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MARCH '92 ISSUE 124

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MARCH 92 ISSUE 124

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AMAZING! We've got hold of the actual T-shirt as worn by Arnold Schwarzenegger in Terminator 2 - Judgment Day - and we're giving it AWAY to the oh so lucky winner of this stunning contest! How do you enter? Go straight to page 98 and bloody well try and win! You can't afford to miss this one!

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## REVIEWS

### ED FIRST

More eddy, like Tray man. Because the ladies love him. Boons, and he's got much more to offer than a soggy box of chocolates. Wit, charm, good looks. You name it, he hasn't got it.



John Wood from Wednesday, 1992! Woodlands is the name behind these fabby pics!



#### EDITOR

**TIM BOONE**  
(660 per cent fashion)  
"I used to want to be the woodcock job of Beethoven's shoes with holes so massive I could hardly walk. I wore them with my hair (rip) rollers and (sigh) (sigh) rollers and thought I looked great. To hell! I looked like a reject from a plastic toy factory."



#### DEPUTY EDITOR

**FRANK O'CONNOR**  
"I used to have the really stupid pair of Havel shorts with 'swoosh' mark purple patches all over them. They were massive and whenever I walked down the street everyone would stop and stare. Then they would start laughing and I never knew why..."



#### ART EDITOR

**JON BILLINGTON**  
"I used to have this enormous bright red and black mohawk (um... that's really no hair) like Dennis The Menace. I used to get the girls and the girls used to come on and give me the palmers, but I thought I was so cool and it's only now I realised what a prissy I was."



### GAMEBOY

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### GAME GEAR

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## GET INTO GO! FAB FIFTH ISSUE!

Another incredible helping of the greatest FREE! mag in the universe! Ghostbusters - the phantom-smashing, tourna-ment-the-honk of Britain's best hand-held mag in a Game Boy world of the smash hit movie Ghostbusters II. Look out for the brilliant Wagon Land on the Game Gear, perfect pinball in the Cruise II on the ST and loads of news and previews straight from the CBS in Las Vegas! It's hot, it's right here!



## DONALD AND DAVY STOTT'S HOTLINES

21

Oh, Donald, I can't remember what prizes are being given away in the Hotlines this month. And Davy, man, You've been struck by Hotline Prize Disappointment, haven't you? The prizes are a Super NES, a Megadrive, a PC Engine and a Game Boy, hey, Don, that Game Boy stinks of marijuana. Marijuana's private, Davy. Anyway, that's quite an odd, vinegary snarl.

## YOB'S MAILBAG #5

This month CVG's advice column has taken time out to verbally abuse and generally laugh at some of the more unfortunate readers who read the mag. Are you one of the pathetic few who our man YOB has decided to destroy in this issue's Mailbag? Find out!

## PAUL RAND'S DODGY FASHION CHEAT MODE

53

Roll up! Roll up! It's the greatest hints section on Earth! Your chestmaster and all-round good guy Paul Rand will be taking you lucky people on a roller-coaster ride of tips, tips and more tips - see your brain take the strain!

## NEO GEO GREATS!

64

A couple of new carts have just been released for the magnificent Neo Geo. Streetfighter 2 clone Fatal Fury and Final Fight look-a-like Robo Army. The CVG lads take these white-hot goodies apart - yes that's what we do best!

## SADIE'S SCORES

67

It's Official! High Scores time again, as Britain's meanest mamma, Sadie, makes through your entries, picks out the highest achievers and punts scores on the sad mistletoe who have to make up a score in the vain hope of slipping through the net. No chance.

## NEWS

8

Did you know that you can get a Big Mac, fries and a regular soft drink for only £2.99? Isn't that amazing? Not when you discover some of the happenings throughout the last year, mixed-up world of computer and console games - how THAT'S amazing!

## THE 10TH ANNIVERSARY GOLDEN JOYSTICK AWARDS!

15

They're back! The EMAP Golden Joystick Awards are the big One-Demo this year and, to celebrate, we're offering one lucky reader a staggering FIVE HUNDRED POUNDS worth of software for his or her friends! But you've got to be in it to win it - find the details and the voting form inside!

## THE MAN WITH THE HAT'S A HIT!

36

Everyone's favourite adventure makes a long-awaited return to the games scene! Indiana Jones and the Fate Of Atlantis is a completely original action game starring the whip-wielding worlder. We take it to bits in another CVG Exclusive AND take a peek at the forthcoming Lucasfilm adventure of the same name. Now!

## MEGA CD - THE FIRST GAMES!

70

YES! No matter how late delivery of a spanking new Mega Mega CD, there we've been and got the first two CDs available for this wonder machine! Are they worth the effort, or do you want to eat your dinner off them?

## ARCADE ACTION

81

Something a bit special this month - the CVG and Mean Machines crew tackle themselves off to the Transcendental for incredible EIGHT-PLAYER thrills. It splits on the new Final Lap 2 coin-op! It's incredible!

## PREVIEWS

90

Space Gun, Perseid Wars, Indy 4, Leisure Bull Larry 3 - games so hot that you'll have to tip a bucket of milk onto your copy of CVG before it gets fire to your house! They've all been wrapped in asbestos and inserted into this month's Previews - miss them at your peril...



### STAFF WRITER

PAUL RAND

"I used to have this big collection of really crap old jumpers. They all had holes in and they were really horrible colours like bright yellow. All of them had been on my stairs and they were totally soggy so I suppose I'd better stop wearing them..."

### MANAGING EDITOR

JULIAN RISMALL

"When I was a kid I used to go to this really trendy disco called Fun to have to 'disco' and I had this pocket video player that made me look like a complete nutter. It had a red enough but these huge flared skirts to go over it and everyone thought I was John Travolta's invention..."

**NEWSROOM MANAGER:** Jim Owen **SALES EXEC:** Greg Watson **PRODUCTION ASSISTANT:** Anita **CONSOLE MARKETING MANAGER:** Mark Sae **ADVERTISING DIRECTOR:** Graham Taylor **SUBSCRIPTIONS:** Mark Sae **RETAIL SOURCES (INCLUDING 3D):** CIG Subscriptions, PO Box 102, Weymouth, Dorset DT9 8AL, Tel: 01929 491200 **ADVERTISING:** Fun Frontiers, CVG Towers, Trinity Court, 16-18 Fitzroy Lane, London EC2R 9EG, Tel: 01753 8333 Fax: 01753 8333 **PRINTED BY:** Kelly and Galt at Kingfisher, Walsley, Walsley, Peterborough **COLORIST:** Dave and Stuart at Printed, London F10 work at the boys at Colsonnet, London E2 **TYPESET BY:** Pauline Malone and his incredible machine **SETTING AND DISTRIBUTION:** MBE Printing and their amazing ABCs of jvc **COMPONENTS:** CIG Towers, Trinity Court, 16-18 Fitzroy Lane, London EC2R 9EG, Tel: 01753 8333 **ADVERTISING:** 1991 ISSN No: 0261-3381 **CVG, MEG, Q&A:** This is not money and would not be reading this? **HELLO TO:** Everyone who's out, busy, stupid and writing right about now...

# THE BEST

Welcome to another jaw-droppin', ears poppin', hip-hoppin' issue of the world's greatest games mag! Inside these fun-filled pages you'll find literally hundreds of the hottest games on the planet - and CVG's first with 'em all!

But before you feed your incontinence pants with pure delight, check out the fab ninth issue of Britain's one and only hand-held magazine - completely and utterly FREE! Inside this month's GD! you'll find more mini-obscene action than anyone can handle, and it doesn't even cost one single pee!

This month CVG goes comco crazy with the greatest giveaways in the history of games magazines - we're actually giving away the T-shirt Arnold Schwarzenegger wore in Terminator 2! Incredible, we know, but we've got the GENUINE XL article - worn by the great man himself and completely unwashed - and it could be yours! Gobsmeacking though it is, this incredible comco is just the start of a whole heap of utterly amazing CVG giveaways. Watch this space!

Talking of which, CVG's getting better and better all the time - and something VERY special will be happening to the mag very soon! There are outrageously brilliant plans in the pipeline for the world's greatest games mag, and you're not gonna believe how good we're going to be! Stay tuned to this spot for more news next month, but for now enjoy yourselves and keep those letters coming in!

Tim...



## STREET-FIGHTER II FIRST EVER PICTURE!

Here it is - the first picture of Streetfighter II on the Super NES! Unveiled by Capcom at the Las Vegas CES, SFT is looking gob-smackingly brilliant - and you can read all about it in our show special in the News pages! What are you doing reading this? Turn straight there and check it out NOW!



W Neil Mackintosh from Esquire, Neil is the only dude who gave that



May the force be with you - thanks to Ducky from Church Lane, Southport!

**LVG**

AFTER WASTING BOMBS THIS IS A BODDLE!

WELCOME TO ENVIABLE BOSS

WHYDOR! MISSED THE BOSS!

YIKES!

IT'S TIME FOR SOME STAFF CHANGES WOULD HEH!



## DRAW YOUR WAY TO A MEGADRIVE!

Cricket! Judging from the response to the Draw The Boys compo we've been running, just about everyone who reads the mag has entered! If you happen to be the waste-of-time idiot who doesn't know what I'm talking about - yes YOU, Martin Sitawadness of Kettering - we want you to draw fun-filled scenes of the CVG boys, just like the ones on the Review pages! There's a sparkling new Megadrive (with Sonic thrown in) for the very best of the lot and free software to whoever we reckon should get some lions and a few of the entries and we'll be printing loads more over the next few issues. So get those drawings of so: THE BRILL 50 (08888) THE MEGADRIVE, C.V.G. FRIARY COURT, 30-32 PARKING DON LANE, LONDON EC4R 3AG. Last chance!

Col Dumbor from Aberdeen take a bow for this mega prize!



Max Archer's your main man for this job isn't!



This is BRILL! Well done Khalid Qundior from Cyberian, Birmingham

## THE QUESTIONNAIRE STRIKES AGAIN!

Woody heh! It's been a paper mountain at C.V.G Towers for the past month while your Questionnaire forms flooded in! Pool room heroes Red 'n' George spent so much time sorting 'em out they didn't have enough time to get beaten at Risk OR 2! Anyway, in case you haven't filled yours out yet, dig out last month's ish and do it right now! We've got a staggering ONE THOUSAND POUNDS of free software to share between the first five out of the hat, and we'll print the names of the first 100 right here in the mag! So what are you waiting for? Get these Questionnaires in now!



## WINTER CHALLENGE

Experience the rush of competing in eight breathtaking events, from high speed downhill drama to the knife edge dangers of the Luge. Every time you play, you'll be pushing yourself to go a little faster, jump a little further - just wear those skis and get ready to fly!

**93%**  **85%**

**GAME ZONE** **IGN** **IGN MAGAZINE**  
"One of the best reasons to buy a Mega Drive was their speed and simplicity make this game a first choice. (P10 Dec 92)"

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Winter Challenge and the product is associated with, or endorsed by the International Olympic Committee. The United States Olympic Committee or any similar organization has no say in this matter.

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# WHITE HOT

## DOUBLE DRAGON

Face heaven in an attack and survival in in your own hands as you fend off a gang of ruthless thugs who are prepared to fight to the end. Only a combination of lethal martial art skills and a hell of a good attitude will give you a fighting chance.

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Available on your Mega Drive - February '92



# NEWS

## SPECIAL REPORT

### OFFICIAL! UK SUPER NES! (IT'S A SUPER FAMICOM!)

The merry month of May will be a boggle for Nintendo fans across the land when Nintendo unveils the official UK Super NES and their stores - with more than a few surprise thrown in. To define your Nintendo fiend with excitement, here's **TM SCOOP** with all the facts...

### SUPER NES - THE FACTS REVEALED!

Hold onto your hats, 'cos the news is big for Super NES fans awaiting the official launch of the UK machine. First, it's definite it's going to be released in this country in May. Second - it's not going to look like a Super NES at all. In fact, it's going to look incredibly similar to the Japanese Super Famicom and it will NOT be compatible with American or Japanese games. Crazy old world, huh?

Internally the machine will be identical to its American and Japanese cousins (except, of course, it'll be configured to run on UK PAL tellys), but it's going to look pretty much like the classic Super Famicom we know and love. But here's the really strange bit - it'll use controllers very similar to the Super NES joypads, all colour co-ordinated to look dead nice on your table-top!

### SO WHAT DOES IT LOOK LIKE?

Confused? You won't be once you realise that the Super Famicom, Super NES and UK Super NES are basically the same machine inside different boxes. Quite simply, the powers that be at Nintendo decided that the UK version of the machine is best suited to the Super Famicom look.

So the official UK SNES will look like this: a Super Famicom called a Super Nintendo Entertainment System in the box with American style control pads and a newly-shaped cartridge slot to stop people playing grip imports. But you can bet your bottom dollar somebody will come up with a converter like they always do...

The Japanese Famicom - A British Super NES will look quite a lot like it!



### THE BATTLE BEGINS!

Nintendo have marked 1992 down as the year they do great things with the SNES in Britain - tackling the mighty Mega-drive head-on, Mega CD and all. If all goes according to plan, Nintendo reckon they'll be launching a CD drive for the American SNES in 1993 at the ridiculously low price of \$199 (about £80).

Meanwhile Sega are gearing up for the official launch of the Mega CD in Britain in autumn this year, and they'll be releasing some super titles (including, for certain, Sonic II on the Mega-drive) three days before the gauntlet. It looks like the stage is set for a real sting-ding battle between the two giants for the King Of The Console - and at the end of the day it's YOU who decide who wins!

### HOW MUCH WILL IT COST ME?

The official UK SNES will set for £199, with the utterly fabby Super Mario World thrown in free, gratis and for nothing. Other early official titles will include Sim City, P-Zero (such pretty fast) and the utterly fab and completely superb Super Tennis - the Tomkin House classic which has gone down in the CWS Hall Of Fame as one of the greatest two-player 'lefts ever! Other titles will follow soon after, probably looking off with Asterix (good), P-Type (super cool) and Super Ghouls and Ghosts (everyone likes it except Paul Ford and me). Prices will hover around the £40 mark.

# SUPER NINTENDO ENTERTAINMENT SYSTEM



### LUMME! LET'S HEAR SOME MORE, MATEY!

So... stay tuned to this very spot for more info on the mother of all console battles the very microsecond it comes our way. And why not drop us a line if you've got any views or questions about the whole thing at: **THE SUPER MEGABATTLE, OVS TOWERS, PRORY COURT, 30-32 FARRINGTON LANE, LONDON EC1R 3AU.** We'll print a selection of the best and throw in a hundred quid's worth of software for the top of the lot, so get scribbling!





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As you'd expect, the PC3286<sup>SM</sup> also offers state-of-the-art graphics with a 14" high quality VGA monitor which will display up to 256 colours from a palette of over a quarter of a million.

Terrible for business applications, but all that colour is wasted on games if you've got no sound capability.

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DOGS



COUNTERPOINT



TRUCKS OF TERROR



MS DOS 3.0

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# NEWS



## NOW THE NEO'S A PAL!

It's the biggest, spiciest console around. Its games are massive, with a price to match and it's only been available through grey importers. Up until now, that is. It's the Neo Geo and now everyone can experience the Real Play of consoles (as it's now available as an official UK PAL machine). The conversion to PAL has had the Neo Geo's producers, SNK, putting their hair out in large, greasy clumps - but now it's finally arrived!

If you don't already know, here's the staggering tech spec of the machine: two main chips on the slice - a 38000 and a 295A, adding up to a staggering 24 bits of processing power! 4,096 colours can be displayed at one time from a palette of an unbelievable 65,536, which will come in handy when colouring in the incredible 280 sprites. Near-CD quality PCM sound completes the picture, the whole lot of which is used in games which can be as huge as 200 Megabytes - that's the equivalent of well over three hundred Megabyte cartridges!

As you'll know, there's a snag when it comes to possessing all this awesome power - the price. The basic unit costs £299.99, with games starting at a pretty ridiculous £99.99 and going up to an astronomically expensive £149.99.

Those are the official prices, but the mail-order companies have already got their deal heads on. Consoles Concepts, for example, are selling the official Neo Geo on its own for £280, or £260 with the game of your choice (and your Neo would look pretty silly without any software unless you enjoy turning things on and off for a laugh).



If all this is just a tad out of your price range, don't despair - official distributors Ozdi are busy talking to a variety of video and hardware hire shops in order to secure a rental deal on consoles and games. Just think - the power of a coin-op, with such exotic titles as Burning Fight and 3232 Baseball, in your own home. Now that's something to think about...

## STREETFIGHTER '92 BURSTS INTO BRITAIN!

EXCLUSIVE! Like us, CVDG was going to press this piece of gobsmacking news first into the office - Streetfighter '92! Yes, yes, yes - apparently the greatest arcade game in the history of coin-punchers has been given a bit of a revamp and could soon be hitting an arcade near you soon!

Details were thin on the ground as the CVDG headquarters sniffed out the news, with lots of cards being played closely to chesty, however, informed sources tell us not to expect a fully-fledged sequel, but a beefed-up version of everyone's favourite 'em up.

We reckon this could involve some new characters to scribble with (and new moves to messen together with tweaked graphics and backgrounds). However, this is nothing more than informed speculation (mostly when disfigured as we put the mag to bed) 'til the machine was due to be prepared at the AFTI arcade show.

So, if this news has you shuddering all over the carpet, make a dash to grab the next issue of CVDG the second it hits the stand. 'cos that's when we'll have the full in-depth report on what could be the arcade event of the year.



## GAMESMASTER GOES FOR THE GOLD!

It's Britain's first ever all-computer games TV show, and by all accounts it's a bit of a runaway success. Millions of gamers are tuning in to Gamesmaster and the Channel 4 phone lines are jammed with calls after every show.

Faced with the prospect of actually meeting the incredibly famous CVDG crew, we thought the rebels put up a pretty good show and didn't let fame go to their heads at all. None of them passed out with excitement, but one or two could well have passed things it would be best not to go into...

Anyway, if you're sad and stupid enough to have missed all the television treats up to now, keep hitting yourself over the head with something blunt and reasonably heavy until you remember it's beamed out at 6.30pm on Tuesdays - or now you can switch over straight after Neighbourhood!



# NEWS



## WWF - IT'S A SMASH!

Here's news of few pretty super Super NES products you'll love itching to get your hands on soon - 'cos they're all from the same company and all of them are looking pretty fab.

Games giant Acclaim have been in a whirlwind of activity lately, buying up too console licenses left, right and centre and even finding time to take over all the 16-bit games from the now-defunct Microsoft into the bargain!

All of a sudden the US company has become a major noise in the UK games market, with a whole sackful of topper titles on the cards.

Just about over those screenshots of Smash '93 and WWF - Smash TV looks like a near perfect arcade conversion featuring just about every detail of the ring mat, while WWF looks set for superlambdom with a wide range of moves, a hell graphic effects. Both won't be available until a bit later this year, but since we're so red hot we thought we'd give you a sneak preview anyway.

We're going to be having a look at the Super NES in quite a lot more detail pretty soon, so keep your fingers superglued to these pages for all the sticky stuff on the latest and greatest!



## USG GRABS A GOLD!

It's got to be the biggest license of the year! Actually, it could be the biggest of the last four! Birmingham-based games giant US Gold has clinched the rights to Olympics '92 - and the game should be racing its way into a Sega system near you in time for the big event!

Programmers are certainly beavering away on this mega-license spectacular, to be unleashed on Megadrive, Master System and Game Gear in early summer - just before we all get Barcelona, Barry and stay up all night watching the pole vault on the telly!

Let's be told the game will feature a whole festival of Olympic events, with plenty of waggling wonderment for budding athletes everywhere, included in the line-up are: 100 metres dash, pole vault, hammer throwing, high diving, swimming and archery to name but a few!

This could be the biggest game of the summer, maybe even the entire year, so keep those peepers plonked right here for more news the moment we get it.

# The Addams Family



# ocean



# WIN £500 FREE SOFTWARE! AND VOTE FOR YOUR FAVE GAMES!

## IT'S THE GOLDEN JOYSTICK AWARDS 1992

Here's your chance to shout for your fave games of the year - and win yourself FIVE HUNDRED POUNDS worth of free software into the bargain. It's time for the incredible Golden Joystick Awards! Trumpets, fanfares and applause all round, 'cos this is the Tenth Anniversary of the most prestigious awards in the computer games world - where YOU get to call the shots and dish out the gongs to the best games of the year!

It's a big occasion for the people behind computer games, who listen to what YOU'VE got to say - what you like and what you can't stand. And because it's such a special occasion, EMAP Images (the publishers behind C&VG, Mean Machines, Megatech and loads of other skill mags) have put up this stonkallicious software prize.

