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PC GAME GEAR FAMICOM PC ENGINE NEO GEO ST

APRIL '92 ISSUE 125

# COMPUTER + VIDEO GAMES

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**7 other colours)**



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### ED FIRST

When he's not editing the world's best games mag, Tim Boone is getting up to all sorts of birthday-related jaunts and chippiness around the globe. What fine snippets of info will he return with? **6**

### NEWS

You would not believe/you've what we've ascribed for you this month! Along with the normal news items and info from Gamestand, CVG has a two-page special on the brand-new CD-ROM systems coming your way - including the Super NES add-on and the Sony PlayStation! **10**

### CHIRPY COCKNEY PETE BEALE'S APPLES AND PEARS HOTLINES

Can olives, apples and pears, I love London Town, if these Hotlines aren't the best ever, I'll, er, eat everyone's "tossle" and sell some fruit and veg. There's a Megadrive, Super NES, PC Engine and Game Boy on offer if you're lucky - Oh Artist! Put that Christmas Club money back! **19**



### WIN A CONSOLE 'COS CVG'S BETTER THAN EVER!

From next issue, CVG is going to be even more outrageously fantastically unbelievably better than ever before - so much so that we've organised a competition so that we, being a generous lot, can give away the CONSOLE OF YOUR CHOICE without so much as a bye-or-leave. For the full low-down on exactly what's happening, go straight to that page! **20**



### TURTLES VS BATTLETOADS - THE REVIEWS!

They're here at last! We've pulled together the Teenage Mutant Hero Turtles and their deadliest rivals, the party-loving Battletoads, and given them both an EXCLUSIVE NES Review! Which comes out tops? You'll just have to go and find out, won't you? **24**

### YOB'S MAILBAG

Shuffle your fans down to YOB's fan palace, where you'll find the king of the put-down being unreasonably pleasant and polite to his loyal fans - actually, that's a lie; he's being his usual, obnoxious self. But that's the way they want it. **42**

### RANDY'S BROON ALE AND WHIPPETS CHEAT MODE

Paul would like it to be made known that he's swilled from Newcastle Brewery's finest to the more social pint of Heineken, and that the family dog is, in fact, a very large Doberman called Apollo. The cheats are still as 'kin' and 'civ-til' as ever, though. Take a peak, why not? **51**

### THE CVG QUIZ!

Are you a complete games freak? Or are you just a geek? We thought we'd put you to the test in our amazing CVG Games Questionnaire - give it a try and find out whether you're a wit or a connoisseur in a bit of an asshole! **48**

### SADIE'S OFFICAL HIGH SCORES

What can be said about the girl who has everything - looks, brains, an array of very lethal weapons and a box of high scores so full it's burst open and all the forms have blown into the air, blocking out the sun and causing temperatures around EC1 to fall to under -10. Not a bit really, but I'd no stock her box, if I were you. **65**



# THE GREAT GIVEAWAY

006

**TOUCHDOWN!** Here we go with another jam-packed issue of the greatest games mag ever, stuffed solid with more gaming goodies than red mugs costing twice as much! On these very pages you'll find everything you need to know about the hottest games around, with Britain's one and only hand-held mag thrown in completely FREE! It seems like the whole world's trying to get its hands on GO! People phone us up and try to buy it by the truckload, but there's only one place you can get the most wicked hand-held mag on the planet - free with C&G!

Well, not content with being Number One for the last 10 years, we've decided to give you even more for your money - 'cos that's the crazy, speed-out kind of people we are. From next month C&G grows to become the biggest games mag on the stand, and still remains the cheapest of the lot! It's the most incredible event in the history of Britain's favourite games mag, so we thought we'd tell you about it first!

Besides, the new-look C&G is the result of YOUR input and ideas over the last year or so. We've read all your letters, sifted through all your questionnaires and listened to what YOU'VE got to say. The result is so gobbletically brilliant we can hardly believe it ourselves - and we're the people doing it! Imagine C&G with more space to cram in even greater detail on all the greatest games and you get some idea what we're all so excited about. Add some of the greatest giveaways in history, together with new sections never before seen in any games mag anywhere and you have a new-look C&G of such monstrously brilliant proportions you'll wet your pants when you see the next issue - 'cos I already have and I did!

