and it's looking the bit. Here now (just as soon as...)



Incredible helicopter control! Stealin', bombin' blastin' fun!

VERSION	DATE	PRICE
MASTER SYSTEM	TBA	£ TBA

VERSION	DATE	PRICE
MEGADRIVE	TBA	£ TBA

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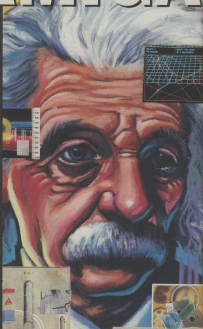
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# PREVIEW



VERSION DATE PRICE  
MEGADRIVE TBA £ TBA

The game went down a storm on 16-bit machines everywhere, combining some pretty nifty 3D with cryptic puzzles, nasty nasties and arcade-style scrapping (left): Stan Gunn at the ready, the CVG boys have already taken a steady peak at the game and reckon it's looking well received. Virgin are currently gutting the finishing touches to the game, which should be unleashed in the Spring - so look out for the Review to and all reviews on these tasty pages pretty bloody soon!

▲ The Corporation knows all, sees all



▲ Let the ugly goon have it!

▼ Chuck Rock deals with a sabre-toothed pussy!



▼ On out Death from the skies!



## RICK ALLEN



STARRING P  
DIRECTOR P  
COMPOSER P  
MUSICIAN P  
ARTIST P

## VIRGIN

Oh look, missus - you Megadrive maniacs are in for a bit of a treat when Virgin unleash their long-awaited conversion of this 16-bit smash onto a really 'n' selling world. Corporation pits the player against the might of, um, you guessed it, The Corporation - a gang of well beef bodied and evil nasties, and you've got to beat the lot before the foot you well and truly up the bottom.

## MEGADRIVE

Settling those busy beavers down at Virgin - they're all set to bath all and sundry over the head with a very big belly by the name of Chuck Rock! For sad nobodies who don't know any better, Chuck Rock originally came from Core and was one of the most popular games on home computer - featuring the antics of a seriously sloppy Caveman and the equally crazy cavemen who live in his left-a-minute world.

The aim of the game is to belly-buff your way through more than 500 screens of action as Chuck rocks away and tries to rescue the lovely Ophele from his love mad Gary Gritter! Featuring loads of lefts and some criminally addictive gameplay, Chuck Rock looks like a great title for console - and rest assured we'll be giving it the full CVG treatment as soon as we possibly can, if not sooner...

VERSION DATE PRICE  
MEGADRIVE TBA £ TBA

# AT LAST



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## LUCASFILM'S GOLD

The man with the hat is back! And this time, the game isn't based on a movie! Indiana Jones returns in a new Lucasfilm adventure, the idea for which comes from an early comic book, *The Fate Of Atlantis* - in which Henry Jr is trying to find a gemstone which will save Atlantis. Not on his list, as ever, are those nasty Nazis, who also want to rescue the lost city but for very different reasons - they want to harness its immense power and use it for evil. Joining Indy for the first time is Madame Sophia Meggord, who follows our hero, not just because she's gorgeous and looks good on our screens, but also due to the fact that she can offer lots of assistance throughout the quest. And you'll need all the help you can get when you pick up that whip and don your jacket and hat, because there ain't no vials of the film to refer to!

# PREVIEW

## INDIANA JONES THE FATE OF ATLANTIS

*Indiana Jones: The Fate Of Atlantis* is to be the second Lucasfilm game to be given the IMUSE treatment (the first, *Murphy's Island 2 - LeChuck's Revenge*, is reviewed in this very issue) so expect something very easy in the sound department. As you can see from the screenshots, Indy and his graphics are of the usual high quality - let's hope that the gameplay at least matches that of *Indiana's Last Crusade*. We'll be reviewing *Indiana Jones: The Fate Of Atlantis* pretty darned soon - as usual!



Save Pick up Use  
Open Talk to Push

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

## VIRGIN

Alright, so it wasn't exactly the best film of all time - but the computer game of the film could turn out to be one of the best PC titles ever! These busy bees down at Virgin are all set to unleash this mammoth title pretty soon, and the early version we've already seen is looking grand. Basically the game is a big-time world conflict affair in which you struggle against your enemies for control of the galaxy which makes the world go round - space. Dune features some totally fab graphics and a style of play all of its own, and should definitely be one to watch out for.



VERSION	DATE	PRICE
PC	SPRING	£ TBA

# DUNE



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