To put yourself in with a chance of grabbing the goodies, here's what you've got to do: check out the list of categories you'll see on the entry form. Starting from the top, all you have to do is rack your brains and think "Which of last year's bumper crop 'o' software best fits this category?" Ponder awhile, pick up a pen and jotting down your selection in the relevant space and move on to the next one. Easy, eh? If there are any categories you don't understand, or can't really think of what to fill in, miss it out and move on to the next one.



Once they're all completed, put your name and address in the boxes provided, slap the entire form in an envelope and wang it off to: THE GREAT GOLDEN JOYSTICKS, COMPUTER AND VIDEO GAMES, PRIORITY COURT, 30-32 FARRINGTON LANE, LONDON EC1R 3AU. All forms MUST be sent in by Friday, 12th March 1992 - any which arrive after that date will be collected by Kick Off sad lads Rob and George and turned into paper planes.

One last, but extremely important point to bear in mind - all your choices must be games released between 1st January and 31st December LAST YEAR - if they didn't appear during that time, they don't count. Happy voting!

# GOLDEN JOYSTICK AWARDS 1992

Dear CVG,

I realize I know my stuff when it comes to what's hot and what's not 'cos I'm hard I am so here are my nominations for the 1992 Golden Joystick Awards. I've put my name and address at the end so you know where to send the software if I win.

BEST GRAPHICS (8-BIT) \_\_\_\_\_

BEST GRAPHICS (16-BIT) \_\_\_\_\_

BEST SOUNDTRACK (8-BIT) \_\_\_\_\_

BEST SOUNDTRACK (16-BIT) \_\_\_\_\_

BEST SIMULATION (8-BIT) \_\_\_\_\_

BEST SIMULATION (16-BIT) \_\_\_\_\_

BEST COIN-OP CONVERSION (8-BIT) \_\_\_\_\_

BEST COIN-OP CONVERSION (16-BIT) \_\_\_\_\_

CONSOLE GAME OF THE YEAR (8-BIT) \_\_\_\_\_

CONSOLE GAME OF THE YEAR (16-BIT) \_\_\_\_\_

PC GAME OF THE YEAR \_\_\_\_\_

8-BIT GAME OF THE YEAR \_\_\_\_\_

16-BIT GAME OF THE YEAR \_\_\_\_\_

PROGRAMMING TEAM OF THE YEAR \_\_\_\_\_

HARDWARE MANUFACTURER OF THE YEAR \_\_\_\_\_

SOFTWARE HOUSE OF THE YEAR \_\_\_\_\_

WORST GAME OF THE YEAR \_\_\_\_\_

MY NAME IS: \_\_\_\_\_

MY ADDRESS IS: \_\_\_\_\_  
\_\_\_\_\_

MY TELEPHONE NUMBER IS \_\_\_\_\_





# BLISTERING PACE SOCCER AT IT'S BEST.

- Fast - Realistic
- Fun to Play



## Nintendo

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Intuitive joystick controls to Pass, Dribble, Shoot, Head and Chip the ball or do a Sliding Tackle.

Carling Corner Kicks, controlled Throw Ins and Goal Kicks.

Injury and Extra Time, Red and Yellow Cards. Set Piece Free Kicks and the famous AFTER TOUCH to let you benefit, receive and dip the ball. Plus a host of other options.

Cup, League and Euro Trophy Competitions with PENALTY SHOOT OUT.



**IMAGINEER Co., LTD**  
Innovation Through Motion Networks



# NEWS

## SPECIAL REPORT

# THE GREAT GAME

**R**OLL UP! ROLL UP! It's the greatest games show on Earth, when all the latest and greatest gaming goodies are shown off to all sorts of incredibly important people from all over the place at the glitz and glamour capital of the world - Las Vegas! To get in you have to have loads of cash, a dead flash car and your own company or a few copies of C&G. Big Ed **TIM BOONE** joined the spangly jet-set and flew to Vegas for the games event of the year. This is where the world's games industry shows off all its top hot products, and for a few short days all the console games evangelists will be playing for the rest of the year are all under one roof! Over the page you'll find the only complete list of EVERY game at the show, but for now let's take a look at some of the highlights...



## STREETFIGHTER II HITS SUPER NES - OFFICIAL!

It's almost here - Streetfighter II on the Super NES! For me, this was THE event of the show. Quite simply, Capcom have delivered a near-perfect conversion of the Best Arcade Game Ever! After fighting my way through the crowds guard to the screen and actually getting a go, I realise this could be the greatest console game EVER! It's that good! Somehow the programmers have captured the speed and feel of the coin-op, with huge shunky sprites looking five kinds of crap out of each other in the style! Start saving that cash now, 'cos SF2 is due for release later this year and it looks like it's going to be illegal Mega Drive! And the other biggie featured at the Capcom stand, also due later this year, and a nice-looking conversion of the arcade slash 'em up.

## STRIKE EAGLE FOR SNES!

Related from the fighter gun mission is F15 Super Strike Eagle, previewed at the show. Not too much to see, but this is one to watch out for - together with F117 Stealth Fighter on the humble MSX!



## IT'S THE INCREDIBLE ULTRABOTS

Another SNES hotshot of the show was a playble early demo of the fab-looking Ultrabots, featuring huge-scale 3D lifts in a mega robot tumble to end 'em all! Having played the early version, I'm really looking forward to that Wondersweety-style Joe and Mac made its debut on all three machines, and pretty damned good a look too!



## COLOUR GAMEBOY RUMOURS RIFE!

A CES show without any rumours is like a bully without any bread, and it was whispers aly among the games world that the Colour Gameboy is due for imminent release! Sadly this turned out to be a pile of old news droppings, and it's going to be quite a while before Nintendo unleash their latest hand-held wonder on an unsuspecting world. Importantly, C&G's spies in the sky tell us a colour Gameboy will definitely NOT be compatible with existing cartridges (boo!) but more than that we just don't know - 'cos nobody except the top boys at Nintendo does either. One rumour which DID stand up to scrutiny was a mega-cheap CD for the Super NES - as read all about it in the News section right now!

# GREATEST GAMES ON EARTH



## TIM'S TOP TREATS

Here's a quick list of the stuff that really blew my ass off at the CES. There was plenty of good stuff on show, but these are the truly outstanding ideas you'll be wanting yourself to get hold of: **SUPER NES**. Straight after it is really is that good? **Ultimate 3D** (not boxing action that's second to none). **PGA Tour Golf** (it was incredible on the integrative and looks even better on the SNES). **Quarforce** (utterly brilliant conversion of Ben's own arcade Master) **Tag Gear** (the best home console racing game I've ever seen). **Smash TV** (great perfect arcade conversion). **Falcon** (great on 16-bit, better on SNES). **Beatenbeats** (a foot and a half).



## LYNX LAFFS A-PLENTY

Alan wasn't exactly making big noises at the show, deciding to wait before unleashing their long-awaited and much-publicised 64-bit Jaguar games machine later on. This time round they did show off a fairly impressive lineup for the Lynx, including loads of sports titles for their lobby hand-held - **World Class Soccer**, **Hockey**, **NFL Football**, **Baseball Heroes**, **Melvin (Mini Volleyball)** and **Basketball**. Other Lynx goodies coming your way this summer include **Super Squawk**, **Shadow Of The Beast**, **Demomania**, **LemmingsRay's**, **Ninja Hero** and **Gradius**. **Huntar!** There was tons and tons of Gameboy stuff on display to all and sundry - among my personal faves were **Prince Of Persia**, **Asteroids**, **Faceball 2000** and **Trick and Trap** (Boy is Spyl!). But it has to be said that new Game Gear goodies were not exactly overwhelming. Never fear, though, 'cos Sega has loads of tasty licenses to dish out and we should be seeing them pretty darned soon.

**Class Soccer**, **Hockey**, **NFL Football**, **Baseball Heroes**, **Melvin (Mini Volleyball)** and **Basketball**. Other Lynx goodies coming your way this summer include **Super Squawk**, **Shadow Of The Beast**, **Demomania**, **LemmingsRay's**, **Ninja Hero** and **Gradius**. **Huntar!**

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## AMERICAN GLADIATORS



## PITFIGHTER PACKS A PUNCH!

One of the biggest gals-smackers of the show came on the smallest screen - **Pitfighter** on Gameboy! Somehow the programmers of THQ's arcade conversion have managed to include quite spicing very similar to the coin-op! Quite how they did this I don't exactly know, but it involves very clever screen manipulation and has to be seen to be believed. I saw an early version, but it's already down on the list as a Must Have!

## THUMPING GREAT LAFFS?

Sega's big event of the show was the appearance of some more than **World Heavyweight Champ (Randy Savage)** to promote his brand new boxing game on the Mega-Box! While everyone else was crowding round trying to get the great man's autograph, yours truly managed to get a go of the game and it has to be said I was more than a bit disappointed. So-so graphics and over-stretched gameplay add up to a game that's probably best left in the dressing room. Sorry Holly.

# WINGS 2

ACES HIGH



# ALL THE GAMES YOU WILL EVER PLAY

Here it is: the completely full list of EVERY game on show or announced at the CES! This is the stuff you'll be playing later this year and next, together with the companies producing them.

## NES

**Base America** - Absolute Entertainment; **Crusty's Fun House**, **Warriors and Warriors II**, **Foxes Grand Prix**, **George Foreman Boxing** - Accolite; **Turkmen** - Accolite; **Ultimate Air Combat** - Activision; **Might and Magic**, **Magic Castle World** - American Samray; **Power Punch**, **Student Virus** - American Softworks; **Ministry II**, **Wacky Races** - Atari; **Jack and The Beanstalk** - Atari; **Wacky Races** - Atari; **Marble** - Bullet-Proof Software; **Megaman II**, **Dr Joe, Garçon's Quest**, **Baroness '89**, **Dambling Duck** - Capcom; **Fighting Simulator** - Culture Brain; **Joe and Mac** - Data East; **Ghost Squad**, **Blaster**, **Flot Of Resistance**, **Dragon Strike** - HCC; **Wheel Of Fortune**, **Pinheads Rescue** - Game-tek; **Daydream** - Gami; **Hal America**, **Seaside Countdown** - Hi Tech; **The Blue Marble** - Hit II; **Pelle The Elf** - Hudsonsoft; **Herman's Hero**, **Kung Fu II** - Irem; **Mini Football**, **Samurai**, **Pizza Panic** - Jaleco; **White Lion**, **Monkey Mouse** - Kemco; **Star Wars** - Kemco; **Gamefire**, **Foot, Tone and Country II** - LSI; **Star Wars**, **Karen**, **Rock II** - Mattel; **Topps**, **Paperboy II** - Mindscape; **Crashland** - Movic; **Atari Family**, **Football II** - Ocean; **Baseball Stars II** - Romstar; **Uninvited II** - Sega; **Big Force**, **Ali**, **Vegas** - Sega; **Happily Ever After**, **Castle Kid II** - Sega; **Hudson Hawk**, **Waco** - Sony; **Super Spy Hunter** - Sunsoft; **Attack Of The Killer Tomatoes**, **The Flash**, **Swamp Thing** - THQ; **Kick Master**, **Paris Restaurant**, **Time Zone**, **Little Samson** - Taito; **Castillo II** - Taito; **Indy Heat**, **Trackwest**, **Nightshade**, **Star Trek** - Urea; **Secret Wes**, **Stoneman**, **Waco** - Vic Toki; **MC Kids**, **Golf Power**, **Overload** - Virgin.

## GAMEBOY

**Foxes and Waco**, **Battle Tank II** - Absolute Entertainment; **Foxes Grand Prix**, **George Foreman Boxing** - Accolite; **Assault**, **Missile Command** - Accolite; **King Fero**, **Legend** - American Samray; **Death Fever** - Acti; **Megami** - Atari; **Amazing Tale** - Atari; **Four Crusaders** - Bandai; **Shoe Bros**, **Megaman II**, **Little Mermaid** - Capcom; **Fighting Simulator**, **Two-Die Culture Brain**, **Joe and Mac** - Data East; **Moving House**, **High Justice** - Electronic Arts; **Pinheads of Virtus**, **Bookie II** - FC; **Prigby's One** - Game-tek; **Barbie**, **Tom and Jerry** - Hi Tech; **The Blast Bass** - Hit II; **Adventure Island** - Hudsonsoft; **Travis Meet**, **Four in One Pumpkin** - Interplay; **Herman's Hero** - Irem; **Mini Football**, **Beastlandish** - JVC; **Q-Bert** - Jaleco; **Spy vs Spy II** - Kemco; **Beetlejuice**, **WBA All-Star Challenge II**, **Spiderman II** - Activision; **Pyramids Of Ra** - Hudsonsoft; **Days Of Thunder**, **Paperboy II**, **Marble Madness** - Mindscape; **Spanky's Quest** - Nemuro; **Starman**, **Super Marchant** - Ocean; **Magpie** - Parker Bros; **Swamp Of Mope II** - Sega; **Virus Hunter** - Sega; **Hudson Hawk**, **Waco** - Sony; **Blaster Master Boy**, **Samurai Return Of The Jozees II** - Sunsoft; **Attack Of The Killer Tomatoes**, **The Flash**, **PlayStation II**, **The Jackson Cross Training**, **Swamp Thing** - THQ; **Adventure Of Star Server**, **Knight Quest** - Taito; **Jack Nipper Golf**, **Super Off Road** - Tradewest; **Star Trek**, **World Circuit Series**, **Urea Golf** - Urea.

## Super NES

**Super Battle Tank**, **David Crane's Amazing Tennis** - Absolute Entertainment; **D-Fence**, **Kanaroo**, **Genie** - Acorn Corp; **Metal Jack** - Atlas; **Parade 2000** - Bullet-Proof Software; **Magic Sword**, **Streetfighter II** - Capcom; **Super Baseball** - Sun U.S.; **Super Fighting Simulator**, **Super Ninja World** - Culture Brain; **Joe and Mac**, **Ultrabots II**, **Wolf** - Data East; **Raiden**, **Wing Masters** - Electronic Arts; **Dragon Warrior II** - Enix; **America**, **Ultima the Price Prophecy** - FC; **American Death Derby**, **Wheel Of Fortune** - Game-tek; **Arizona**, **Mar's Hole in One**, **NCAA Basketball** - Hal America; **Tom and Jerry**, **The Hunt For Red October** - Hi Tech; **Super Adventure Island** - Hudsonsoft; **The Rockers** - HCC Inc; **Madball**, **Payette**, **Marble Madness**, **Out Of This World** - Interplay; **Beastlandish II**, **The Stone Game** - Irem; **Star Wars**, **Super Strike Back**, **Return Of The Jedi** - JVC; **Super Soccer League**, **Earth Defense Force**, **Goal II**, **Jaleco**, **Top Gun** - JVC; **Phantom** - Kemco; **Romance of the Three Kingdoms II**, **Sam Fire** - Kool Corp; **Legend Of The Mystical Ninja**, **Castle III**, **Teenage Mutant Hero Futaba II** - Konami; **Smash TV II**, **WWF**, **Populous**, **Spiderman** and **Starm**, **Ranger Clemens Baseball** - Accolite; **Lulu World League Soccer** - Mindscape; **Wings**, **Arms High** - Namco; **Spanky's Quest** - Nemuro; **Q-Bert II**, **Snake Hunter** - NTVC; **Atari Family**, **Robocop II**, **Radio Flyer**, **PGA Basketball**, **Push Over** - Ocean; **Clue**, **Monopoly** - Parker; **Kolan Ryan's Baseball** - Romstar; **Wanderlust**, **Rock 'n' Roll** - Sammy Corp; **Shrekkin** - Sega; **PI Rock** - Sega; **Boogie** - Sega; **Extra Innings**, **Smart Ball**, **Hood**, **Equinox** - Sony; **Paradise II**, **Worldline** - Spectrum; **Holydays**, **Final Fantasy Legend II** - Square; **Learnings** - Sunsoft; **PlayStation**, **King City** - THQ; **Super Soccer Champ** - Taito; **Wander Country Club Golf** - T&E Soft; **Space Megaforce** - Taito; **Race Driver** - Taito; **Wizards and Friends**, **James Bond Jr**, **Family Dog**, **Mag Quest** - Toy Headquarters; **Jack Nipper Golf**, **Ballistics** - Tradewest; **Dream TV**, **Football 2000** - Triffix; **Wagie Johnson Basketball** - Virgin; **Kanaroo**, **D-Fence** - Yarden.

## MegaDrive

**Allen II**, **Prehater II** - Arca; **Two Great Duels**, **Atari Family**, **Star Pointer** - Data East; **Mystical Fighter** - Ocean; **Waco**, **Range Of Power**, **Jordan** - Sun U.S.; **On-On-On**, **Where in Time is Carmen Sandiego**, **Walls in Lovers**, **Lord Of The Rings**, **Blind Crystal** - Electronic Arts; **Smash TV**, **Ball v Space Mutants**, **George Foreman Boxing**, **Foxes Grand Prix**, **Crusty's Fun House**, **Jack Nipper**, **Terminator II** - Flying Edge (Accolite); **Gadger Twins**, **Wheel Of Fortune**, **Jennyany**, **American Gladiators** - Game-tek; **Charley Charley**, **Rocky**, **Kangaroo II** - Kemco; **Kavale**, **Blaze**, **MD River**, **Strike Eagle II**, **Ballistic Tycoon**, **Star Flight** - Mindscape; **Spiderhouse II**, **Rolling Thunder III** - Namco; **Death Day**, **Pigskin**, **Stormlord II**, **Kempire Killer**, **Paradise**, **Samurai Swords**, **Exile**, **Syd Of Vets**, **Phylos**, **Sea Wars**, **Walls** - Romstar; **Star Odyssey**, **Star Wars**, **Devilish**, **The King Salmon**, **Dr Mutants** - Sage's Creation; **Evander Holyfield Boxing** - Sega; **Chessmaster 2100** - Software Townworks; **Learnings**, **Samurai Return Of The Jedi**, **Superman** - Sunsoft; **Cadash**, **Pinballzone**, **Chase HD**, **All The Ice** - Taito; **Devil Shock**, **Elemental Master** - Tradewest; **Paperboy**, **Rampart**, **Real All 1990**, **Star Wars**, **RBI II** - Tengen; **Warzone**, **Fighting Master**, **Smash**, **Tank Force**, **Warrior** - Taito; **World Class Leaderboard**, **Olympic Gold**, **Indiana Jones Last Crusade** - US Gold; **Trouble Shooter** - Vic Tapes; **Terminator**, **Clutch Rock**, **Operation**, **MC Kids** - Virgin.

## Game Gear

**MC Grand Prix** - Absolute Entertainment; **Allen II**, **Raiden's Revenge** - Arca; **Junjion** - Bigben; **Ball v Space Mutants**, **Spiderman**, **George Foreman Boxing** - Flying Edge (Accolite); **Wheel Of Fortune**, **Gadger Twins**, **Jennyany** - Game-tek; **Star Wars** - Kemco; **Ballistic**, **Phantom** - Namco; **Devilish**, **Super Golf** - Sage's Creation; **Chess MD 1990** - Taito; **Phylos**, **Paperboy**, **Marble Madness**, **Rampart** - Tengen; **Indiana Jones** and **The Last Crusade**, **Olympic Gold** - US Gold; **Double Dragon**, **Moble Head**, **Super Off Road**, **MC Kids** - Virgin.

# HOTLINES

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## WIN A GAME BOY!

It's the best selling console of the lot, it's black and white and it's the biz. If you want to join the merry throng who get their kicks out of Nintendo's mini marvel then phone that fabulous number NOW!



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## WIN A PC ENGINE!

Still one of the hottest consoles in the world, the PC Engine is packed with more hot gaming action than you could shake your stick at. So why are you sitting there ready this when you ought to be dialling away to win one? Call that number quick!



## WIN A SUPER FAMICOM!

It's got to be the greatest games machine around, and this lovely little beastie is just waiting for you to win it! So how do you grab a slice of the gaming glory? Just ring that magic number and you'll hear everything you need to know!

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# REVIEW

MEGADRIVE £39.99

BY ELECTRONIC ARTS

## DESERT STRIKE

RETURN TO THE GULF

On August 10th, 1990, the Iraqi Army rolled into the tiny province of Kuwait and stayed there until they were kicked out by an international fighting force headed by the British and Americans early 1991. What's that got to do with Desert Strike, we hear you ask. Well, nothing, according to Electronic Arts, who rack-DR that their game is not an attempt to cash in on the horrors of that recent conflict. Posing as heavily-armed AH-64A Apache gunships, across an un-named desert battle zone in the Gulf, the object of Desert Strike is to complete a number of missions by destroying various strategic targets. Told them out in order, and by hell to get shot down by the fragile - sorry - unskinned enemy forces, as you're only given a few choppers to play with.