The new-look C&G is a guaranteed sellout the second it hits the stands, so make sure you get in early and reserve your copy now! At the bottom of the opposite page you'll find a form to fill out and give to your newspaper. Take it from us that this is an event not to be missed. Who knows, in a few years time it could be worth as much as C&G issue One - and people offer me hundreds for that!

Meanwhile, the Great Giveaway begins inside this very issue. Turn straight to page 20 for details of how YOU could win the console of your choice in our Special Competition to celebrate the new-look C&G! That's right, maybe you'd like a spanking new Super NES, Neo Geo, Megadrive or PC Engine GT - well here's your chance to win one for nowt and get your name in the greatest games mag in the history of the world! What are you waiting for, dive into this gobbletically issue and just you wait for Next Month! See you then!

Tim

Thanks to Simon O'Donnell from Robinson, Frye and Heath for this superb pic!



PRODUCE THIS

## OH NO! IT'S AN ARNIE AVALANCHE!

You wouldn't believe the response we had after last month's competition to win Arnie's T3 T-shirt! Central London turned to Jam Lane as torrents of entries poured into CVD Towers - and our cruddy old lift broke down trying to haul 'em all to the Top Floor! Judging from the mountain of envelopes this must be one of the most popular competitions in CVD's 10-year history! All of a sudden Arnie's XL team has become the most treasured piece of kit in the land, and the greatest games mag ever is just giving it away! Anyway, this contest has proved so popular I've decided to run it for an extra month so all those Mr Sads who missed it first time round are still in with a chance to win. It's called your're the shambolic intensity of a person who doesn't know what we're talking about - this is your chance to win the actual T-shirt worn by Arnie in Terminator 2, together with a certificate to prove it's real! The prize comes courtesy of Avolam, proud as punch of their great T3 games on Gameboy and NES! All you have to do to win is either draw your own Terminator or complete the line 'I reckon I'm harder than Arnie because...' Do bulge those biceps, get scribbling and fire those entries off to: **DOOD! AARH! I CAN'T HOLD ON ANY LONGER! I WANT ARNIE'S T-SHIRT! COMPUTER AND VIDEO GAMES, PRIZES COUNT, 30-32 FARRINGTON LANE, LONDON EC1R 3AU.** You can enter as often as you like, but make sure it all gets here by April 10 'cos that's when I'll be picking the spangly winner who walks off with the greatest prize ever given away by any games mag. Get to it!

Ack! It's the Terminator! Smart eh? from Yablon Stromman in Norway.

This Terminator doesn't look deadly so much as silly, but well done to A.J.Price from Manchester



What's gonna happen to a T-shirt old and only 50% worn?



Jim seems Bart from Belgium has discovered the's free dwarf-like proportion!

## WHO'S A LUCKY BOY, THEN?

Here they are. The other lucky winners of our recent **QUESTIONNAIRE ONE THOUSAND POUNDS** (with some good prizes!) You'll remember we had the Questionnaire a few issues back, and put up the hundred quid worth of free software in the first five out of the hat. Well, after fighting our way through the mountain of forms, and sifting them all down to the five lucky winners: Nigel Wilson, Glastonbury (Nigel); Philip Edwards, Telford (Philip); William Preston, Backwood (Amigo); Joe Matthews, Cheshire (Gambler); Ben Edwards, Ramsey (BT). We also had to print the names of the first hundred out of the hat, so here are the other 95 - who win nothing at all except the glory of seeing their names in the world's greatest games mag! I can't be bothered to count them, but they must be about a hundred here.