Desert Strike reminds me of an age-old C&A game called Paid On Bargaining Bay, which was a top-down blast in a helicopter and a very good one at that. Electronic Arts have taken that idea and brought it into the nineties with a slick Apache gunship, a non-

trousered scenario and a dash of 3D, to come up with a fun (if slightly less lethal) piece of blasting action. There's a definite strategy to Desert Strike - just flying in there and shooting hell out of targets is going to get you killed in a matter of seconds. Generally, the graphics are well done, especially the helicopter which really does look the part and would have any third-world grand-seeking his knickers. It's a pity that the sound effects are of only average quality; the noise of your rotor blades is a pitiful cliche, for instance. But all in all, I think Desert Strike's a good 'un, even though it gets a little eerie the longer you play.

PAUL RAND



These missions are done in order... but don't worry!



Scouts like a nice helmet!

### MAD BAD MISSIONS

The Apache pilot's tour of duty spans five missions, each one made up of a number of targets, all of which must be hit before the next, more difficult assignment can be tackled. Just like the real thing (except it isn't), because Desert Strike isn't based on actual events at all, you'll be taking out radar stations, POW camps, SCUD sites and a whole lot more!



LOOK UP YOUR HELICOPTER'S HEALTH AND WEAPON LEVELS



# DESERT STRIKE



### EXTREMIST EXTRAS

You be in a sorry state if all you had to rely on was your standard Apache and the few weapons which you begin with. So it's a good job that your brave boys have gone to the trouble of depositing extra items around the desert. Fuel, ammo and armour can be found (if you look hard enough) - but use them sparingly, as there isn't an infinite supply!



Yeah! The good ol' boys in Khazari!

# REVIEW



Get that box of ammo and start blasting! • It's time to submerge, mate.



## GO GET THE GRUNTS

Not only have you got to destroy your allocated targets, you'll also have to be a bit of a hero and rescue your chums who are heading out throughout the desert under a barrage of enemy artillery and sniper fire. When you see one of your men, they're all dressed in brown, just hover above them; a ladder will lower and he'll grab it! When your 'copter is full, simply deposit them at the landing zone for bonus points and then go back for more!

Single them out, hero, cowboy!



## AH-64A APACHE

Dimensions:  
Length - 56' 2"  
Height - 13' 2"  
Wing Span - 17' 2"

Power:  
2 General Electric T700-GE-701 Turbo-shaft engines, producing 1,850hp from each engine

Performance:  
Max speed - 180 mph, can go faster but not without handling difficulties.  
Rate of climb - 2,000ft/min  
Max range - 300 miles (internal fuel)



Desert Strike comes as a bit of a nice surprise from Electronic Arts. It's not often that the top simulation boys come out with a straightforward blast, but that's exactly what Desert Strike is. The actual plot of the game is just about the dodgiest thing I've ever

heard of and there'll be a lot of complaints about some of the game's content. For the hardened shoot 'em up fan though, this is refreshing and brilliant. The scenarios don't really do the game much justice, it all looks a bit bland and inept, but the glorious animation and super-smooth scrolling actually make it look brilliant when it moves. There are tons of missions to accomplish, each with different objectives and for a shooter, it's very deep. The music by Rob Hubbard is fantastic, with brilliant guitar riffs and stonky sound effects. The game is slick, groovy and totally playable, you can pick it up straight away, but putting it down isn't quite as easy. One of the smartest games in a long while and essential stuff for Megadrive owners!

FRANK O'CONNOR



• He's going nowhere in a hurry.

## EXTINGUISH THE ENEMY

Dotted around the desert are enemy soldiers who aren't eager to taking pot shots at your Apache - and with only a limited amount of armour at your disposal, you'll have to take them out quickly. Some of them only have a crappy pistol with them, but others - usually hidden inside buildings - carry portable rocket launchers, and they can do serious harm to your craft.



• Take out that man with the pot-shooter!



## MEGADRIVE

GRAPHICS	88
SOUNDS	90
PLAYABILITY	93
LASTABILITY	92
OVERALL	92

**STORM**

# MOTOR RACING MADNESS!

INDY HEAT™ is fast and furious racing action where a decidedly mean streak may just keep you out in front.

With the money you win, plan your attack for ten different circuits - do you play safe with better brakes or go for it with more engine power? Do you boost your turbo or your crew? - the decision is yours.

With a combination of skill, nerve and a few dirty tricks (like running over other teams' pit crews!) maybe you could end up being showered with champagne and kisses.

"It sounds fantastic, it is fantastic!"  
AMIGA ACTION.

"Convented by the seven top gamers  
that did Redford and SWIV™ ACE.

"Looks identical to its arcade  
parent" E.U. AMIGA.

# INDY HEAT



Available - February.  
Amiga/ST £25.99,  
C64 cassette £11.99,  
disk £15.99.

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## SON OF BOMBER MAN

Bomber Man first appeared on the PC Engine. It was such a massive hit that it wasn't long before it turned up in the arcade as a fully fledged coin-op. Strangely though, it was re-named and you can still find it under the name "Dynamaster". A Nintendo version did well in Japan, but never surfaced here. The Gameboy version, known as Bomber Boy, was superb and remains one of the best Gameboy titles ever.



It's a joy to blow it up really.



You get a big one!



# DYNAMASTER



Well, this has to be the biggest gaming surprise in the history of the Amiga. Hudson Soft, the people who programmed the original on the PC Engine, have released Bomber Man on Commodore's baby in a called Dynamaster and it's fabulous! Bomber Man

and indeed Bomber Boy were a pair of console treats and this version is almost identical...only better! The combination of frantic running and strategic placing makes this an arcade game's delight. The graphics, while simple, are character and style. The animation is fluid, the screens are bright and jolly and everything moves quickly. The inclusion of a joystick adapter means that five-player matches is possible even if you wouldn't believe how much fun that is! The music deserves a special mention, it's wonderful! The sound effects are totally cheesy and the whole thing feels great. As far as playability is concerned, this is a dream come true. In one player mode, it's a massive and addictive task, but in head to head (with up to five players), this is truly awesome! This is just one of those essential purchases and I guarantee that absolutely everybody will love this! Get it!

FRANK O'CONNOR

## GANG BANGING!

The Bomber Man package includes a very special joystick adapter. This allows you to plug four joysticks in at once and lets another player use the keyboard, so up to five players can bomb away at the same time. When you get a gang huddled round the monitor trying to blow each other up, things get heated to say the least. It's an excellent gimmick and it makes play very difficult indeed.

# REVIEW

AMIGA

£25.99

BY UBI SOFT

Bomber Man was a smash hit, both in Japanese arcades and on the PC Engine. Over here in crusty old Britain though, hardly anybody's played it. The game is one of those infrequently awesome ideas, with that mysterious quality that makes it stand out from the crowd. The idea of the game is simple...murder. You enter a maze infested with a set number of bad-guys and it's your job to kill 'em all. The maze is made up of two basic kinds of wall, destructible and indestructible. At your disposal is the ability to drop bombs, these will explode in four directions, destroying any adjacent destructible bricks. They will also kill any badgie who foolishly walks into the explosion. At first, you can only drop one bomb at a time, as careful placement is required to off the bad guys. The bomb's power and reach can be updated by collecting certain icons and you can also gain the ability to drop multiple bombs. Once you've killed all of the screen's inhabitants, you have to find the exit. It's always hidden in a block, so you just walk around blowing them up until you find it. Simple as that.



Things are getting busy!



## EXTRA BITS 'N BOBS

There are quite a few hidden surprises in Bomber Man, all of which are designed to aid your progress. By collecting a certain icon, you can make the explosions you create larger, destroying more blocks at once. Remember though, the explosions can kill you too, so get out of the way fast. You can also collect a bomb icon. This allows you to drop more than one bomb at a time. The blocks are normally impenetrable, but collecting a token allows you to walk through, unharmed. Rubber snakes work at speed ups, but are very hard to come by.



Collar tank with my girl!

## AMIGA

GRAPHICS	85
SOUNDS	90
PLAYABILITY	94
LASTABILITY	93
OVERALL	93

# WIN THE SHIRT OF

## CRIKEY MOLEY!

So how would you like to swan around in the actual T-shirt the great man wore in one of the greatest movies of all time? Watch your mates' jaws drop in gobsmacked jealousy as you show off the greatest Arnie-related status symbol in the whole wide world! Make no mistake - this is the real thing, it's even got fake movie blood splattered over the front! And just in case nobody believes that you've won the actual item worn by Arnie himself, you can show off the film company's actual ID tag and we've got a certificate signed by the head of the film company to prove it all!

## I DON'T BELIEVE IT!

The utterly incredible and completely exclusive prize comes courtesy of Acclaim, proud as punch of their fab Terminator 2 console games. We reviewed the Gameboy and NES versions last fall, so you know they're good! Acclaim know they're onto a winner, so they've even thrown in five T2 stickers, five Making of T2 videos and 28 T2 T-shirts (funnies by Arnie - shadya mind, blood!) to the winners up!



# OFF ARNIE'S BACK!!

## OOH! OOH! I WANNA WIN!

Quite simply, if you're an Arnie fan this is the best prize you could wish for - and it's right here waiting for you to win it! So what do you have to do to grab the hottest piece of kit in this sale of Hollywood? Well, this competition is so special we've decided to give you the choice.

If you're good at drawing then design us your very own Terminator. He doesn't have to be a robot, but he does have to be the fiercest, meanest killer in the cosmos - so grab a nice clean sheet of paper and create your Terminator. Make sure you draw him in ink, though, 'cos we'll be printing a few of the best entries in these very jagged! And if you can't draw to save your life you can still enter. All you have to do is give us a good laugh by telling us, in no more than 20 words: "I reckon I'm harder than Arnie because..."

Courtesy of Acclaim and Terminator 2



## GIMME THAT T2 T-SHIRT NOW!

Whatever way you decide to do it, thank your entry into an envelope and pop the whole lot off to: OOH! OOH! I WANNA WIN! T-SHIRT COMPUTER AND VIDEO GAMES, 31-32 PARADISE LANE, LONDON EC1R 3AU. Make sure those entries reach us by March 10, after which we'll decide the winner and dish out those prizes pronto!

EMAIL PLEASE! Oh, it's simple one again so let's get it few things straight. Absolutely anyone can enter as many times as they like provided they're not connected with Acclaim Images or Home Video Systems and Carfax people (sorry Arnie, but means you too). All the usual COVID competition rules apply which means the Editor's decision is final and we're just going to laugh and make rude noises if you phone up and wrangle because you didn't win. In case you're in any doubt at all, this prize really is the real thing and this isn't a wind-up. Enter the greatest mag in the world so we give away all the best prizes while other chundering and maggy get quietly in the corner. Simple, isn't?



January 3, 1992

Mr. Steven Koblack  
ACCLAIM ENTERTAINMENT  
215 South Street  
Queen Reg. New York 1175

Re: T2

Dear Doctor:

For your request, enclosed for you is a letter to Acclaim's U.K. offices in a table with my direct acknowledgement to the movie, TERMINATOR 2: JUDGMENT DAY.

Kind regards,

*John L. Carls*  
John L. Carls  
Director



# REVIEW

AMIGA £25.99

BY GREMLIN GRAPHICS

The land of Chimérica is in big trouble. The life of Chimérica depends on a dirty great thumping heart. Unfortunately for the people of Chimérica, that heart is broken and it's up to you to fix it. This game comes from Gremlin and should be in the shops shortly after you read this. You play the part of Harlequin, a bit of a silly boy, turned mashed vigilante. Your task is to find the four pieces of the broken heart and put them together again. Unfortunately for you, most of the inhabitants of Chimérica are pig-ignorant and will do their best to hinder your progress, if not actually kill you. The game itself is a scrolling platform adventure, not entirely dissimilar to Rotoood. It features all the usual bits and bobs you've come to associate with the genre, like extra weapons, hidden levels and secret bonuses. All this and a massive 23 levels (each level is massive too).



▲ Harlequin looks puzzled... No, No, No.

## HOPPER



## TAKE HEART YOUNG MAN!

The whole game revolves around hearts. Obviously the game's objective is to mend the broken heart, but you also use hearts as weapons. These fire outwards in a gentle arc from your magic glove. You can upgrade this weapon by collecting, you guessed it, a heart! The sections of heart you need to repair are scattered all over the kingdom and it's gonna take quite some time to find out where.

# HARLEQUIN



▲ Watch out for that triangle, it's heart's are deadly.



Harlequin is great! It's a multi-directional scroller, more than a bit like Rotoood, but with enough original features to make it stand out from an otherwise sammy genre. Harlequin borrows heavily from other games, including Sonic and Super Mario Bros. Fortunately, it borrows all the best bits and the results are spectacular. The graphics give the game a very distinctive look and feel and generate a lot of atmosphere. Although technically cute, there's an underlying sinister theme that's hard to ignore. There are lots of things to see and do as you explore. The inclusion of clues and thought bubbles makes finding things easier and you have a fairly heavy task to perform on each and every level. The sound isn't too bad, but is outshone by the quality of the graphics and gameplay. The game is instantly addictive and it won't be too long before you're stuck in front of your telly, frantically trying to get past the trickier levels. One of the best platform games on the Amiga and a huge, huge challenge.

FRANK O'CONNOR



## HMM, THIS SOUNDS FAMILIAR!

Anyone who's played Rotoood will be experiencing a sense of Deja'vu about now. Cute right, as the game looks and feels very much like Millennium's classic platform romp. This however, is sheer coincidence as both games were being programmed at the same time. Rotoood just got released first. There are however



## SPACE

## ANTICS

The pick ups in Harlequin are bizarre to say the least. They include an angel fish to help you swim. An umbrella helps you fall safely from great heights and a burger restores energy. You can carry exploding rockets which destroy enemies on contact, but best of all, is the Space Hopper. This is a great balloon which allows you to bounce around the screen as well as destroying any var-mints it touches.

## AMIGA

GRAPHICS	89
SOUNDS	86
PLAYABILITY	91
LASTABILITY	92
<b>OVERALL</b>	<b>91</b>

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# REVIEW

## MEGADRIVE £35.00

BY PALSOFT

Double Dragon is probably the most famous 'beat 'em up' of all time and this, its sequel, isn't too badly either. The first laid the tale of how Billy and Jimmy, the Double Dragon brothers, rescued their girlfriend from the evil clutches of Mr. Big. In this sequel however, things are much worse for the girls. Mr. Big has ordered and successfully carried out the execution. Burnt! The Double Dragon brothers are understandably furious and set out to seek revenge. They have to cross the same country to reach her, although few things have changed since they last entered that neighbourhood. For a start, it's a lot rougher than it used to be. This isn't much of a problem for these two though, as they're hard as nails. Both Billy and Jimmy are top rated Kung Fu masters and they both wear steel boots. A kick in the knackers from one of these fellas and it's off to the local infirmary with you. For that same reason, all the baddies come armed to the teeth with baseball bats, chains, whips, bombs and machine guns. Just to make sure you understand, no, the girls're dead and there's nothing to be done. Kick ass!



▲ Feel the knee dig down!

▼ Heavy purple noise, eh?



## BIG SCREEN BONANZA

Fans of the Double Dragon games are in for a treat late this year. Golden Harvest, the company who brought you about fifty equilateral Martial Arts movies, as well as the two Turles films, have signed up the rights to Double Dragon. Don't expect a romantic comedy though, this'll be a punchline of gaudy-gentleman propositions. It looks set to start shooting very soon, so more news when we hear it.

# DOUBLE II DRAGON

## THE REVENGE



The first DD was a bit of a blight, never before had we seen such inexplicable violence and destruction. The use of weapons like baseball bats, whips and great big rocks was too much to resist. The sequel in the arcade was a bit of a disappointment, the game was essentially identical, with a couple of new baddies thrown in for good measure and slightly tweaked graphics. This went matter to Megadrive owners though, as you can't get the first game on Sega's baby. Graphically, this is alright, spoiled somewhat by the jerky and slightly chunky sprites. The game plays fluidly enough and has the same feel as the arcade machine. The add control method has been taken straight from the arcade, the A button always kicks or punches left and the C button always strikes right, even if this entails a back kick. Although a little confusing at first, you'll soon get used to it and it works quite well after a while. Sound-wise, it's no great shakes, but the clapping, slashing noises are decent enough. All in all, a solid and respectable addition to the genre and a must for Double Dragon fans.

FRANK O'CONNOR



## MY BEST FRIEND'S GIRLFRIEND

Billy and Jimmy are the best of pals and both of them fancy the same girl. Unfortunately, she's a one guy girl. Mind you, she is dead at the start of the game, so the competition for her love is forgotten until the last level of the game. When you reach this point, said girl is magically reincarnated, so Billy and Jimmy have to slug it out to see who gets to bring her. What kind of girl is she?



▲ Fast, she was asking for it.



▲ Don't jump - kick their heads in.



▲ You'll get your revenge on the girl!

# REVIEW



Yes, well, Frank returns this is arcade perfect, but from what I remember the arcade version of Double Dragon II was good. This is absolutely appalling. Graphically it's a disaster. Sprites are badly drawn and animated and, when there are a few of them on screen, the game slows down to a ridiculous degree - and there's really no excuse for that when you see some of the games on the Megadrive with their sprites whizzing about all over the place. Sound isn't bad, but it isn't very good either. But what is really disgraceful is the fact that I finished Double Dragon II within three-quarters of an hour! There's absolutely no challenge to be had here - position your character correctly and the buddies will line up and practically beg you to kick 'em in the head. If this is all that Sega could do with Double Dragon II, I'm not surprised they never released the first game. My advice is to remove all thoughts of buying this from your mind and get one of the far more enjoyable Golden Axe games instead.

PAUL RAND

## MEGADRIVE MARTIAL MAYHEM

If you don't fancy Double Dragon 2, maybe you'd be interested in another beat 'em up? So far, there have been very few brilliant Martial Arts games, but the list includes the awe some Streets of Rage, very similar too, but a lot slicker than DD2. Revenge of Shinobi is a more platform-oriented game, but still stands tall as one of the best Megadrive games ever. Teku Teku Fighter is a great laugh and is kind of like Final Fight in the Middle Ages. Mind you, there's yet to be a great one on one fighting sim, so let's see a decent Streetfighter clone!

▼ Why not try this?



▲ Or this?



## GHOSTLY GOINGS ON

Before Billy and Jimmy reach the final obstacle, they have to beat up their own ghosts. The ghosts rise mysteriously from nowhere and set about our boys. Smacking a ghost in the teeth is a lot harder than you'd think and it's so fun having your teeth kicked in by your own spirit. Quite how your ghosts turn up before you're even dead is a bit of a mystery. I bet Patrick Swayze never had this trouble.

▼ Stamp on the party-peeps' heads.



Believe it or not, you can!

## MEGADRIVE

GRAPHICS	74
SOUNDS	76
PLAYABILITY	68
LASTABILITY	65
<b>OVERALL</b>	<b>67</b>

# Nintendo®

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# PLAY FOR NINTENDO



THE TOP OF THE SCREEN WILL BE FOR DISPLAYING OBJECTS TO BE PLACED ON THE LEVEL. FROM THE MAIN SCREEN, YOU CAN GO TO THE LEVEL SELECTION SCREEN, WHICH WILL SHOW YOU A LIST OF LEVELS TO CHOOSE FROM. YOU CAN ALSO GO TO THE LEVEL SELECTION SCREEN FROM THE MAIN SCREEN.

THEY IN THE WORLD YOU CAN CHOOSE ONE. THE OBJECTS YOU CAN PLACE ARE THE OBJECTS IN THE LEVEL. IF YOU WANT TO SEE THE OBJECTS IN THE LEVEL, YOU CAN GO TO THE OBJECTS IN THE LEVEL SCREEN. YOU CAN ALSO GO TO THE OBJECTS IN THE LEVEL SCREEN FROM THE MAIN SCREEN.

## DRAGONNINJA



CHOOSE THE LEVELS YOU WANT TO PLAY. THE LEVELS ARE IN ORDER OF DIFFICULTY. YOU CAN ALSO GO TO THE LEVEL SELECTION SCREEN FROM THE MAIN SCREEN. YOU CAN ALSO GO TO THE LEVEL SELECTION SCREEN FROM THE MAIN SCREEN.

A CHARACTER IS CHOSEN THROUGH A SELECTION SCREEN. YOU CAN ALSO GO TO THE CHARACTER SELECTION SCREEN FROM THE MAIN SCREEN. YOU CAN ALSO GO TO THE CHARACTER SELECTION SCREEN FROM THE MAIN SCREEN.