Rory Luffell, Bulwer Cliffefield; Lizzy Manning, Lyons Lane; Mark Sampson, Ilkley; Trevor Allen, Haslemere, Sussex; Paul Puchner, Durbin, Surrey; Peter Ransom, Wincobury, York; Nick the goat, Spring-on-Thames; Graeme Stewart, Dundee; Paul Mason, Stonehouse, Glos; Mark Teale, Holtropole, County; Christian Morice, Bedford; Joseph Edward Bailey, Shrewbury; Selzer, Fenny Stratford, Bucks; George, Bromley; Chris Van, Pigeons, Clonville, Devon; Liam (Gastrolin), Birmingham; Tom Wilson, Leicestershire; Ramon Eysa, Netherlands; George Bruns, Chigwell, Essex; Simon Hunt, Eilat, Cheviote; Philip Brigg, Leicestershire; Chris Wilson, Walsingham; Roland, Edward Whiffell; Pauline, Exeter; Andrew Pagnon, Reading; Boris, Wiltshire; Leicester; Hans Arns, Lublin, Poles; Matthew Ross, Chesham; Geoff; William Gray, Tisbury; Ian-Aiden, Winton, Dorset; Rob, Cotchester, Essex; Matthew James, Rampton-Ferris, Leicestershire; Andrew Jamieson, Wiltshire; Derek; Simon Jarratt, Rampton; Harlow; Craig Wilson, Leeds; W. Kork; Andrew Isaacs, Wiltshire; Jonathan Bowden, Devon; Mark; Neil O'Brien, Nottingham; Alan Marston, Woodstock, Wiltshire; Sir Thomas Whitehouse, Fulwood; Sheffield; J.R. Carter, Farnham, Dorset

Ian Sharwin, Manchester; Edmund Lee, Reading; Shogun; Mike; Richard Jones, Leicester; Paul Oxford, Woodford Green, Essex; Russell France, Feltham; Harry Brown, Bedford; Steazy (Steve) Lovel, Essex; David (Dad) P. Dorsett, Hull; Kevin Waring, Shropshire; Tim Hyde, London; M4; Nicolas Kovac, Kingston; Sunny; Paul Phipps, Huddersfield; Camilo; Stephen O'Connell, Newmarket; Lee Bennett, Bradford; J. Kates, E. Dorset; Carlisle Health, Dorset; Andrew Brown, Swindon; John Jackson, Longdon, Essex; Duff Peterson, Ayrshire, Scotland; Glenn Langridge, Walling, Kent; Lawrence Summers, Essex; Bryan; James Gross, Bedford; Dan; Mike; Clive Redington, Merioneth; Sunny; James Christie, Brighton; Mark Green, Ipswich; Kevin Patmore, Coleridge Island, Essex; Jan Cooper, Ramsey, Normandy; The King, Halesworth, Suffolk; David Bennett, Mayfield, Essex; Chris Collins, Birmingham; Jacob McEneaney, Torquay; David Scott Potter, Lifford, Sussex; James Adamson, Wilton, Gwent; Matthew Gann, Liverpool, Cumbria; Steve Grubb, West Yorkshire; Chris Gallagher, London; David Gales, Sunderland; Alan Anderson, Luton; Stuart Reed, Gwent; Andrew Porter, Stockport; Giovanni Cavanni; Ricky; Jonathan Whigg, Northampton;

**Dear Magazine,**  
Please reserve me a copy of the next issue of **COMPUTER AND VIDEO GAMES** because it's going to be the best thing you've ever seen and I want to beat the rush when this mega-mag hits the stands on April 10!

**My name is:** \_\_\_\_\_

**My address is:** \_\_\_\_\_

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## Master System



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# NEWS

## SPECIAL REPORT



### HOME VIRTUALITY KIT REVEALED!

**H**QTT! HQTT! HQTT! The world seems to have gone techno-savvy this month, with details coming through of so much unbelievable home entertainment hardware we can scarcely believe our eyes! Top of the list must be the much-vaunted **HoloStar 2000**, which finally makes an appearance after years of wild rumour and speculation across the world, and CVD sweeps the planet yet again with the first picture of the wonder machine!



▲ The HoloStar 2000's pre-production form.



▲ The laser grid slips into place!



▲ The machine, with LCD headset and sensor equipment.



That pyramid thing is the entrance to the lethal Lasermaze.