**ean**

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PRE  
VIEW

# INDIANA

FATE

**HOT! HOT! HOT!** He's got to be one of the greatest dudes of all time, and here's Indiana Jones with a whole huffful of fab-looking new games in the pipeline - putting the man with the hat on just about every machine there is! Lucasfilm have sure been busy beavers of late, with tons of Jones-related goodies coming your way pretty fippin' soon. Well, what else could we do with all these megastars and completely irresistible Indy goodies than stuff them inside this cream-parked issue and slap the great man himself on the cover? After all, CWG is the greatest games mag in the world - so make way for whip-cracker pants caster FRANK O'CONNOR with all sorts of white hot Indy info...

## THE ADVENTURE!

Yeah! All of you dandied Indy fans out there can relax. If you didn't get your fill of the whip-wielding adventures from the first three films, Lucasfilm might just have saved you life! Using a system very similar to the Monkey Island games, Lucasfilm have come up with an awesome-looking graphic adventure. In this latest incarnation, you take on the role of the man himself, Indiana Jones, archaeologist and role model for hat-wearers everywhere. His quest this time round, is to find the fabled city of Atlantis. Indy is approached by a top Nazi agent, who wants to know the value and authenticity of a mysterious artefact. Indy guesses immediately that the artefact is real and from the lost city itself. He then teams up with a gorgeous psychic girl named Sophia Haggood and the system for Atlantis is on! Mind you, this kind of stuff is never easy with the Nazi scum in hot pursuit. Use the icon controlled menu, collect the objects you need and do battle with the might of Adolf Hitler's Third Reich!



Collecting objects is a cinch with the Indy system.

## DIRTY NAZI SCUMBAGS

Poor old Indy. He's always being chased around the world by Nazis. Quite why they hate him so much isn't too clear. It probably has something to do with the fact that he keeps on nicking all their stuff. Every time the Nazis get hold of some bit of ancient swag, along comes Indy and pinches it. This is his third run-in with the Third Reich and it probably won't be his last. Don't you just hate those Nazis?



A real nice view of a lighthouse.

## WHAT AN IMUSING STORY!

Indiana Jones and the Fate of Atlantis features Lucasfilm's incredible new MUSH system. This was first used to excellent effect in the incredible Monkey Island 2. The system detects where the hero is and what the characters are doing at any given time. The music is then adjusted to suit the situation. The beauty of the system, is that there are no sudden changes, everything changes gradually, just like a real cinema. With a decent sound card on your PC, the effect is totally staggering.



# INDY JONES

and the

## SECRET OF ATLANTIS

# FROM THE VIEW

### THREE WAY GAMEPLAY!

There are three ways, or paths, to play the latest Indy game, and the first is the obvious one and uses the same kind of logical (and not so-logical) puzzles that you've come to expect from Lucasfilm. This requires a combination of strategy and puzzle solving ability. The second option, is to play it as a pure action-adventure, using your whipping and fighting skills to best effect. The third option is a bit mysterious. Called the "Team Play", it apparently requires "an intuitive sense and interpersonal skills". Blowed if I know what that means, but it sounds like a more involved and difficult version of the first path.

### THE ACTION GAME!

Lucasfilm are bringing out two distinctly different Indy games and this will be the second. It's an arcade adventure, with more in common with the likes of *Helmfall* and the immortal than *Monkey Island*. It uses the now familiar isometric 3D viewpoint to portray the action. You can view the action from several viewpoints, useful for looking behind obstructing objects. Indy and his new girl, Sophia Haggood, have to find the lost city of Atlantis. To do this, they'll have to make their way across the world, visiting Nazi-ruled countries as they do so. The places you'll visit include a top casino in Monte Carlo, a danger-filled naval base, a claustrophobic submarine and at last, the city of Atlantis itself. You can control both Indy and Sophia and each have their own special talents. Indy's talents are obvious, punching Nazis and whipping things, but Sophia has rather more interesting attributes, including psychic powers. Indy tends to get by through attacking people in the teeth, but if you take control of Sophia, you'll need to use your wits and brains to get anywhere. So, it's off to Atlantis for some adventures escaped!



▲ Pathway solving? What's that for then?



▲ Indy steals himself for action...

### SOPHIA'S A TWO TIMING PSYCHIC

The heroine of the story, Miss Sophia Haggood, has in her possession, some very important jewelry. This jewelry is made of a very strange substance called Dychalocum. This stuff is supposedly what the ancient people of Atlantis used to power their city. What it has done though, is bestow top psychic powers on the hapless Miss Haggood. Mind you, the Nazis want the jewelry off her, so look after her!

▼ Will you have lost his shirt? No chance!

To complete each section, you'll have to guide both characters through the level. It's generally easier to get Indy through, top he can whack people in the teeth if they get in his way. Sophia is a bit wot, so you'll have to be a top hero to save her miserable skin. Problems is, you can't just leave her to the mercy of the Nazis, which would make things a lot easier. Still, Indy's a coming kind of guy and he wouldn't do that sort of thing.



# PREVIEW

## LIGHTS, CAMERA, ACTION!

The isometric viewpoint of the action game can at first seem a little confusing. Lucastelli though, in their infinite wisdom, have included a multiple viewpoint option. This allows you, at the press of a button, to look at the scenery from absolutely any angle. This comes into play when you're hunting for objects, as they can often be hidden behind bits of furniture. Look out for chocolate bars, Indy's partial to a bit of chocolate!

Carl's Casino lefts for the man with the hat!



## WHERE IS ATLANTIS THEN?

Nobody really knows where Atlantis was supposed to be, but whoever who believe in that sort of stuff reckon it's off the North African coast, between Egypt and Spain somewhere. The great Greek philosopher, Plato, wrote about Atlantis in his top-selling paperbacks. Apparently, the Atlanteans were possessed of great technological skills and were immortal too. Well, at least they were until the whole blimmin' city sank without a trace after a volcanic upheaval.



## INDY, INDY EVERYWHERE!

There are absolutely tons of Indy games available, more than any other film licensed genre. There are versions of Raiders of the Lost Ark on almost every machine, including the Atari VCS. The second game, Temple of Doom, turned up first as an Atari coin-op, with computer conversions following soon after! Next came the Last Crusade and that turned up in both adventure and arcade forms, the latter even appearing on the Sega Master System. Indy games fans are spoiled for choice!



## SO YOU WANNA SEE MEGA CD?

The prospect of Indy action on the Mega CD should have you waving your pants with excitement, so here's the lowdown: all the indications are that there are DRG plans afoot for Lucastelli titles on the Mega CD. Although there has been no confirmation yet, CDG's spies in the sky tell us that some pretty top-level meetings with all sorts of important people have been going on - and now! Indy on the Mega looks increasingly likely. We know for sure that Monkey Island will be making the all singing, all dancing transition onto Sega's new machine, so you can bet your bottom dollar on a full-blown Indy game in the not-too-distant Mega CD future! Watch this space...

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# REVIEW

**AMIGA £25.99**

BY MINDSCAPE

So, you're a hot boy racer who likes nothing more than taking your wheels for a spin around some of the most demanding courses around. Unfortunately, your wheels probably consist of a rickety old mountain bike and the most dangerous place you can find to take it is up the high street. Luckily Mindscape has come to the rescue with 40 Sports Driving. Choose from a multitude of high-performance sports vehicles and take to the track for one of the most hair-raising rides you'll ever encounter outside of a fun park. Race against the clock or, if you prefer, challenge the computer-controlled loonies to a driving duel to the death! And, when you undoubtedly crash and burn, watch a full replay of your debacle from a number of camera angles. What are you waiting for? Get out there and burn rubber!

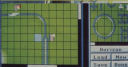


## LIGHTS! CAMERA! ACTION REPLAY!

Complete a lap (or trash your motor) and you'll be given the option to view your performance via the handy action replay facility. With VCR-like controls you can fast-forward or rewind through the race to your heart's content and, once you've found that gasp-defying feat of excellence to boast to your friends about, hit the Play button and see those jaws drop!

## BIG TRACK ACTION

Should you get peeved off with the built-in ones or so ready-to-use tracks, why not have a go at tracking up your own? Just dip into the course editor option and build your very own devilish driveways! You can make them as easy or difficult as you want, with bits of road and all manner of obstacles, jumps and other magic things!



# SPORTS 40 DRIVING



Hard Drive! It was a bit of a disappointment, its only saving grace being the track editor - and that wasn't exactly brilliant either. 40 Sports Driving, on the other hand, is a very admirable package: combining good, fast graphics with challenging but enjoyable

play and a whole host of bits and bobs built on the end for good measure. The variety of different game settings means you'll not get bored for a while and, when you do, you can have oodles of fun building your very own nightmare tracks! There are a couple of means, though: the cars themselves look like cardboard boxes (but to be fair the lack of detail keeps the frame-rate nice and nippy) and there's a too much disk-swapping, which is a real pain. Despite that, 40 Sports Driving is a fast, fun frolic which will give you more than a few spin-related laughs!

**PAUL RAND**

Why not create your tracks?



## COR! THOSE KERRAZY KRAUTS!

If you get tired of racing on your own against the clock, why not test your skills against one of the computer-controlled drivers included in the game? Each one has his own strengths and weaknesses - like the German stunt-driver who's scared of height!

New title Part 2

By: 32 Light - 775  
Year: September '94  
Location: Not used

Incident: Deleted notes  
write 1000

Background: Why many years at the wheel? (Landscape) Forts like drivers, Jerry Fero is now drive the start of track, but it was interrupted by a beloved 'real' of height.



## AMIGA

<b>GRAPHICS</b>	<b>84</b>
<b>SOUNDS</b>	<b>74</b>
<b>PLAYABILITY</b>	<b>86</b>
<b>LASTABILITY</b>	<b>88</b>
<b>OVERALL</b>	<b>84</b>



# REVIEW

## MEGADRIVE £39.99

BY SEGA

Nearly Bodacious! Stated! It's California Games and it's totally new babes. Californian dudes don't waste their time playing board games like soccer and baseball, they prefer to skate, skateboard or fish, juggle hockey-aerks. More than anything though, Californian dudes like to surf. Yup, this is a simulation of some of the hottest sports ever. The list of games reads like a list of overnight facts. There's half pipe skateboarding, there's BMX racing, roller-skating, juggling and last but not least... surfing! This is what those Baywatch types live for. The game was released on home computers years ago and met with critical acclaim. It's part of a long running series that started about a quillion years ago with Summer Games. We then had Summer Games 2, followed closely by Winter Games. This follows much in the way of graphical style and gameplay from the first three and the result is a multi-player, multi-event affair. You can compete in any event and in any order, or just choose your favourite event for fun. The options are comprehensive and you can have up to nine competitors at one.

# CALIFORNIA

# GAMES



LOCALS

Wipe out and you get no points



## SURFIN' USA

The most typical of Californian sports is surfing. This is when some talented, well muscled kid, stands on a big ironing board and slides along a great big wave in almost certain death on the rocks. The Sega interpretation of this is very neat. You move up and down the wave in a rhythm to build up speed and you can leap off the wave and perform a burn. Real heroes get points by shooting under the curl of the wave, Californians call this 'cutin' some really natty looks, dude!' We call it 'Very silly and dangerous'. It's just like the Old Spice advert!

Like any beach action!

Hefty beach action



Cor, what a laugh! This is one of the few sports sims available on the Megadrive, so you've not exactly spoiled for choice. The events themselves are a fair old laugh and the graphics, if must be said, are amazing. It's one of those games where you really need a few pals around to fully enjoy it. It's OK playing the competition against the computer, but with a gang, it takes on new dimensions. The five events may not sound like much, but each has its own appeal and can be thought of as a separate game. Sound-wise, this cart is reasonable, I mean the tunes are brilliantly done, but they're kind of depressing and don't really suit the game. Learning the different control methods for each event is fun and a different talent is required for each sport. Some need speed, some need rhythm, but all need a laid back Californian attitude. California games is a brilliant title, but ultimately dull for one player.

FRANK O'CONNOR

## WHERE'S THE FRISBEE

The original 16 bit version of Cally Games, had an event not present in the Sega life. Frisbee throwing! This was excellent fun and it gave you the chance to perform some brilliant fraboo related pranks. This game worked best in two player mode and it was a right old laugh. Sadly though, memory restrictions meant that they couldn't fit all the events on one cartridge, so out went Frisbee throwing... ash!

Oh dear, on disk!



## MEGADRIVE

GRAPHICS	89
SOUNDS	78
PLAYABILITY	88
LASTABILITY	86
OVERALL	87

# 2-HOT 2-HANDLE

THE SPECIAL PACK OF ACTION GAMES THAT WILL CAUSE A

# Riot!

# 2-HOT

# 2-Handle



ocean

AMIGA ATARI ST

ocean

AMSTRAD  
SPECTRUM  
COMMODORE

## BLOCKERS, DIGGERS AND BOMBERS

You have a very wide range of abilities to bestow upon a big standard Lemming. The list of transformed Lemmings reads like this. Bombers, they self-destruct after a short countdown, taking a good bit of scenery with them. Blockers, the most commonly used, they simply stop the Lemmings from walking any further. Diggers, they dig straight down with their bare hands. Miners dig in a diagonal line using a pick-axe. Builders punch through rock and earth in a straight line. Bridge builders build diagonal ramps. Pioneers use umbrellas to break their falls and finally there's a climber who can scale vertical walls.

**THE** *best* *game* *ever* *made* *on* *any* *console* *or* *any* *time* *at* *all*



**Blocker**  
**Digger**  
**Blocker**  
**Digger**

## NUCLEAR CATASTROPHE

If it all gets too much for you and you can't cope with the horrible little lighters anymore, you can call up the Armageddon option. Activating this causes a timer to appear above the head of any Lemming on screen and after a count of five... Kaplooooo! The Lemmings are history and you can try their level again. The explosion as the all-kind-the-bucket simultaneously is quite impressive!

# REVIEW

**SUPER NES £45.00**

BY SUNSOFT / PSYGNOSIS

They're lean, they're green, they write and screen. They're Lemmings and they're on the Super NES! mmm! This game caused a bit of a storm when it was released a couple of years ago. The original concept and the hilarious theme had 14 bit owners buying it by the bucket-load. The game is essentially simple, you have to guide a number of suicidal Lemmings across a hazard-filled landscape. The Lemmings are completely thick and will walk to their death over the edge of a precipice, through fire or even plummet to a rocky grave in the sea. It's up to you to stop them. At the bottom of the screen is a string of icons. These give you the ability to create a Lemming with a certain power. For example, if the cat gets back like they're going to fall off a cliff, you could make one a Blocker. He will stop dead and any Lemmings who meet him will turn back the way they came. Other powers include bridge building, digging, leaping, and parachuting. You have to use these powers to get the Lemmings to the exit, usually on the right-hand side of the level. Sound easy? Don't let yourself!



## HOW TO WIN AT LEMMINGS!

There are a couple of very easy knacks to playing Lemmings. The first, is to pay attention to the lines that sometimes pop up on the screen between levels. Secondly, you should always pause the game and take stock of what's on the screen. The timer stops when you pause the game, so you can stop and think about it all day if you like. Also, keep the rate at which your Lemmings pop out of their launcher down, it's no fun when a hundred death-hungry Lemmings throw themselves off the nearest cliff.

# LEMMINGS



Lemmings! If you haven't played it, you haven't lived! This game escaped about fifty spurious awards last year and it deserved every one. It looks dead boring, but appearances couldn't be more deceptive. The big worry about the Super NES version, was that the con-

trol method might be iffy, remember, the original used mouse control. Fortunately, the SNES' six fire buttons make it a joy. The control method employed here is actually easier to use than the original and a lot faster. The graphics aren't really up to scratch, but the animation is superb. Sound-wise, this knocks spots off the Amiga version, with brilliant tunes playing on every level. As far as gameplay goes, this is flawless. It's easier to get into than the Amiga version and harder to get out of. It's not difficult to find yourself playing at three O'Clock in the morning, trying to get past that particularly nasty level. There are so many tricks and surprises in this game, it's a joy to behold. There are only two really essential purchases on the SNES, Super Mario World and now Lemmings. What more can I say? Buy it!

FRANK O'CONNOR



## WHAT'S A LEMMING?

A Lemming is a real animal, famed for its suicidal antics. It looks a lot like a gerbil and it's actually quite cute. They don't really commit suicide, as is the popular myth. This stems from their total stupidity when it comes to swimming. Lemmings can't really swim, they're completely out of shape, but they will carry on trying. To an observer watching them try to cross a river or pond, it looks like they're trying to pop their coxas.

## SUPER NES

GRAPHICS	86
SOUNDS	91
PLAYABILITY	94
LASTABILITY	94
OVERALL	93

# WIN WIN WIN

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333**

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

**BLUURRGHHH!** Here we go again, with a stupendous five pages of the best Mailbag in the land, courtesy of the world's only and only host with the most! This month you lot seem to have hit an all-time low when it comes to intelligence, so welcome to the Stupid Thickie Special, in which all the lowest quality letters are hung out to dry. Think you've got what it takes to match my amazing level of wit and wisdom, or just want to know about games? Pick up that pen, do your worst and fire your liveliest luffs off to: **YOB'S MAGNIFICENT MAILBAG, COMPUTER AND VIDEO GAMES, PRIORITY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.** As ever, I've got an amazing £100 (One Hundred Pounds) to give away to the best letter of the lot, but nobody wins this month. Well, how the hell do you expect me to award any cash to this crap...

## I'M THICK, I AM

Dear Yob,

Please will you print this letter because I want to know these questions. 1. What is the password for the first level of Shadow Of The Beast II for the Amiga? 2. What do you think is the best game for the Amiga?

**BENJAMIN DUCKHAM,**  
Woodbridge, Suffolk

**YOB:** 1. Accessing the first level of SOB II is easy thanks to this cheap silver cheat: simply press the fire button to start the game while standing on your head shouting "I'm a stupid asswipe and everyone laugh at me." Lo and behold you're playing the first level! Best of all, you can do this as often as you like - and you'll always start in the same place! 2. Why do you want to know? You'll never work out how to play it anyway...

**TWO  
SHORT  
FLANKS  
I'M AS THICK  
AS HE IS...**



Dear Yob,

I thought I'd write to you again with a new boring letter. This time I'm asking questions. 1. On Super Mario 2 you said there was a small two-player game. I know I'm probably wrong but is it when you shove your Mario on the map screen onto Luigi or vice versa? 2. What happened to the end of my last letter? I know it was boring but you could have at least finished it. 3. Are you going to do a column on asking for software where we make crap excuses to get a few games? 4. Does anyone actually send in cheats for the ST? There never seem to be any. 5. Well, that's it from me. Goodbye.

**JONATHAN HIND**  
Falmouth, Cornwall

**YOB:** Boring lumbhole though you may be, here are a few answers: 1. To get to two-player Mario luffs, just press Start & on the jumpy whilst your pal is lurking about on screen. Easy, eh? 2. I couldn't be bothered. 3. Oh, OK then. Tell me why I should dish out a few odds and ends of free software and I'll throw some freebies in the direction of letter I like. 4. Yes they do and yes there are. 5. That's the most interesting thing you've said.

# STUPID THICKIE SPECIAL

## I'M JUST A THICKIE TOO!

Yob Yob,

I'm an owner of a Megaverse and I think it's really funny. My favourite type of game is platforms, and there are some truly great platform games out there, what with Castle Of Illusion, Sonic and now the great Flavored. But now let's get down to business: I suppose you think I'm going to be sad and sing Tommy Mator's crap old single you've said to know he had one - **YOB!** while asking for a jargonically banal but no, I'm here to complain. Why are you such a demanding little asswipe with a broken dick and the features of one of Margaret Thatcher's fans? ah Big London, 1987.



**YOB:** Have you been sitting in front of the mirror admiring yourself again?

## I'M SO STUPID IT HURTS

Dear Yob,

I have read this month's Star Letter and think the writer has a point but missed too much. I think he is just jealous that the Megaverse is better than the Amiga. **Dr. MALCOLM W. DINGWORTH,** Kent. P.S. The address is for the money.

**YOB:** I think you're just jealous because everyone else in the world isn't quite as stupid as you. Who says the Megaverse's better than the Amiga? Why

don't you lot write in and tell me which one is best and why, just as long as you don't live in crappy places like Kent.

## HELP - I'VE GOT NO BRAIN!

Dear YOB,

I've got a few things to point out to lots of ignorant people out there, so here goes. People claim that consoles are computers. This is at very well, but then they go on to say that consoles are more capable than computers - this might be true with graphics and sound but can they do business applications, type letters or animate? Then these people go on that consoles will force out computers - but how can this be true if consoles are computers? And anyway, could a console run a business? Most great games are released on computer first - Flavored, Lemmings and many more. You might think I'm against consoles - I'm not, I think they're great but they have their place and that is alongside computers and it's likely to stay that way for a long, long, time yet. **JOSS PARSONS,** Warwick



it's true that you need a good computer to carry out business applications and type letters, but who wants to do boring trash like that when there are games to be played? Dot!



**JUST CALL ME THICKY MICKY**

Dear YOB

I write to say that I think your letter pages need a bit of colour. I've not saying there's anything wrong with them being black and white, but it would add to the atmosphere. For instance, in your pages you like to draw things like somebody being crushed to a pulp or pictures of brains that have decided to lie on the ground and be labelled "badly needed" and other things that involve the writers of silly letters. Well, if you added a bit of red and a few greens, things would start popping up. But then you might have to have your other letters pages in black and white. Oh well, perhaps you shouldn't have bothered reading them.

MICHAEL COOK,  
Cherley Down, West Sussex.



YOB: Don't bother getting out of bed tomorrow.

**I'M A STUPID SWEDE**

Dear YOB,

I'm a 10-year-old boy from Sweden. Oh well, look on the bright side - YOB! I've got a PC and I'll come over and blow your head off if you don't answer these questions: 1. Are there any Super Mario like games for the PC? 2. Is Golden Axe available for the PC? 3. Is Westermania any good?

DAVID HOLM,

Esbo, Sweden.

PS: CVG is the best thing since Mickey Mouse underwear.

PPS: I'll give you £1000 if you give me the £100.

YOB: Grrr.

**AM I DUMB OR  
JUST STUPID?**

Dear YOB,

I am a great fan of CVG and I like GC1 as well. I like hand-held machines and I think they are the best (especially the Gameboy with loads of cool releases on it). I am writing to ask if you could get the CVG mob to include a Top 10 of each hand-held console's games. Thanks.

JAMES TYLER

Liverpool.

You want it? You got it.

Happy now?



**I'M A DUMMY  
TOO**

Dear YOB,

First of all I would like to get it straight that if you make fun of my letter I will personally ram a twelve-foot shotgun up your ear (please, that was close - YOB) and blow that brain of yours to bits.

Now to the point, a while back I bought Batman the Movie and since then I have

never been able to find myself through the first level. I will be immensely grateful if YOB if you could print a map of the Ark chemical factory for the ST.

RONALD BRADDER  
WOLLENSHOTT

YOB: I've got the map, you need right hair, but I don't help people who won't let me insult them, so you'll just have to stay a sad little bald stain forever.

**I'M SO THICK  
IT'S UNREAL!**

Dear YOB,

I'm just writing in to say how appalled I am at the amount of sad people who think they're so hard by writing threats aimed at you in their letters. I bet these people would not dare say it to your face. I think you should go to the local asylum and give the doctors all the addresses of these sad cases. I wish these people would get their act!

JAMES SHEPPARD

Tonchester, Northants.

I've passed on your address to Doctor Spear's home for sad bumpheads and the man in the white coats should be calling just about now...



# JOBS MAIL BAG

## BABOON BRAIN, THAT'S ME!

FREE T-SHIRT



## MY BRAIN'S AS BIG AS A WALNUT

Dear YOB,  
If you give me £150 I'll get CVG every week.  
**TOM COLOMBUS**  
Alton, Hants.  
YOB If you give me £1 million I promise not to tell the world what a useless dipstick you are and I'll throw in a free subscription for the next thousand years.

## WHAT'S AN IQ, ANYWAY?

Dear YOB,  
I have a few questions. 1. Which should I buy - a Pentium or a Super HUST? 2. What kind of plug is best for the computer. 3. Which is better - a US system or the European. 4. Can I have a hundred quid?  
**ANDREW BLACKBURN**  
Halsford, Isstead.  
1. Whoever takes your fancy. 2. Whoever one works. 3. Depends where you live. 4. No.

## THEY CALL ME MR STUPID?

Dear YOB,  
I've read a lot about the Megadrive game Sonic The Hedgehog and it sounds brilliant. The problem is I don't have a Megadrive to play the game, so I was wondering if Sonic will come out on any other console or computer - in particular Nintendo or Amiga. If it ever will could you please tell me the date. I would be very grateful.  
**ANDREW JENNINGS**  
Cuddif  
YOB: Nintendo Sonic? What are you on? As for Amiga, Sonic should be doing his thing on the 16-bit machines sooner rather than later, but I can't tell you any more because, well, I can't be bothered really. Watch the News page for more info. Meanwhile, get a new first name...

## MY BRAIN'S AS DEAD AS A DODO

Dear YOB,  
My brother (who is 10) begs the new Nintendo we get for Christmas. He is a real addict and I can't get a look in. Apart from getting the Hammer Brothers to put the lighters on him, can you suggest how I can get it?  
**DAVID HANDELY**  
Aucklandsfield, Yorkshire.  
PS I am 8 years old and my mum has written this out for me (as my writing's not too good yet).  
YOB: I have two suggestions. 1. Stop your mum writing crap letters to me and get her to check your brother off the machine instead. or 2. Give up and shamble off like the weak little wimp I think you are.



## OH NO, IT'S STUPID STEVIE...

Dear YOB,  
What do you get if you cross a pig with a naked athlete? Sticky bacon. What about a Kung Fu expert with a vegetable? Bruce Lee. Your mag is bruv!  
**STEVEN JOHNSON**  
Tunbridge Wells, Kent.  
What do you get if you ever cross my path again?  
A nail in your gob.



STUPID THICKIE SPECIAL

# STUPID THICKIE SPECIAL



## I'M TOO STUPID...

**Dear YOB,**  
Whatever happened to The Bugs? The best cartoon strip in any computer magazine has vanished. All I did was stop buying the mag for a year or seven and you stop printing Bugs. So what did you do to them? Did they fall foul of some horrid, nasty virus or did you just callously edit them? I am aged 33 years and much too old to play silly computer games (so my mummy often teased them).

**AL LEE**

**Bream, Glos.**

**YOB:** It's cost you a stamp to send this letter in, but it doesn't cost me anything to call you a sad lump of pigeon poop. Next.

## THICK AS A PLANK, THAT'S ME

**Dear YOB,**  
Last May I got a brilliant Nintendo! It was the action set and I completed Mario in three days. But my sister took an one of my hand controllers, so now I can only have one player on my games. I guess you're wondering why I wrote this letter. Can you send me the Nintendo Power Glove and answer these questions: 1. Will Final Fight come out on the NES. 2. If so, when. 3. Are there plans for Super Mario 4? **DANIEL BAKER**

**Southsea, Portsmouth**

**YOB:** This letter is pathetic. You are about as clever as a chicken climbing up its own ass looking for birdseed. I wish your sister had trod on your head wearing steel toe-capped boots.



## I'M DUMB-BOY DARYL

**Dear YOB,**  
I have a few questions: 1. Will Mario 4 be converted into the NES. 2. What exactly is a Powerglove? 3. Can I say Hi to my mate Jason "Lard-ass" Wells? **DARYL DODDsworth**

**Exton, Nottinghamshire**

**YOB:** 1. Yup, but it won't be what you expect. 2. A piece of crap. 3. No.

## A BRAIN THE SIZE OF A GNAT'S WEDDING TACKLE

**Dear YOB,** I am a Sega Megadrive owner, which I am damn well happy with, although I'm slightly jealous of my Amiga owning mates. Why? I hear you ask. Well, they can buy compilation CDs which have a collection of different games on one CD for their Amigas, as can owners of all other computers. Why the hell can't us console owners buy cartridges that give us more than one game? Surely this is not too much to ask! **Paul McArdle, From Glasgow, West Lothian**

**YOB:** What are you on about, you snooty git? You can't buy CDs for the Amiga (except the sad CDTV) and it would cost about two hundred quid per cartridge to do compilations on a console. Do us all a favour and eat your own brain.

## THICKY DICKY, THAT'S ME!

**Dear YOB,**  
I'm writing in reply to James Carter (issue 120). I can understand his feelings about man games on the Amiga, but to say that consoles are inferior to the Amiga is wrong. I don't think there should be any comparisons because they're equal. If you only like playing games then buy a console, but if you also want to use it for education, business etc then buy a computer. I think that James Carter was talking out of his ass - just because there are not many new good games available doesn't necessarily mean that consoles are taking over. Many people just want to play games anyway so why spend £200 in so an technology that you wouldn't use? It doesn't make sense. That's where consoles come in. There's little in the way of great software coming out on the Amiga but on the consoles at the moment there are loads and loads of great games including F20 and I think both the Amiga and the Megadrive should be able to live together side by side and not in competition.

**RICHARD WELSH THOROLD**

**Chislehurst, Staffs.**

**YOB:** I think I know what you're waffling on about, but I'm not quite sure. The Amiga v Megadrive debate goes on and on, so I'm going to punch my backside right on the fence and hope you lot write in before my ass falls asleep and I fall off.

## AS DENSE AS FOG

**Dear YOB,** Please answer the following questions: 1. Is it possible to use a normal AC adaptor with a Gamemate? 2. Has Nintendo got any plans to release Super Mario 1, 2 and 3 on the Gamemate? 3. Are there any good snooty or good games on the Gamemate? 4. Out of the two Robocop games, which is the best? 5. Have Commodore any plans to release a hand-held? **St Mitchell, Plymouth, Devon**

**YOB:** 1. No way thicky, you need a special adaptor. 2. Absolutely not! 3. Yes, about three or four good 'uns. 4. Sed. 4. Robocop 2 is the best you daft git. 5. Please God, no!





## TOO STUPID TO LIVE

Dear YOB, I am writing to complain about the letter that won the duck in issue 122. How James Carter was peeping on about how he can't get games for his Amiga and about all his friends getting consoles when in the first place there are over 300 games available on the Amiga and only half that amount on consoles. Please could you go round his house and tell him to shove his letter up his bum and then you can give him the kicking he so richly deserves!

Rev Marshall, Clayton, Surrey

YOB: Listen here thickie, there are literally hundreds more games available on consoles than on the Amiga so about your stupid gah.

## I'M A THICKIE DICKIE TOO!

Dear YOB,

Can you lend me £100? I promise to pay it straight back.

RICHARD HOLMES, Hitchwater, Hants.

YOB: No, but I'd have given it to you if you'd asked.

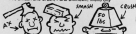
REV MARSHALL  
TOO STUPID TO LIVE



## I HAVEN'T GOT THE SENSE I WAS BORN WITH

Dear YOB, Did you know that Hulk Hogan's real name is Terry Bouler? Or that the Ultimate Warrior's real name is Jim Hall. Tank and Paul Beavers's is Percy Pringle?

As Smash and Crash, Parts Unknown, Madest City



YOB: Did you know that your real names are Sad Divvy, Mean Unit and Thickie Doolah? Well they are, so bog off.

STUPID THICKIE SPECIAL

## I'M SORRY MRS LEA, IT'S A THICKY

Dear YOB, Please, please, please can you help me? I have a question about a really old game. The game is James Pond 1 and I don't know who makes it. Do you know a shop where I can get a copy?

Simon Lea, Stockport, Cheshire

YOB: Yes I do know where you can get one, but I'm not telling you 'cos it's a secret.

## HOW'S THIS FOR SUPER THICK?

Dear YOB,

Super Nintendo, Super Mario, Super Tennis, Super Ghosts 'n Ghouls, Super BOP, Super R-Type, what next - Super Super?

M SCOTTHORN, Ashford, Hants.

YOB: You prat.



## NOT AS DAFT AS YOU'D THINK

Dear YOB, Why is it that all the letters you get are from boys? I attend an all girls boarding school and all the girls in my dorm read CND. Most of the girls have handbells, but the school has an Amiga that we can play on after lessons and at the weekend. I think you should have more letters from girls, because we like video games too. One last thing, I think you're really cute.

Natasha Dillwell, Liverpool, Merseyside

YOB: Aww, thanks...

## AS THICK AS DUNG AND TWICE AS SMELLY

Dear YOB, I've got a Japanese Famicom, a British NES, a Megadrive, an American Super NES, a Master System, a PC Engine Duo, a Mega CD, an Amiga, an ST, a VGA PC, an Apple Mac, a Lynx, a Gameboy, a Game Gear over two thousand different games and every Game and Watch ever made. Am I great or what?

Wiley Aloys, Penryn, Cardiff

YOB: Why spend all that money on video games when you could get the brain transplant you so urgently need?

## HOW THICK CAN YOU GET?

Dear YOB, If you don't send me £100 and pronto, I'll scream and scream and scream until I'm sick.

Bonnie Langford, Poissy Mansions, London

YOB: Bog off ya ginger get.



LOVE

# INDIANA JONES

and the  
FATE of ATLANTIS



# COMPUTER + VIDEO GAMES





# CHEAT MODE



It's that Cheat Mode time again, the time when the world's top gamers come together in the pages of C&EG and share their game-playing skills and knowledge with the rest of the known world. I can get nasty sometimes, especially when some old with a ripper-off tip from another mag tries to get into this very exclusive club, but luckily Brian's tip completely scares and scares of smart new hacker, Paul Rand, is on hand to keep the ruffians in their place.

Anything which vaguely resembles a tip, hint, cheat or hack for computers or consoles should be written on a new sheet of paper (not a piece of log-wood or one of your dad's old VHS tapes), put in an envelope (and try not to cover it with sticky tape - it cuts Randy's fingers to ribbons) and send it to ARKAD MANNOY'S POOR PEOPLE'S LOOK-LIKE SLICES OF BACON FROM OPENING YOUR CHEAT MODE STUFF, C&EG, MANNOY O'OURT, 20-22 PARADISE LANE, LONDON EC1R 3AA. And get this - last month there's a £200 software prize if your hint is best - it has to be REALLY good, mind, or you'll get none, Terry.

Paul...

AMIGA



## TERMINATOR 2

It's a rather stinky license this, but someone has at least spent the time finding out how to finish without actually having to play the game very much. Unfortunately, I can't tell you who that person is, because he hasn't told his name. He does come from Berkeley in North Humboldt though, and here's his tip. **POUSE:** In the game, then press F1 to F10 and fire on the joystick to skip through the levels.



## ELF

These have never really been a lot of tips doing the rounds for this terrific game (actually, come to think of it, I don't think we reviewed it for some reason). Anyway, nice Norwegian *Ålmon-Åls* Web has found a rea-

sensible couple of cheats to help you along your way. During the game, type **CHOROPPO** to get full power and 99 jps. Press W and you will change into a wolf and holding the H key transforms you into a hero!

## POOL OF RADIANCE

It isn't when people send tips for role-playing games, but here's one all the way from Garguim - gilly I can't read the name (it's Ermut something). When you are fighting any of the monsters, press ALT and B. A message will appear saying "The Gods Intend" and you'll automatically win the script!

## WWF WRESTLEMANIA

Christian Castro can't relate to that smashing bloke Riddick's advice that if you jump out of the ring and kick up the chair, your opponent will follow you out of the ring at which point you smack him over the skull six times and climb back into the ring, closely followed by the other bloke. Get back out and get the chair again and do him over the head another half-dozen times, and repeat the process to knock him out with ease!



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## ROBOCOD

Part robot, part fish, all fab cheat from Andrew Beger of Beantshire, who has been in the following tip. On the castle where you select your levels, go down to the third tower. Go onto the roof between the third and last tower and walk straight into the tower. You should disappear and then reappear in a sub-level where there are a further two doors at the bottom.



## ANOTHER WORLD

Want some codes for this polygon-based adventure spectacular? Here they are in full, courtesy of Max Marrower of St Austell in Cornwall.

EDU HIC FULD UBQ COAL

EDL HIC FLAK IQAN LALD

And the final code? LFEK.

## MEGADRIVE



## QUACKSHOT - STARRING DONALD DUCK

A jolly little cartridge, and a quick set of Boss Death-type stuff from young Mark Shrimpton - an apt surname for the lives he lives by the beach down at Leigh-on-Sea in Essex.

### BOSS 1 - DRAGON

Stay in the centre of the screen at all times. When Dragon flies his hair, fire popcorn at him - defeat him after a while.

### BOSS 2 - TIGER

Crouch down in the centre of the screen and, when the tiger does a high jump, fire upwards at his head, using popcorn if you have enough, otherwise the plungers.



### BOSS 3 - GHOST

Stay close and fire at him using any weapon. Then crouch down and he will jump over you, and back again. Repeat the process until he dies.

### BOSS 4 - BAD PETE

First of all, kill both of Bad Pete's toys. Then jump up onto the top-right platform. Pete will crawl up the gap between the platforms or from the far left. Fire a plunger at his head then run far left on the top platform then run back to the top-right and fire. Keep doing this until he waves the white flag and choose the diary from the menu to get out.

### BOSS 5 - KNIGHT

You'll need the plunger to kill the knight. See which way he is going to back - you can tell by the way he raises his sword. Fire a plunger at the wall and stand on it, then fire at his face. Stay there until the books have fallen. Repeat until he is no more.

## MICKEY MOUSE - CASTLE OF ILLUSION

Can't remember ever printing this cheat, which has been sent by Jake Hawkins (wonder if he has a sister called Sally?) from Cheltenham in Gloucestershire. It's quite a straightforward one, too; just press A, B, C and START to become ghost Mickey.



## F22 INTERCEPTOR

The first tip for the first Megadrive fight era, courtesy of Steven Cain who says that he will introduce me to his dog's teeth if I don't print his campaign codes. Well, we can't be having any of that, can we? Here's the codes:

USA: 8PG00

USSR: K000W

KOREA: 8088P

AOES: 8888K1

FRAC: 0T00W

## OUT RUN

Steven Cain again, this time with a cheat for the rather average conversion of one of Sega's greatest ever coin-games. To get a different end-game sequence, enter your name as **ENDING** on the high-scores table.

## ROBOCOD

What an amazing cheat I've got for you, all the way from Pearl Nightingale in Jersey. Walk right to the first platform and jump onto it - you will be able to see some objects on the roof. Pick them up in the following order:

### CAKE, HAMMER, GLOBE, APPLE, TAP

You will now be invincible!

From here, fall down off the left-hand side of the roof and walk to the right until you reach a door. Go through it and walk to the left. Collect the star and go through the wall. You'll now be able to enter any door!





## ARCUSS ODYSSEY

This isometric 3D Gauntlet type jobby has kept Jason Henry up all all hours at his desk, Scotland abroad, long enough for him to jot down a load of passwords and pass them on to me.

### WIZARD

LEVEL 3 - HAYANACUA

LEVEL 3 - HOMMAAFPE

LEVEL 4 - JICRAKOC

### WARRIOR

LEVEL 3 - MAAAAARU

LEVEL 3 - BAYAAAKO

LEVEL 4 - RUDOGALTY

## PHANTASY STAR

A lot of a pointless tip, this one from I don't know who because he hasn't put his name on the letter and I've thrown the envelope away (so remember, always put the address where it can't be lost), but give it a go anyway.

Press the **START** button, and hold down button **B** to slow down the game. Hint.



## DEVIL CRASH

There've been surprisingly few hints for this amazing pinball gem, but Sulfurian Aard of *It's a Wonderful Life* hopes to correct this sad state of affairs by starting the ball rolling with this following amazing cheat.

Start the game with a chosen password, then press **PAUSE** and hit buttons **A**, **B** and **A**. Jot down the pass word then press **B** and **A**. Write down the password again (it should be different to the last one). Repeat the game and enter the password screen in two-player mode - it should ask you to input 20 characters. Input both passwords and start the game with both players with the same score and number of balls.

## MASTER SYSTEM



## ALEX KIDD IN MIRACLE WORLD

David Diaperal from Systemham has been banging away at this fine cartridge, so much so that he's come up with the following tip.

When you kill the first octopus (by punching his tentacles), go inside his bowl to find a secret level containing loads of coins.



## SONIC THE HEDGEHOG

You sent in tips for the Megadrive version of this amazing platform cartoon in their hundreds - now it's the turn of all the **B** in Sega specialists among you. Well, one of you anyway. And you haven't even included your name! But you do come from Washington in Tyne & Wear, so now you know who you are.

To access level select cheat, push **UP**, **DOWN**, **LEFT**, **RIGHT**, **1** and **2**.

## MIRACLE WARRIORS

Want to find all the keys in *Miracle Warriors*? You do? Great! Just read the following piece of advice from Steve Swiniker:

Go round the large desert on the bottom-left hand side of the map. Press button **2** and a menu appears on the top-right hand side, called **SPELL**. Key in the right spell to transport you to the Cave system. When you find the chest, open it to be confronted by a guardian. Defeat it and you will be given one of the three keys. Repeat the process until you have all three.