▲ O'Carroll escapes his overhead, avoids his blaster!



For those who don't know better, the HoloStar is basically the first of the new generation 64-BIT machines to feature custom polygon generation and state-of-the-art infra-red and ultrasonic sensory equipment for a Virtual Reality experience in the comfort of your own home.

The machine features the revolutionary HoloScope System (TM) with fibre-optic scanning, as used by US Navy test pilots in prototypes of the latest Fly and Forget jet fighters. The machine, researched at a cost of billions, was eventually ditched by the Pentagon after operational problems but has proved perfect for home use in the new generation of super-consoles.

Manufacturers IO-B claim they've developed such a cost-effective manufacturing system that they'll be able to knock out HoloStar units at a very reasonable £225 when the machine is released in this country in August. We've been given an early prototype of the machine and have been asked to point out that the finished product may look rather different.



CVD hero Frank O'Carroll is pictured playing the HoloStar's first game, *Lord of the Dark*. Says Frank: "It was amazing. I didn't have a clue where I was going or what I was doing and after a while I got totally lost. You've never seen anything like it!" Full Review next issue!



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# NEWS

## A BIT OF A BOOB

If you're the type of person who would rather play slot poker with a load of Bananas than some red-hot no-brain blaster, instead then the Snake Curve have got some news for you! They're all set to unleash Cover Girl Poker on an unsuspecting world of computer owning techies every-where, with PC, Amiga, DT, C64, Spectrum, even CDTV versions of the game! Anyway, if your cup of tea is getting the likes of Donna Dark to get 'em off, you know where to go. Tel: 041



## S'NO JOKE MISSUS!

Here are a couple of sheets from the fast Winter Challenge on Megadrive, cutting your way right about now courtesy of Ballistic. If Winter Olympics, levels of snow and a tough arcade-style challenge is your thing then you won't go far wrong with this little baby! Winter Olympics should be out by the time you read this, price £34.99



## MARIO DOES A RUNNER!

Okay game, what's gone wrong? Where on Earth is Mario? He's game! It's true, folks - Nintendo's superstars actually gets lost in the latest "Entertainment" package from Mindscape to use everybody's favourite little jumper!

As CPM has always known, Mindscape have bought up the license to use Mario in a wide range of home entertainment products for home computers and Nintendo consoles.

Now Mindscape have got together with veteran programmers Software Technology for the project, and first off the production line should be Mario Is Missing - in which you play Luigi searching the globe for your plumber pal! More news the second we get it...



## THIS TIME IT'S PHWOOAAAAR!

**OUTRAGEOUS!** Here we were, sat in the office and making fun of Frank's sad Soccer Babe articles when in pops the latest issue of our fave Japanese games mag with nothing except girls on the cover! Not only that, but the same four issues were spread across the centre pages in nothing but their undies! Call us boring old doobies, but we thought games mags were supposed to be about games! What's happened? Have the Japanese gone totally 'boopy'? Have they sat out of games or do they just know a good thing when they see one? Answer: in a postcard please (preferably with a few of their new naked ladies) is SLOBBER SLOBBER, I LIKE THAT SLOBBER, COMPUTER AND VIDEO GAMES, etc etc.



# Hook

**P**ETER PAN has now grown up, far away from NEVERLAND, but his old enemy CAPTAIN HOOK has not forgotten and schemes his revenge.

Kidnapping Peter's children, he lures our hero back to the Island of PIRATES and "LOST BOYS" for a final confrontation.

With the help of TINKERBELL, the faithful fairy, you take on the role of PETER in this magic adventure fraught with danger and excitement.



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# NEWS



## PLAN 9 HORROR SHOCKER!

Just when you thought it was safe to go back in the soft-  
shop...Gremlin Graphics don't hang about when it comes to  
scooping the big names - they're all set to unleash a home  
computer game based on the worst movie of all-time! Plan 9  
From Outer Space was hailed as a masterpiece of ineptness  
when it was inflicted on film audiences the world over, and  
now you too can take part in all the C-movie funnery on  
your 16-BIT machine!