## COMMODORE 64



## WWF WRESTLEMANIA

Seeing as it was the top-selling game of Christmas, it's not surprising that we're getting the odd tip sent in for it. One here from a certain Shaun Barrett, who hails from Chwyd in that land of sheep and, er, more sheep. When the match begins, go down to the bottom ropes and wait for your opponent. When he is in the ring with your fighter start to run at him - be should start to flash and find it impossible to move. Perform flying knees or drop kicks on him while he is in this state that, when he is out of energy, pin him down for the three-count.

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STEADY

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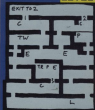
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## LEVEL ONE



### DOOR CODES

- 1 - 2473
- 2 - 9874
- 3 - 8745

## LEVEL THREE



### DOOR CODES

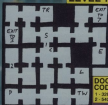
- 1 - 8254
- 2 - 7218
- 3 - 3926
- 4 - 7393
- 5 - 8254

## ELECTROCOP

Stuck on this great Lynx game? Don't be any more - just use this map which has been painstakingly drawn by Andrew Haddon of Essex, in conjunction with the door codes which he's also included!

- S = START SCREEN
- C = COMPUTER TERMINAL
- B = SMART BOMB
- P = PLASMA GUN
- TR = TRIPLE LASER GUN
- TW = TWIN LASER GUN
- L = NORMAL LASER GUN
- WF = WALL MOUNTED GUN
- EXIT TO = EXIT TO LEVEL
- 2 3 4 5 = DOOR CODE OF NUMBER

## LEVEL TWO



### DOOR CODES

- 1 - 3287
- 2 - 3429

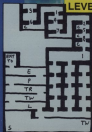
## LEVEL FOUR



### DOOR CODES

- 1 - 5264

## LEVEL SIX



### DOOR CODES

- 1 - 8050
- 2 - 5462
- 3 - 8973
- 4 - 7642
- 5 - 8912
- 6 - 8074
- 7 - 7860
- 8 - 4285



### DOOR CODES

- 1 - 8722
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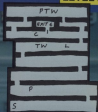
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### LEVEL SEVEN



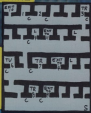
**DOOR CODES**  
 1 - 8001  
 2 - 8824

### LEVEL EIGHT



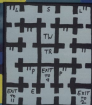
**DOOR CODES**  
 1 - 7088

### LEVEL NINE



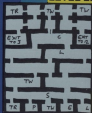
**DOOR CODES**  
 1 - 0178  
 2 - 1880  
 3 - 2102  
 4 - 4728  
 5 - 1275  
 6 - 2887  
 7 - 8888  
 8 - 1788  
 9 - 4321

### LEVEL TEN



**DOOR CODES**  
 NONE

### LEVEL ELEVEN



**DOOR CODES**

### LEVEL TWELVE



**DOOR CODES**  
 1 - 8887  
 2 - 8473



## KICKIN' ASS IN STYLE

Each of the three fighters available has a distinctly different style. Buzz is a British wrestler, who pleads his and punches opponents. He's very strong, but he loses out on speed. Hans is a Kung Fu expert who prefers punching to kicking, he's dead fast but doesn't have much reach. Ty is the best all rounder, a kick-boxer, he's very fast and can perform some spectacular moves. He doesn't have to get as close as the other two... very handy!



# REVIEW

MEGADRIVE £35.00

BY TONGEN

Cool! Three of the world's hardest geomers have been entered in a highly illegal fight. This is a no holds barred, no-fucking-around, where the losers leave in bodybags and even the winners leave an stitches. Sex is no obstacle either, women are just as likely to climb into the arena as men and are often harder. The three heroes are Ty, Buzz and Kato. Each has mastered a different martial art and they'll fight anybody, even each other. The object of the game is to beat your opponent to death as quickly as possible. The quicker you do it, the more money you win. The action takes place in an arena, the watching crowd stand around in a circle while you fight. You may have to face more than one opponent at a time and you'll have to use all your skill, cunning and complete hardness to win through. The fighters get harder as you progress through the game, with the ultimate opponent being a masked hardman, totally huge and as the game says, totally awesome! So, use all the weapons at your disposal, knives, clubs, sticks and trapezing staves and go kick some ass!

# PITFIGHTER

## TOTALLY ILLEGAL DUDE!

Pitfighter is based on an illegal event called Kumite. Kumite is an oriental term meaning simply 'fight'. This is practiced by most martial arts, simple sparring usually. However, there are illegal Kumite in places like Thailand and Hong Kong, where there are no rules and no set styles. These are run by criminal organisations like the Hong Kong Triads. As the game, these matches often end in death or serious injury, so remember, don't do it at home kid!



## MEGADRIVE

GRAPHICS	89
SOUNDS	86
PLAYABILITY	83
LASTABILITY	81
<b>OVERALL</b>	<b>82</b>

Pitfighter was a massive success in the arcades, with its digitised graphics and amazing spritz scaling. The simultaneous two player action had queues of blood-craved video gamers waiting to jump in their credits. The gameplay though, was essentially

very simple, with only a few moves at your disposal. This conversion retains the digitised graphics, but game is the impressive scaling. Believe it or not, this actually makes it easier to see what's going on and this makes it a lot clearer-looking than the arcade game. It does however show up just how limited the original was and as a result, the game is quite boring in one player mode. With two players though, it's a good old laugh and anyone who went nuts for the arcade game, will probably love this. The graphics are actually very nice, with reasonably slick animation and nice backgrounds. The music between screens is simple and there's a good bit of sampled speech and girls screams. Ultimately, it's a bit too easy, but this doesn't matter if you play it with a friend. A reasonable best 'em up, but Streetfighter it ain't.

FRANK O'CONNOR



## CROWDED HOUSE!

One of the most depressing aspects of Pitfighter, is the fact that the crowd get a little more involved than they should. If you get too close to the surrounding throng, they jump out and attack you. It's bad enough when you're being stabbed by a huge, lurching psycho, but it's no fun getting stabbed from behind by a healthier slab beauty. The crowd very occasionally help you out too, by whacking the enemy fighter, but not nearly often enough.





NEO GEO

£120

BY DINK

Earth is on the brink of destruction. A robot army created by a lunatic megalomaniac is on the march, bringing chaos and terror to everything in its path. The world seems doomed. However, there may be a saviour. Rebel forces have created a prototype weapon: a combat cyborg. Half machine, half living tissue, with an array of combat skills and special weapons, this powerful creation could be just the thing to stop the terrible onslaught now menacing. But surely, one cyborg can't stop a battalion of metal warriors? That's up to you. Step into the cyborg's metal frame and sweep a path through scores of man-made marauders, utilising a variety of moves and bonus artillery found throughout the game. At the end of each stage is a commander which, when smashed, allows safe passage through to the next stage, containing ever more difficult enemies. Well, what else do you expect? Kick butt!

## THANKS...

...to Console Concepts for the review cartridges used in both reviews. Call 'em on 01827 712758 for Neo Geo goodies.



## A DOUBLE DOSE OF DESTRUCTION

If you can't manage to defeat the army on your lonesome, plug in a second controller and indulge in two-player mayhem. You can't damage each other, but it's a great laugh pinching the frame that the other player has fought both and real for!

## A BIG GREEN RACING CAR

Some of the robots, when destroyed, drop items which either boost your energy or give you extra points in the fighting department, depending on what's been picked up. The smartest item by far is the one which turns your cyborg into a big metal buggy, which can then be used to smash the attackers - it's built onto your frame in a similar way to that seen in the first *Iron* and it looks bloody impressive!



Here's yet another Neo Geo fighting game and, like all the others, it's a good tanker. *Robo Army* has some really classy graphics, with massive robots changing all over the place both on foot and on big motorbikes. Sound effects are superb - meaty punches and kicks and some hot metal tracks paying away in the background. *Robo Army* is similar in terms of look and the way it plays to *Burning Fight*, itself a complete rip-off of all the classic *Fist Fight*. Trouble is, it's not as good as either, with only a few moves to put into action. There are a lot of special weapons available to break up the battering and, with only a couple of continues, at least you're not going to complete the game straightaway. *Robo Army* is very good, but *Burning Fight* is a better example of the genre.

PAUL RAND

Our great Neo Geo gets everywhere!



## NEO GEO

GRAPHICS	90
SOUNDS	88
PLAYABILITY	82
LASTABILITY	83
<b>OVERALL</b>	<b>84</b>



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# OFFICIAL U.K. HIGH SCORES

## DEAR LIMPWRISTS,

The mailbox was stuffed this month with letters from people who reckoned they could beat last month's games challenge winner, Matthew Ford. If you still reckon you're up to the challenge, then drop us a line to the usual address giving all the relevant details. We also want to see more handheld scores, so get your device out of your pocket and get playing. Game Gear, Gameboy or Lynx, it's all the same to us, just make sure those scores are high! So here's your official monthly guide to who's sad and who's red in the world of video games...

*SADIE*

### AMIGA

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

<b>FIGHTER</b> Alyr Siah, Keeley, Birmingham	21,500
<b>DOUBLE DRAGON</b> Richard K., Thornbury, Avon	101,000
<b>KIFF SEALS</b> Christopher Towers, Somersham, Cambs.	80,400
<b>PGA TOUR GOLF</b> Alan Cleary, Maghull, Liverpool	-44 (4 ROUNDS SAVED)
<b>FINAL FIGHT</b> Reneo Silva, Lissia, Portugal	147,000
<b>BLOOD BROS</b> Anders Rostrop, Røgg, Norway	505,000
<b>NEW ZEALAND STORY</b> Tom Green, London	7,105,000

### ARCADE

Gunmar is the first reader to complete Streetfighter 2 using every fighter. He did it using one credit for each player, quite an achievement!

<b>STREET FIGHTER 2</b> Boris Gunmarsson, Reykjavik, Iceland	COMPLETED WITH ALL FIGHTERS
<b>SMASH TV</b> Ian Osborne, Burg St Edmunds, Suffolk	358,400

**NARC**  
Frank Hughes, Strickland, Morayshire
 **COMPLETE 1 CREDIT** |

**POWERDRIFT**  
Ewan Benton, Newry, Co Down
 10,000,000 |

### AMSTRAD

The Amstrad scores have dried up a bit this month, so I want you all to put on your special gaming trousers and get playing. How about some Turtles related high score links? Or perhaps Tarzan in IT Came on Amstrad owners, get your states on!

<b>WONDERBOY</b> Andrew Browning, Colchester, Tyne-Wear	100,000
<b>CRYZOR</b> Malcolm Brown, Swinton, Surrey	310,400
<b>DOUBLE DRAGON</b> Andrew Browning, Colchester, Tyne-Wear	90,000

### GAMEBOY

Slygg Kings is the daftest name I've ever heard, but his score on Dr. Mario isn't daft at all. Steven Lawsey rockets in with a brilliant score on Bill and Ted, totally excellent! Manaf from Bahrain is the first reader to have completed Rockman World 2! Well done Manaf!

<b>DR MARIO</b> Slygg Kings, Holland	100,000
<b>ROCKMAN WORLD</b> Manaf Almuhandis, Manama, Bahrain	COMPLETED
<b>BILL AND TED</b> Steven Lawsey, Dunbartonshire, Scotland	COMPLETED
<b>FARGOHS</b> Tim Cheng, Camberley, Surrey	COMPLETED
<b>SUPER MARIOLAND</b> John Todd, Onella, Western Australia	43,000

### MEGADRIVE

A sudden resurgence in popularity for Sinder this month, as the emcee came flooding in. M. Cooper Davis from High Wycombe has the grandest score of all though. If you reckon he's a cheater, try your jizzed hand and see if you can beat him!

<b>WICKET HOUSE</b> Neil Robinson, Whitley, Wigan	COMPLETED 1 LIFE
<b>STRIDER</b> M. Cooper Davis, High Wycombe, Bucks.	94,000

<b>SHADOW BANCES</b> Jonathan White, Liphm, Plymouth	1,894,800
<b>WRESTLE WAR</b> Janis Hudson, Penine Way, Humberdale	<b>FINISHED UNDEFEATED</b>
<b>WORLD CUP ITALIA 90</b> Daniel Mandel, Madingle, Essex	<b>WON WORLD CUP VSING JAPAN</b>
<b>BUSTER DOWDAS BOXING</b> Darran Ford, Upper, Surrey	6,599,760
<b>AFTER BURNER 2</b> Marcus Wylbank, Stevenage, Herts	76,794,371
<b>STREETS OF RAGE</b> Keith Penland, Callinera, Scotland	662,280
<b>*PROFESSION</b> Iain Dimes, Rochdale, Lancs.	146,871

## NINTENDO

Ohh! A great score on Double Dragon 2 this month and a couple of rather old games get the treatment too! Donkey Kong Jr gets a long overdue airing and the rather life World Wrestling is de-stopped. I know you weeds can do better than this! Get writing suckard!

<b>DOUBLE DRAGON 2</b> Steven Yeo, Ayr, Scotland	813,827
<b>GHOSTBUSTERS 2</b> Lee Hughes, Herts.	165,460
<b>DONKEY KONG JR</b> Andrew Brent, Crawley, Sussex	181,380
<b>DUCK TALES</b> Iain Whitehouse, Park Farm Estate, Rotherhampton	<b>COMPLETED</b>
<b>WORLD WRESTLING</b> Andrew Dixon, Brookside, Telford	443,680

## PC ENGINE

A rockin' good score on Gadius from haggis-baker Evander Mulver and PC Kid 2 gets the full treatment from Tom Currie in Derby. The fabulously named Roby Smith's high scores on Balman still holds and as it's the maximum score possible it looks like nobody's gonna beat it!

<b>*C KID 2</b> Tom Currie, Pinwell, Derby	1,855,858
-----------------------------------------------	-----------

<b>GRANDS</b> Evander Mulver, Fountainbridge, Edinburgh	<b>COMPLETED 1 LIFE</b>
<b>HAMCOT BASEBALL</b> Kip Murphy, Irvine, Scotland	180
<b>BALMAN</b> Roby Smith, Bradford, London	888,899

## SEGA

Dynasty One was brilliant in the arcade and the Master System version did it justice. Steven Tomlin's score is extremely impressive. But let there's someone out there who can beat it! Alas, Mark Jameson's high score on R-Type has remained unbeaten for two months! Get playing!

<b>DYNASTY ONE</b> Steven Tomlin, Macceth, Northumberland	648,240
<b>WICKED HOUSE</b> Richard Hind, Coventry, West Midlands	854,750
<b>SOME THE HEDGEHOGS</b> Denny Cartwright, Moomer, Wilt	206,800
<b>R-TYPE</b> Mark Jameson, Whitley, Northants	712,500
<b>OUT RUN</b> Jonathan David, Cheshire, Great	11,281,680

## SUPER FAMICOM

Jerry Day is a ladde little game and I challenge anyone to beat Gareth Trutter's massive high score. I also challenge anyone not to be moved by the sad tale of poor Jerry Day, what a weepie! Well, Joe and Mac is out, so there's no excuse for not reading it scared!

<b>SUPER SHOULS R' SHOTS</b> Dave Harrett, Kings Heath, Birmingham	248,800
<b>JERRY BOY</b> Gareth Trutter, Edgeware, Midds.	180,880
<b>DARBUS PLUS</b> Dave Harrett, Kings Heath, Birmingham	4,867,520
<b>AREA 88</b> Roger Scott, Brighton, S.Sussex	612,880
<b>F-ZERO</b> Mark Quinn, Chislehurst, Liverpool	78,128

## ---AMPUTATE HERE---

Right, silly boys, you're all a bunch of toasted butter cakes and you know what to do - every month, CVG will be throwing down the gauntlet to all you weaslings. Just fill out the form below and send it to the usual CVG address. If your score is hot and beefy enough, we'll print it in the high score chart and if it's particularly impressive, you may even get the chance to enter the CVG challenge! You'll get to play against the world's greatest gamers, the CVG boys and you may even walk away with a easy prize!

DEAR SAGE, I AM FAB AND A LOT BETTER THAN THOSE DRIVELLING CVG BOYS ANYWAY-SO HERE'S MY HIGHSCORES...

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

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

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

**068**

# Ultima VII

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#### System Requirements:

386PC or 100% compatible 386SX, 386 or 486

Hard Disk: High Density 5.25" or 3.5" disk drive

RAM Memory

VGA/VAGGA colour monitor

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ADSB, Roland MT 32, SARP 1, CMS Soundblaster Sound Card\*

\*Required for speech



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# REVIEW

MEGA CD £45.00

BY WOLFGANG

**S**ol Fiasco! What kind of name is that? Well, as Star as we can tell, it's the name of the spacecraft you pilot in this horizontally scrolling shooter. The plot is entirely in Japanese, so it could be about anything. Mind you, the plot doesn't really matter too much as all you have to do is fly along and shoot things. There are all the usual features in this game, like end-of-level bonuses and extra weapons. The action takes place in deep space, with heroes and hordes of baddies hurling themselves at you, loading of bullets as they do so. The weapons come at set intervals, like pods which you have to shoot to release the goodies inside. The weapons simply boost your laser power, giving you wider shots if you're really lucky. The whole time you play, bits of space debris come spinning onto the screen. These are indestructible and have to be avoided. So, off into deep space with you young man and don't come back until you've saved the Universe.



## SPRITES!

The most widely used effect in Sol Fiasco is the MEGA CD sprite rotation. This simply spins the sprites around as they move towards you. This effect is impressive, but the chances are that you won't notice it anyway. The worrying thing is that this effect has been seen before on the standard MegaDrive, in a game called Granada K, where an end-of-level nasty spins around in much the same fashion. Makes you wonder just what the Mega CD can actually do.



## SPACE JUNK

It seems that people of the future haven't learned their lesson. All the litter that you see in the streets is nothing compared to the junk floating around in space. There's a ton of it. Collide with a bulk of damaged space ship and you're history. As it lurches to ward your flagship ship, you can slow it down by blasting it, but it's easier and safer to avoid it. You'd think that there would be some kind of cosmic law to avoid, but no such luck I'm afraid.



# SOL-FEACE

▼ The big real thing of space



All that technology, all that memory, all that speed and what do they do with the Mega CD? A horizontally scrolling shoot 'em up with no real originality. Wolfgang. That's maybe a little harsh, the game does have a few things going for it, like the

incredibly speed and impressive sound effects. It's difficult to know what to expect from the Mega CD, we've only seen one other game and that was a bit crap. Graphically, it's no great shakes, there's a ton of sprite rotation, but lots of cruddy old Granada K have seen the Mega-drive do this anyway. In short, apart from the music, there's nothing here that a Mega-drive can't do anyway. The intro are smart, but hardly awesome. The soundtrack is funky enough and there is a lot of music but to tell you the truth, you'll be better off buying something like Gynoug or Hedra. Not a total waste of money, but hardly ground breaking.

FRANK O'CONNOR

## OH NO! IT'S JAPANESE!

There is one almighty problem with buying CD games from Japan. They're all in Japanese. It's not much of a problem with shoot 'em ups like this, but you do miss out on the huge nameless while you play. There's a ton of speech on this game and if you can understand Japanese, it probably adds greatly to the game. Sadly though, the chances of getting games with English text and speech are minimal. If you want to reap the full benefits, you'll have to wait for the official launch sometime in Autumn. Sega promise that there will be at least eight games available at launch time.



## MEGA CD

GRAPHICS	86
SOUNDS	90
PLAYABILITY	87
LASTABILITY	88

OVERALL 89

# HEAVY NOVA

# REVIEW

MEGA CD £45.00

BY MICRONET

## INTERESTING INTROS

Heavy Nova certainly looks impressive and the first thing you'll see when it loads up is a beautiful animation. This is a fairly big cartoon, with lots of flashy special effects and weird "camera" angles. Owners of PC Engine CD ROM machines will have seen this kind of thing before. These cartoons are also used to break up the various levels, with bits of plot and new assignments being shown between rounds. Neat!



In the future, law and order are no longer handed by humans. Sophisticated weaponry has made life far too dangerous for mortal souls. Crime however, has a new enemy. Heavy Nova. Future cops. Steel-replica bane! Titanium-replicas skin! These guys are kick-ass death-dealers from space. As a member of the newly formed Tokyo Robotpolice, your tasks are many and varied. You have to fight crime wherever it rears its ugly head and you have to do it with your bare hands. The robots have all been programmed with various mental sets and it turns out that robots are the ones committing the crimes too. You, not a human being in sight in this scuffling beat 'em up. Just droids, droids and more droids. It's similar in style to *Rolling Thunder*, but without the game. You can choose from a wide range of robots, each with their own range of moves and features. All you have to do really, is walk along a scuffling road, beating error droids up and avoiding traps. There is however, a two player head to head option, similar in many ways, to *Streetfighter*.



## STUDIO RIVER KIDS?!!

The musical accompaniment to Heavy Nova was supplied by a top Japanese band called the Studio River Kids. A weird name and it wasn't hard to see the reason for a split and the decision to hire an injured singer, bringing to a few that sounds like a change to a video game anyway.



A crippled robot prepares to self-destruct!



So this is the CD ROM then, isn't it? Heavy Nova starts off with a very pretty intro, with a teeny-bopper Japanese band playing and singing in the background, while a typically Japanese cartoon shows the plot. The animation is very impressive, but there isn't as much of it as you might think. Still, the gameplay's what counts and Heavy Nova has a few novel twists. For one thing, we all thought this was going to be a straightforward arcade beat 'em up, but this is really two different games. One is an involving scuffling adventure, with you thrashing ass as you explore the terrain. The other game is a simultaneous two player mental-arts game. It's not exactly *Streetfighter 2*, but it's OK for a laugh. Indeed, that's the whole problem with Heavy Nova. It's alright. You've probably been expecting the Mega CD to be some kind of super dream machine. It may well be, but Heavy Nova doesn't show it off. Well graphics, slick animation and impressive music, but nothing special at all.

One of the main robots slides towards our hapless robot! Well, that's not the best thing to do as to keep out of the way of the best possible scenario!

## THE AMAZING SPRITE SCALE SCANDAL

Everybody knows that the Mega CD is capable of some top-tier graphical effects, which is a bit odd seeing as this game contains none. Sure, the sprites are big, but you've seen bigger. The backgrounds are pretty, but nothing special. Rumour has it that programmers were told just to program it as if it was a normal Megadrive, but with lots and lots of memory. Well, that's what they've done, with oceans of levels, bags of sprites, lots of music and no sprite scaling. Boo!



## MEGA CD

GRAPHICS	81
SOUNDS	90
PLAYABILITY	78
LASTABILITY	79
<b>OVERALL</b>	<b>80</b>

FRANK O'CONNOR

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# TOP 20

GALLUP ALL FORMATS

THIS  
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## GAME BY

1	1	WWF WRESTLEMANIA	OCEAN
2	3	DIZZY'S ECELLENT ADVENTURES	CODEMASTERS
3	2	THE SIMPSONS	OCEAN
4	14	MANCHESTER UNITED EUROPE	KRISALIS
5	4	TERMINATOR 2	OCEAN
6	5	DIZZY COLLECTION	CODEMASTERS
7	9	ROBOCOP 3	OCEAN
8	7	BIRDS OF PREY	ELECTRONIC ARTS
9	11	SOCCER STARS COMPILATION	EMPIRE
10	12	TURTLES - THE COIN-OP	MIRRORSOFT
11	20	RAINBOW COLLECTION	OCEAN
12	8	JAMES POND 2	MILLENNIUM
13	19	POPULOUS 2	ELECTRONIC ARTS
14	6	LOTUS 2	GREMLIN
15	16	MICROPROSE GOLF	MICROPROSE
16	10	CARTOON COLLECTION	CODEMASTERS
17	36	LEMMINGS	PSYGNOSIS
18	13	NINJA COLLECTION	CODEMASTERS
19	20	FINAL FIGHT	US GOLD
20	18	PITFIGHTER	DOMARK

WWF is still the nation's number one, with Codemaster's latest Dizzy epic clinging on at number 2. Man United Europe comes storming back into the chart...bizarre!





# REVIEW

AMIGA £25.99

BY NOVAGEN

It's a tough old life when you're a space-age Mercenary out for an honest buck. You risk life and limb to save other people's planets by getting rid of a rogue comet and they throw you in jail and chuck away the key! Oh, so you make a cool 50 million destroying the comet Democles - but that won't get you far when they throw you onto the street with a new assignment! This time round you face a new enemy, the enigmatic PC III, who is he? What does he want? Where did he get such a stupid name? How the hell are you going to save the solar system? Go to it, my lad, it's a whole new world out there...



▲ Yes it is, isn't it?

▲ Crumbs! This is exciting!



Mercenary maestro Paul Woakes still owes me approximately two months of my life, 'cos that's how much time I spent on Democles. Now he's done it again! Mercenary II is the sequel to the sequel in every sense, and if you're a fan of the originals this game is big news.

Fabulous it certainly is in most respects, except I can't shake the nagging feeling I've done all this before. Sure there are characters to interact with this time round, and this adds a whole new dimension to the game, but you can't help thinking you're already seen it. Maybe I was expecting too much, but I'd like to have seen a true successor to the originals with a completely revamped setting and scenario. That aside, Mercenary III is the closest you're going to come to Virtual Reality on your home machine, and it's easy to get lost inside this wonderful world. A worthy successor which could have been another classic, Mercenary III offers a fantastic game-playing experience, but just pips itself at the post by being a tad too faithful to the others. A great game nonetheless!

TIM BOONE

## SO WHAT'S GOING ON?

Spung from prison, you learn that PC III is about to stand for election. Only trouble is he's a bit of a bad lad, and with him in charge it's Doom Central for all and sundry everywhere! It's up to you to stop him - but how? We know, but we're not going to tell you 'cos you'll have a load of fun finding out! This is just one of the five missions in the game, progressively more difficult and some seemingly impossible. Good luck!

Any letters in that mailbox for me, please?

Check out the rectangular poster by the window!



## MERCENARY - THE LEGEND

Mercenary was one of the all-time great 8-bit games, featuring astonishing gameplay and a wondrous 3D world which was, in its day, a breathtaking achievement. Then came Democles (Mercenary II) and 16-bit games were at last treated to a true 3D challenge, with fabulous 3D vector graphics and incredible gameplay to match. Mercenary III takes up the story where Democles left off, only this time round things have changed in a big way. In Democles, everyone had had the impending comet of doom, so there was no-one left to talk to. In this game they've all come back, and to get ahead you have to interact with some weird and wacky people!

## GETTING AROUND TOWN

Unlike Democles, which boasted all sorts of ships at your disposal, getting around in Mercenary III is tricky to say the least. You can always call a taxi, but the vast journeys you'll make will eat into that cash. So why not catch the bus instead? You'll have to watch the timetable though, 'cos there won't usually be another one along in a minute!



## PLANETS A PLENTY

Just like Democles, Mercenary III features a whole solar system to explore, and the whole thing is slowly turning as you play. This is as close to VR as you're likely to get on home computer, and there's a great sense of "being there." Just watch those two-mooned sunsets to see what we mean!

## AMIGA

GRAPHICS	88
SOUNDS	71
PLAYABILITY	89
LASTABILITY	89
OVERALL	88

# MERCENARY III

Look out - he's back!

# PAPERBOY

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



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# REVIEW

**SUPER NES £45**

BY HUDSON SOFT

Super Adventure Island is here and it doesn't look anything like Wonder Boy, honest! Well, maybe it does look just a bit like Wonder Boy. But I'm sure that's a complete coincidence and Hudson Soft didn't pinch any ideas from Sega's great old game. Well, this features the most summingly original plot you've heard for ages. Your girlfriend's been kidnapped by an evil magician, you don't get much of that in video games, do you? It's up to you to rescue her and you're well qualified for the job. You're a cherubic little cowboy with some incredible jumping skills and a handy line in axe throwing. The land is filled with islands, mostly the local wildlife, always hungry and generally deadly. You yourself have to eat a lot. A rapidly decreasing energy bar at the top of the screen must be topped up by scooping the various fruits that litter the countryside. As you race across the prehistoric landscapes, you'll find a host of hidden goodies and secret bonus levels, as well as a fair bit of danger! So get to it Wonder Boy, or...I mean Adventure Island Boy!



**Q&A:** This is nothing like Wonder Boy (I don't bloody think). No similarities at all as you guide a small cavewoman over a prehistoric landscape, eating fruit and lobbing axes. The game is a blatant rip-off of Wonder Boy, but that's not necessarily a bad thing. The game-

play is a smart mix of platform action and combat-related high-jinks. Graphically, some of the screens are wonderful, funny sprites, slick animation and brilliant characters. The graphics improve as you get further and further into the game and the end of level bosses are a treat. The music deserves a special mention. It is, without doubt, the best music so far on the SNES. The brilliant tunes even beat the awesome *Andrider* and that's saying something. We liked it so much, we paused the game just so we could thrill again to the delectable combination of groove filled guitars. Awesome mixing, sampled voices and brilliant orchestration all add up to a sonic treat. The gameplay is simple and at times, insubstantial. The sports collisions, while accurate, is unfair and leaves no room for error. (Well, perfect jumping story!) A good laugh though and a worthy purchase.

**FRANK O'CONNOR**



## TALLY ME BANANAS

To stay alive for any duration in Adventure Island, you have to constantly consume quantities of fruit. These fruits float around in the sky (the way fruit does) and you have to jump to reach most of it. Some of the fruits are invisible, but can be revealed by shooting thin air for a bit. If your energy bar runs out through lack of fruit, you're history!



4. All sorts of sand-related phenomena.



# SUPER ADVE

## SECRET SCREEN SURPRISE!

There are lots of hidden bits n' bobs in Adventure Island, but best of all are the hidden levels. These are a sort of bonus sub-game and can only be found by doing something special and I'm not going to tell you what! Oh, alright then. You have to jump in a special way and in a special place. If you fire a weapon and it stops for no reason is not an. That's where to jump. A star will appear and when you off it is wonderful. You simply collect all the stars to get a free life. Simple.



# REVIEW



Wonder Boy revisited - that's the simple description of Super Adventure Island. Don't be too downhearted though (especially because Wonderboy is a fab classic). This game is sufficiently different to stand out from the crowd and hard enough to keep

you snatching at the old pad of joy for ages. Presentation is top-top; sprites and backdrops are a syrupy-sweet dream and they get even better the further into the game you venture. And sound is absolutely unbelieveable - check-out full of samples and the music is perhaps the best heard on any current Super NES game to date! The game itself won't have your brain doing cartwheels, but that doesn't mean to say it's not terrific, because it is, even when it's being silly and reekening you've hit a sprite when in fact you've just missed it! A hearty bag of Wonderboyish fun 'n' frolics is what you'll get from Super Adventure Island - and you can't say later than that now, can you.

**PAUL RAND**



▲ Very leery and no missus!

▲ Getting a bit behind? Get your skates on!

## WONDER BOY DEJA VU

This game is a total rip-off of Sega's Wonder Boy. It's actually a sort of sequel to a game called Adventure Island on the NES. This too, was a copy of Wonder Boy. Putting that, out! Hudson Soft are famed for their originality. Still, it's a decent enough game and there are a couple of neat differences (not many though).



▲ Flip me, look at the size of that!



▲ Hahah - it's the secret bonus level!

## GREAT ISLANDS OF THE WORLD

There are lots of famous islands in the world. There's Pompeii Island (See plane tows, see plane), there's Antarctica Island where Clint Eastwood lives. You could go to Rainbow Island and get eaten by a big spider. There's also Monkey Island and even Big Island (It's not really an island, well actually it's a pub). The best and most famous island of all though, is Treasure Island where the black spot lives.



▲ Bad eye boss? No bother!

# ADVENTURE ISLAND

## SUPER NES

GRAPHICS	88
SOUNDS	93
PLAYABILITY	85
LASTABILITY	85
<b>OVERALL</b>	<b>87</b>

# ARCADE ACTION

When the Funland arcade at the Trocadero in London's Piccadilly Circus set up four Final Lap II machines for eight-player simultaneous racing trials, the CW2 fellows just had to give it a go! After all, Final Lap II is 1983's best-ever racing game yet seen! So, snapping only to record up the staff from sister magazine **MEAN MACHINES**, we rushed off to the West End for some serious pedal-to-the-metal fun and frolic in the amazing Arcade Action Grand Prix Challenge!



## THE BOY RAGERS...

**TIM BROWN (CVC)**: The man who drives the craggiest Year-1000 Nova 1.2 in the entire world. Had a lot to prove. Would he fit his pants at speeds above 200mph?

**FRANK CONNOR (CVC)**: Ever since he took a ride in Jason's Peugeot (ST) he's suffered from acrophobia - fear of going around corners at high speed. Could the man Frank stop shaking on the day?

**PAUL RAND (CVC)**: Self-acclaimed Final Lap II Champ - high things were expected from the man who aspires to a Ford Capri but has to make do with an out-of-date bus pass instead.

**OZ BROWN (MM)**: Self-acclaimed Final Lap II Champ - low things were expected from the man whose only driving experience is a pedal car.

**JAZZ BIGNALL (CVC/MM)**: Put him in a car and he grows a pair of horns, a forked tail and breathes fire. Then his brain switches off and he's ready to roll...

**RICHARD LEADBETTER (MM)**: The ice man - but inside that cool, suave exterior is a living lunatic just waiting to smash up that wheel...

**RADSON AUTOMATIC (MM)**: The man with the brightest hair-out in town... and the subtlest driving abilities anywhere.

**GARY RIBBARD (MM)**: Old Tottenham barney as far's known (check out that haircut) is UK Streetfighter II Champion - but is he a Final Lap II championship material?

## RACE ONE - USA

The Championship started off on the simplest track to give everyone a fair chance - and the race certainly proved exciting. With a screech of tires against the tarmac, burned-off-leaving skid marks all over the track whilst Red and Gary left a few in their underweat! A five-car pile-up at the first corner left angry boy Jason lagging miles behind and Britain's air-cadm superstars never caught up with the pack. Incident II was headed by Paul Rand, who won the first race and decided to be an annoying Mother's git by yelling it to everyone.



080

As you can tell from his pained and manly expression, Red and Gary are losing.







▲ **Mr Psycho returns.** Jason sees his Southern seafront 3000-bushings driving tactics to smash his way to the front.



▲ **A study of concentration** as Frank works out which combination of gears and pedals make his car move forward.

#### RACE TWO - USA

The Mean Machines drivers had their hour as they sped off, working almost as a team to shut out the CVG boys. But then a horribly sad display of gobble-like driving resulted in Oz spluttering out of control in front of Tim, Paul and Gary - leaving them all out in one go. While Jaz, Rich 'n' Paul laughed their self-satisfied way around to the checkered flag, the rest of the field limped around to a shambolic finish as laughter-filled the air...



#### RACE THREE - ITALY

The third race turned into a veritable scrap. Tim, Rich and Jason fought for the lead. On the last hairpin turn, baboon boy Rignall tried to force the other horses off the track but only succeeded in spinning off - leaving Rich to grab the laurels and Tim to embrace himself with second place. Way back down the track, CVG and Mean Machines sad shufflers Frank, Gaz and Oz showed in graphic detail the true meaning of the drizzle drive as they (slipped for 100, 170 and 180 positions.



▲ **Would you trust a man like this with your racing car?**



▲ **Look, that's all fancy - it must be Frank O'Conner!**



▲ **On the grid...**

#### RACE FOUR - ITALY

Tim took it in hand, Radio Automatic, had a fresh of fortune when he sailed past the finishing post to pick up the honors in race four! Paul (and had spent the entire race breathing down his neck (ugh!) in an attempt to try and grab some of the glory he thought he so thoroughly deserved. Meanwhile, after a poor start, Tim had fought valiantly through the field to come a close third - while Frank, Oz and Gaz were at the rear with yet another whiffy display of low quality crabdon.



#### RACE FIVE - MONACO

The twisting, narrow track of Monaco certainly sorted the men out from the boys. Gary Harrod had a moment of glory when he streaked ahead, but the dirty doberman-head forgot to use his steering wheel when he came to a hairpin bend and ended up wrapped around a tree! Paul 'n' Jaz struggled in a bitter battle of monstrous egos - and it was the miserable Northerner left wanting as the lad who recently smashed up his Peugeot GT10 streaked past the finishing post first!



▲ **See man Rich Davey rubber.**



▲ **Way out in front - it must be Rignall again!**

▲ **Oz Brown working out how to go forward...**

# ARCADE ACTION

AWAITING ENTRY  
 INSERT COIN  
 CLOSING WITHIN  
**4 SEC**



## NOW AWAITING OTHER ENTRIES.



▲ Four tracks to choose from - Monaco is by far the most difficult.

## RACE SIX - JAPAN

How the Last of the Great Virgins, Frank U. Lorenz, and Paul fix it such a big mystery that Arthur G. Clarke is coming along to investigate. Maybe it was due to the fact that Frankie managed to career unscathed through the seven car pile-up that occurred on the starting grid and finish up with a four-mungus lead that nobody could catch him! We'll never know...



## RACE SEVEN - USA

Back on the oval track it was back to the battle of the egos as Jar, Rich and Paul discovered that the track wasn't big enough for the three of them. Many disgusting, filthy, under-hand tactics were in evidence as Jar lapped both Rich and Paul off the track (in which Paul screamed something about dirty bar stewards, whatever that means) to come first. Tim sadly gave us a veritable clipped-out Robin Pattani of a performance and came such a sad shaming last that everyone else forgot he was still going...



## CONFIRM BY PUSHING THE PEDAL



▲ All set for further action!

## RACE EIGHT - ITALY

The boy Harod had the last laugh in Italy as he scooped victory, leaving Jar 'n' Rich eating his dust. Frank pooped up in fourth, with Gary fifth. Tim, lagging far behind the crowd looked a dead cert for eighth, but Co Brown managed to snatch defeat at the very last moment with another handling debacle as he spun off on the last corner, leaving Tim with a grin on his face as he jipped past to take seventh!

▲ Approaching the hairpin on the Italian circuit.



## THE BIG RACE RESULTS!

RACE	1	2	3	4	5	6	7	8	TOTAL
JAR	8	1	3	4	1	2	1	2	58
PAUL	1	6	4	2	2	5	3	1	64
RICH	5	2	1	5	3	3	2	3	52
GARY	2	3	5	1	6	8	7	4	38
FRANK	3	4	6	7	5	1	4	6	58
TIM	4	5	2	3	7	6	8	7	31
GAZ	6	7	7	8	4	4	6	5	25
CO	7	8	6	6	8	7	5	8	17



# FREE MICROSELLS!!!

(Well nearly) - To make it much easier for you to place your classified ad in your favourite mag we've opened up a phone line. If you have something to sell or swap all you have to do is dial the number, follow the instructions, and chill out! Your ad will appear in the very next issue. No need to mess about with envelopes, and sending money just pick up the phone and dial that number.....What are you waiting for!

## THE MICROSELLS

**COMMODORE 64** with 80 games for sale. Games include Double Dragon, Batman, Elite, Turles and many more. Also 3 joystick and an art package. Will swap for Game Gear or Atari Lynx with 5 games. Phone 0700 466070.  
**SWAP Atari ST** with 20 games and Sega Master System (all boxed) for Sega Megadrive with 10 games. Phone 071 627 0867 ask for John.  
**FOR SALE 10 Amiga** games for £80, also single Amiga games for £9 each. Atari second disk, drive double sided will sell for £80. Phone Mark on 081 780054.

**THIRTEEN GAMES** including Everest, Chase HQ, Spy V Spy 3, plus 10 demo disks all for the Amiga will sell for £50. Contact Gareth on 081 399 9375.

**AMSTRAD CPC 6216** word processing program, will sell for £150. Phone 071700 0623. Must collect.  
**FOR SALE .DX2000** in good condition, boxed with 2 packs, 5 games and TV connectors, will sell for £70 o.n.o. Phone Whitty 810088 on weekdays or between 9pm - 10pm weekends. Ask for Phil.

**FOR SALE** Sega Megadrive with Master System converter, and EA Ice Hockey. Also Gameboy with 2 games, will sell the lot for £200. What a bargain! Phone 891 7980. Quick sell preferred.  
**SWAP Super Real Baseball** or Attainment II for Nobobot, Techno Cop, or P22 Interceptor for English Megadrive. Phone 0783 73202 after 4pm weekdays.

**COMMODORE 64** 65 for sale. 6 games and two joysticks. All good condition, less than 1 year old. Will sell for £120 or will swap for Gameboy with games. Phone 0282 78160

**AMSTRAD CPC 464** with £200 worth of software and colour monitor plus joystick. All in very good condition, worth £300, will sell for £250 o.n.o. Phone Haler on 071 720 4860.

**SWAP** Altered Beast, Super Thunderblade and Space Battle Genesis for Guy Rube or Batman 04. Swap Thunder Force III or New Zealand Story. Phone Mls on 0253 32621.

## THE MICROSELLS cont.

**AMSTRAD CPC 464** with colour monitor and will swap for Atari Lynx and 5 games. Must have power supply or will sell Amstrad for £200. Call Ian on 0484 725714.

**MEGADRIVE GAMES FOR SALE** including Japanese version of Spideeman but also others as well as Japanese adapter. Ring Andy on 0462 642660.

**AMIGA GAMES FOR SALE** - Kick-off 2, Gods, Merca and 30 others. Not boxed or with instructions. £10 each O.N.O. Phone on 0784 672667.

**PC ENGINE** for sale plus two games. £100 O.N.O. Call Kevin on 0922 85745.  
**PC ENGINE CD1** plus 3 PC Engine games including WonderBoy 3 and Altered Beast. Also 10 normal games. Price £280, if interested please call Edward on 0402 280394.

**CD24 P** with cassette, joystick and 40 games for £50. Call Ethan on 981-968 0988

**TOP OF THE RANGE 80M1 CD** Discman. Will Swap for an Amiga 500. Call on 0834 812378.

**AMSTRAD CPC 464** for sale with £100 worth of games. Will swap for any three Megadrive UK games. Call John 8324 822505.

**AMSTRAD CPC 464 FOR SALE** with £200 worth of games, colour monitor, joystick and magazines. Excellent condition £275 O.N.O. Also black computer desk £55 O.N.O. Call 0296 482388.

**SWAP** - Revenge of Shinobi for your PDA Tour Golf. Call Chris on 0878 755570.

**AMIGA 4860** with over 100 games for sale. £400 or swap for Sega MegaDrive with games. Call Steve on 0271 227304.

**FAMICOM SCART** - 6 months old, 3 games - all boxed. Excellent condition. Price £250 O.N.O. Phone Mark on 0995 811098.

**SWAP PC ENGINE**, television booster and one for a Sega Master System. Call Alan on 0284 387781.

## THE MICROSELLS cont.

**SWAP MEGADRIVE GAMES** - 1 for 1. Street Smart, Ice Wab, Lakers v Celtics and others. Also EA Hockey, Groucho Ghost, Craxton and RoboCop. Call Kevin on 0877 674917.

**FOR SALE** Commodore 64 games. 100 for £50. Call David on 081-620 1723.

**SEGA MASTER SYSTEM** with 11 games including Golden Axe Altered Beast, Rampage, Staphot and many others for £200. Contact Dale on 0448 781424.

**FOR SALE** nine Amiga magazine from May - November. At 50p each or £3.75 the LOTT! Phone Paul on 0881 28779.

**SWAP UK PAL** MegaDrive plus 7 games including Japanese converter. Only 5 months old and in mint condition. Sell boxed - for an Amiga A500 or an Atari ST or SELL for £225. Call Darren on 0286 881807 or Essex on 8017256.

**PC ENGINE** plus arcade joystick, gunstick, R-Type, Sidearms. Everything is still boxed. Price £120. Commodore 64's new shape - complete - £70. Ring Rodney on 0273 628566 (weekdays).

**AMIGA GAMES FOR SALE** - Power Day, Switchblade, Fantasy World Dizzy, Operation Wolf, Golden Axe, Turles, Final Battle and Grand Car Race. All boxed with instructions. Price £5 each. Phone on 0881 85778 (after 4 o'clock).

**COMMODORE 64** - Free style for sale. With loads of games, disc drive and accessories. Worth over £700. Bargain price at £250!! Contact Andrew Mitchell on 0824 48076.

**SEGA MASTER SYSTEMS** with 40 games and joypop. Will sell for £70. Contact Rob on 0789 828523 (between 4pm and 5pm - week days).

**PC ENGINE GAMES FOR SALE** or Swap for £2, £10, £15 or £20 each. Write to: Mr P Greenwell, 45 Merck Avenue, West Sussex, BN15 9DJ.

**SHADOW OF THE BEAST** for the MegaDrive - Price £35. Wonderboy II for the Master System - Price £15 O.N.O. Contact Matthew on 0288 68278.

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Calls cost 54p (cheap rate) and 44p (all other times) per minute. If you don't pay the phone bill ask for guarantee.

### THE MICROSELLS cent.

**SWAP 5** MegaDrive games for a Gameboy and Game's. Also Spectrum plot 2 - 4 carrier bags full of games for sale. Contact Andy on 0560 771188.  
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**WANTED** Sega MegaDrive - Final Fight. Ask for David on 0204 711199.  
**CD ROM FOR SALE** for PC Engine and 2 games. Price £200. Contact 0378 518575.

**WANTED** Sega a Master System 1 and 2. Price £10 - £15. Call Henry on 0505 370303 (weekends).

**NINTENDO** plus four games and 2 jynxits and quick shot. Price £100. Contact 0700 207062 ask for Richard.

**PAI, PC ENGINE** with stereo conversions, 2 pads, 5 player adapter and 10 great games. Almost NEW! Sell boxed. Price ONLY £90 ONO. Contact 0628 778128.

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**FOR SALE** Amstrad CPC 6128 disc drive computer with colour monitor £550 worth of games (disc's and tape's), 1 joystick and 1 cassette player. Sell for £400. Call on 0700 465785 and ask for Rob.

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**AMIGA 500** with official one meg upgrade, second disc drive, Philips CM823 colour, stereo monitor and lots of software and accessories. All still boxed. Only £675!! Call on 0322 863858 and ask for James.

**SWAP** Nintendo Gameboy games - Super Mario Brothers 1, 2 and 3, Double Dragon 2 and Russian Attack. For the Gameboy - Batman, Turles, Football and Tennis. Call on 0845 328 161 and ask for Jonathan.

**SWAP** Sega MegaDrive with one good game and Japanese adaptor for a Nintendo with games of an Amiga 500. Call Christopher Steven on 051-922 0276.

**SWAP** Sega MegaDrive, Japanese game both Zoom and Curse Cartridge  
**AMSTRAD CPC 464** colour monitor, 128K Ram television tuner, radio alarm clock, computer desk, 50 games, magazines and jynxits. Price - All for £200. Call 0340 572008.

**COMMODORE 64** worth £200 will for £140. Call Marcus on 0608 638895.

**AMIGA 500 GAMES** to swap, Golden Axe, Lost Patrol, Ninja Warriors for Alien Storm or Final Blaw. Phone 0700 945050.

**FOR SALE** Japanese Megadrive, 2 jynxits, 5 games, excellent condition. Only 3 months old, brand as new. 888 sell for £250 or swap for Amiga. Phone Jonathan on 0322 284768.

**FOR SALE** Photopaint for Amiga 500 for £50. Also graphics package worth £30 and Megadrive games including Fantasy, Dick Tracy and Alien Beast, and magazines for sale. Phone 081 268 7811 ask for Anna.

**AMIGA 5 MEGADRIVE** for sale, excellent condition, each with 12 games. Will sell for £200 or nearest offer. Phone 0812 672844 ask for Matthew Ford.

**WILL SWAP** Japanese Megadrive games, Ultimate Tiger or Street Smart for the following, Spiderman, Streets of Rage, or New Zealand Story. Call Tom

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**COMMODORE 64** with over 100 games, including 3 - D Construction Kit and Lotus Challenge, light Fantastic pack, 2 jynxits and magazines. Will sell for £200. Phone Richard 081 540 8818 between 5 - 7pm.

**SPECIAL 128K** £2 plus all leads and over 100 games for £125. Contact 0800 600607.

**MEGADRIVE GAMES** for sale, Alien Beast £6, Dick Tracy £75, and Fantasy £20. Will sell for £25 if all bought together. Also magazines for sale, only Mean Machines to date. Ring 081 548 7811

**SEGA MASTER SYSTEM** with 3 games for sale, only £20. Phone 0204 72645.

**FOR SALE** Amstrad 464 games, 88 tape games for £400, includes Rambo II, Death Wish II, Cobra Masters, Dragon King. I'm also interested in Farncom gear. Phone Daniel on 0295 860877.

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**WANTED** Atari ST FM or E - Must be in good condition and double disc drive. Contact Jamie Bacon on 0263 516274.  
**WANTED AMIGA.** Must be in good condition and cheap. If you can help me, call Suzi NOW!! Telephone on 0263 42667. IN O W I I I

**WANTED** Atari ST FM or E - Must be in good condition and have a double disc drive. Contact Scott NOW!! on 0263 42667 NOW!  
**WANTED** second hand PC Engine games. Best prices paid - immediate cash offer. Ring 0827 903490.

**FOR SALE** Mickey Mouse cartidge for the GameGear £70 and World Sports Scalextric (used once) £80. Phone Arno on 081 3190377 ANYTIME!

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**SEGA GAMEGEAR** including 2 games, still in box, 2 months old, excellent condition. Price £80 CPO. Telephone on 0604 46148 (Chester).

**NINTENDO ENTERTAINMENT SYSTEM** FOR SALE including 2 control pads, catch shot joystick and two games. Price £88. Contact Darren on 0922 528294 (evening only)  
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**FOR SALE** Commodore 64 disc drive plus £200 worth of software including Back to the Future II. Asking price £80. Phone Val on 081 4495942.

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Phone Richard on 0933 880 884.

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**NINTENDO FOR SALE** including 3 controllers, 2 games - Marco Brothers and Ghostbusters II. Selling for only £95. Bored  
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**OR SWAP** both for Amiga 500 with games, mouse, mouse mat and modulator. If you are interested please call me on 0755 582586 (Please ring after 9-30pm). Ask for Simon.

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**SNAP MEGADRIIVE** English version, still boxed, very good condition, with 7 games, master systems converter, Japanese converter. Worth £400 for an Atari 512 with games. Phone Mark 0700 757374.

**AMIGA GAMES FOR SNAP**, Lemmings, Powermunger, Super Cars 2, other considered. Will also swap Rip Dangerous, Wings, Turricans, Manchester United Europe. Phone Alex on 0206 674807.

**ZX SPECTRUM +2**, plus joystick, £650 worth of games, lots of files including Retropop 2, Turfies, MayDay Construction Kit, Manchester United Europe and many more. Price £150 the lot. Also Turfies and Skate of Dis-hairfields - £10 each. Ring Jenny on 0543 400700.

**AMSTRAD CPC 664** plus 100 games including Operation Thunderbolt, with Amstrad magazines as well. £120 CMC for a quick sell. Call on 0708 677668.

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**SUPER FAMICOM** scan version, Never used - unwanted gift with 3 games. I will swap Sonic The Hedgehog, Japanese for Mickey Mouse. If interested phone 04324 65426.

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### THE MICROSELLS

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**WANTED** to borrow, call or swap GameBoy games. If you fit the bill - call Martin on 0764 483187.

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**COMMODORE 64** light fantastic for sale, with joystick and brilliant games plus Radio Control Car. **RM SWAP** them for a Sega MegaDrive and games. Phone Andrew on 885 8255.

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**FOR SALE** Over £400 worth of Atari ST games including Hard Drive II, Slave IIy and Manchester United Europe. Will sell for £120 or swap for MegaDrive or Hardfield. Phone 0772 085408.

**GAMEBOY** and 10 games including Super Mario Land, Golf, Tennis and many other great games. Call 081-441 6138 and ask for Anthony (after 4-30pm). Worth £230 will sell for £220 or swap for GameGear plus a few games.

**AMIGA 500** not even one year old, still boxed. Half meg upgrade, joystick, mouse and a load of software. A real bargain at £400 OMO. Phone Lee on 0645 281947.

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**WANTED** Nintendo GameBoy - willing to pay £40 - £50. Phone Sam Barnes on 0543 432214.

**FOR SALE** Amstrad CPC 464 with approximately 60 games. Price £140. Phone Colin on 081-440 8750 (evenings).

**NINTENDO FOR SALE** plus two controllers, plus two games - Mario I and Crystal Quest, plus light gun and magazines. Price £1 to OMO. Ring 0952 811966 or I will swap for a MegaDrive plus game.

**AMSTRAD CPC 6128** colour, Galaxy Wheel Printer, tape deck, joystick, manuals, run word, stop press and multi-face. £290 worth of games including F-16, Turricore and Total Recall. £245 OMO. Phone Peter 2638 823378 after 7 o'clock.

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### THE MICROSELLS cont.

**AMSTRAD CPC 6128** VCG, modulator, green screen monitor, second disc drive and multi-face II. £180 worth of software plus magazines. Bargain at £160! Phone on 0213 2028 and ask for Matt after 6 o'clock.

**CPC 664 WITH T80** and over 25 game cassettes. Call for £200. 04284 0907/1 Telephone 0957 462022 after 7-30pm. **WANTED** Nintendo GameBoy games willing to pay up to £15. Call for Daniel 432260 after 5pm. Ask for Daniel. **SWAP MSX** Double Dragon for Punch Out or Life force. Phone 0888 872764 after 5pm, ask for John.

**URGENT SALE** Commodore 64 worth £550 plus £4000 software, mouse and ACP art studio for £220 great bargain. Phone 0540 805876.

**SWAP MegaDrive** with 7 including Sonic and Monaco GP for boxed Amiga with good games, must be in good condition. Phone 0229 244771 pref Yorkshire area.

**FOR SALE** Commodore Amiga games including Utopia, Sin City, Powermunger, and North and South. Prices from £10 - £15. Phone Daniel on 0594 8714.

**FOR SALE** Atari 801, with cassette games, only £50. Phone Daniel on 0214 80081.

**FOR SALE** Sega Master System, 3 light phasers, 3 - 0 glasses, 18 games including Golden Axe, 3 - 0 Missle Defense. Phone 0633 232690 ask for James or Gareth.

**FOR SALE** Atari ST includes £250 worth of games, mouse and joystick will sell for £270 o.s.u. Contact Sam Cruise on 0291 429035.

**PC GAMES** for sale, Double Dragon II £.25\* only £15, plus 7 demo disks for £5. Call 081 384 2195

**CHIEF MEGA DRIVE** for sale, £50 o.s.u. Telephone: 0232 628 301 **IBM PC COUNT DOWN GAME 3.5** diskette plus 266 colours. Boxed set very good condition. £10 o.s.u. Phone 0232 644292 ask for Paul.





# PRE VIEW

# SPACE GUN



## VERSION

AMIGA  
ST

## DATE

TBA  
TBA

## PRICE

£ 25.99  
£ 25.99

## SPACE GUN OCEAN

Tales released the Space Gun coin op last year and the combination of a truly massive screen and the Op Mod style of play made it something of a minor hit. The object of the game is simple, just walk through the labyrinthine passages of a spaceship, removing any aliens you encounter with your big gun! You also have to rescue human hostages as they try to escape from the twisted alien space fiends. The graphics are reminiscent of the Aliens movie, with hundreds of slimy space critters roaming around the dark, smelly ship. The arcade game featured some impressive sprite scaling and rotation, but this has been lost from the Amiga conversion. The graphics though, are still quite nice and the version we saw had some lovely animation. It's a game for one or two players and with a pat, the game takes on a whole new dimension. Teamwork and cooperation are the order of the day (as well as a bit of competition to grab the extra weapons). The game can be used with mouse or keyboard, but really you should play it with the Trojan light gun.



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# PREVIEW



## PARASOL STARS OCEAN

**P**arasol Stars is an arcade license with a difference. It was never in the arcades. This smashing Taito game is the first in the Bubble Bobble series and is a direct successor to Rainbow Islands. The game only appeared on the PC Engine, but Green have recognised its potential and snapped it up. The game has been programmed in-house by Ocean's own boys and from what we've seen, it's identical to the original Singapore game. The game looks very much like Rainbow Islands, but instead of rainbows, you have to use an umbrella as a weapon. You can attack the badies as you leap from platform to platform, but smart ducks will collect the raindrops. These drop from platforms and can be caught on the top of the toady. The more you catch, the more power you build, letting these raindrops go, unleashes a massive burst of power. There are the usual Rainbow Islands hidden screens and bonuses, as well as a few secret treats that weren't in the PC Engine game. The graphics are cute, the gameplay simple and the game has all the makings of a massive smash hit.

### VERSION

AMIGA  
ST

### DATE

TBA  
TBA

### PRICE

£ 25.99  
£ 25.99



# PARASOL STARS





# PREVIEW



## LEISURE SUIT LARRY

SIERRA

Half Leisure Suit Larry, the badly dressed and infinitely inebrious parent from the famous Sierra PC games, is about to appear on the Amiga. This means you'll be able to pick up girls, watch strip shows, gamble illegally and get into all manner of seamy frolics. Larry is a sexual ogre, and it's your task to guide him through a very dodgy adventure. The plot is very, very interesting, but seeing as this is a family magazine, we can't really tell you what it's about. This game has been available (for adults) on the PC for a very long time and it's quite now number four. The Amiga version is generally considered to be the best of the lot. The Amiga has been put to good use and both the graphics and sound are far superior to the PC version. It's an icon-driven adventure, along the lines of Monkey Island, but with a different control system. The Amiga version comes on a massive six disks, so there should be a whole lot of isochronous gaming action for all you Amiga-coveting

VERSION  
AMIGA

DATE  
TBA

PRICE  
£TBA



## SHADOWLANDS

DOMARK

In a time when Dungeon Master, Captive and Eye of the Beholder have taken the RPG world by storm, it seems a little odd that someone should try a new formula for the genre. Domark have done just that, with their upcoming release, Shadowlands. This uses an isometric 3D viewpoint, as opposed to the

3D scenario we've all become used to. It borrows influence and ideas from all sorts of games in the genre, but adds a few new features and some brilliantly feasible controls. Basically, you take control of a party of four warriors. It's the same old story, each has different abilities, Wizard, Priest, Warrior etc. You can alter their attributes and powers, but strangely, this is a random process. Obviously these abilities can be improved as you progress through the game. One nice feature in the game, is the use of lighting in the lower dungeons. The torches give off limited light, so you can only see the illuminated sections of the dungeon. The party can walk around as a group, or you can split them up and send each off on a different mission. It's very easy to control the party members and switching between them is simplicity itself. We've seen a nearly finished version and the game is looking good! Look out for a review soon!

VERSION  
AMIGA

DATE  
TBA

PRICE  
£TBA





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# PREVIEW

**N**ow there's a name and a half - but will the game match up to that cheeky title? Actually, it probably will - 'cos Palace are hoping for great things with this fast-looking title racer. Put on your poshest black-leather trousers, stick a huge helmet over your head and take control of a mega-cool (and) racing bike for 3D thrills 'n' spills.

As you can see from these shots, the game is looking well fast, featuring one or two player lads across 12 different international circuits, loads of different views and lots of computer-controlled bike boys to burn up. Look out for the game in the Spring, when we'll bring you the full lowdown!

**Whoops alert!** Last month we printed the picture of this lovely lassie next to *Tipe Racer* when this is the game she's supposed to be promoting. It's all the fault of Jon Dillington - but we'll let him off 'cos CVD's own boy racer claims her wing covers but not off.

## HOT RUBBER - BORN TO BURN PALACE



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

## HOSTILE BREED PALACE



**S**till with those busy beavers down at Palace - they've set to unleash a brand new shoot 'em up in an unsuspecting world - and it's looking like the best! Basically you're stuck in this research station and in a bit of bother 'cos all sorts of alien scumbags are overrunning the place and it's up to you to blow 'em back where they came from.

The game scenario, it must be said, borrows more than a little (actually quite a lot) from the Team 17 Amiga smash *Hostile Breed*. Whether the game plays the same way remains to be seen, but Palace say they'll put you against intelligent hostiles and provide shooter fans with a brand new challenge. Keep your eye right here for more...



VERSION	DATE	PRICE
AMIGA	MARCH	£ TBA



## THRASH RACER SHK

**E**ver fancied your chances in the Paris-Dakar rally? In a suggestion? Keep an eye out for this latest Neo Geo super-car and you can test your mettle against the opposition in *Thrash Racer*, a bird's-eye view arcade driving game in which the player can choose from a variety of vehicles, from souped-up racing cars to motorbikes and even an eighteen-wheeler lorry!

Race across either a world circuit or in the abandoned/forlorn courses, being careful not to push your wheels (or any other part of the vehicle, for that matter) too far - your speed can only take so much of a hammering and you may just find yourself a twisted metal wreck, a couple of yards away from the finish line! Wait for the full CVD lowdown soon!



Our Neo Geo *Thrash Racer* can come courtesy of Console Concepts, who have the game in stock now. Give 'em a bell on 0783 712768 for Neo Geo info.

VERSION	DATE	PRICE
NEO GEO	OUT NOW	£ 110



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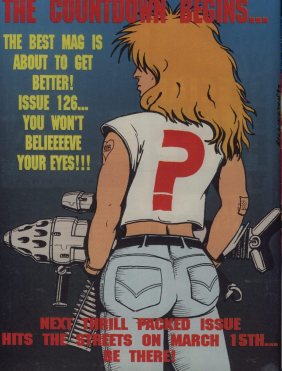
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