For those of you who don't know about Plan 9, get down  
your local video shop and hire it now! It's so bad it's brilliant,  
and you'll have a fun getting out all the crap bits time and  
time again! Did you know that the movie's big star, Bela Lugosi,  
died half way through the film and some foot doctor stood  
in for him, hiding his face behind a cloak at the time!

Gremlin have been busy away on Amiga, ST and PC  
versions of the film for some time now, and they're set for April  
release. Here are a few screenshots to be going on with, and  
we'll bring you more details just the moment we can!



## WIN! ARMFULS OF FAB INDY GEAR! Courtesy of US Gold

Fancy the chance to win a veritable sackload of Indy  
goodies and become an overnight C&A hero? We've got  
tons of unbelievable goodies to give away, courtesy of games  
meisters US Gold. We've got bags of goodies up for grabs,  
and it could be YOU who walks away with it!

If you're the bad space master who isn't up to date on Indy,  
he's one of the computer games events of the decade - ap-  
pearing courtesy of USG on every Sega Console and just  
about every home computer. Now he's back for more action  
and adventure in Indiana Jones and the Fate Of Atlantis -  
the action game and adventure - programmed by Lucasfilm  
and distributed by US Gold.



▲ Hat it's Indiana's friend with his smart hat!



▲ It's the lovely Jo with the smart...raincoat!



▲ Randy look up...oh no!  
it's Indiana Frank!



OK, so what do you have  
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DON EC1R 3AA. Snakes.  
Why do I have to be  
snakes...



▲ Randy takes aim with his  
water pistol and...



▲ ...Frank gets very moist  
and excited.



▲ Wuhah! Randy saves the  
day and all because of his  
cool hat!

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# The Addams Family



# ocean

# NEWS

## SPECIAL REPORT

### CD SCOOP SHOCK! CVG GRABS THE LOT!

**E**XCLUSIVE! Just as CVG was going to bed (stained smoking trousers and Co-Op Yellow Label for us), something incredible happened! Out of the blue dropped these amazing first pictures of all the greatest console goodies in the world - including the first ever impressions of the long-awaited Super NES CD-ROM! Our spies in Japan say these represent the very first look at all the new machines, giving you a glimpse into the future of computer gaming across the world! You just don't get any hotter than this, so here are the CD boys with the full lowdown on each machine as known at present! Remember, you can't get your hands on them yet and they won't be around for ages, but we're so hot we've decided to tell you about them anyway. Take it away lads...

Smart animation is one of CD ROM's advantages. ▶

### EXCLUSIVE! - NINTENDO SUPER CD

As you can see from the picture, the CD-ROM unit for the Super NES is one spunky looking piece of kit, splashily designed to sit underneath your Super Nintendo. But what sort of punch will the wonder machine really pack? Rumours abound of the capabilities of the Famiware CD-ROM unit. The top secret tech specs have recently been sent to developers and the news is excellent. The machine will have all the benefits of a Philips CD-ROM drive as well as a huge RAM cache (fast loading with no lag). Best of all is the inclusion of new graphics hardware. This definitely includes sprite scaling and rotation (at present the Famiware only does this with backgrounds), but most importantly a polygon chip. This means that the Famiware or SNES will be capable of artisan flight Sims and 3D games. The audio capabilities are godsmacking. The Famiware already uses CD quality samples but the CD means that speech and real instruments can now be incorporated. Pricing looks like a big plus too: when launched in America the machine is expected to sell for \$199 - that's about £120! So now all you prospective Super NES owners know what the CD unit will look like and what it's capable of. Are your browsers still dry? What's wrong with you!



▶ The lovely, sexy, Super CD



▶ JVC's all in one unit!

### EXCLUSIVE! - JVC MEGA CD

Sega developed the Mega CD in conjunction with JVC. As part of the deal, JVC are allowed to release a cartridge-based Mega CD/MegaDrive unit. In a sleek plastic case, this is certainly more aesthetically attractive than the Sega setup. It will be totally compatible with both cartridge and Mega CD software and will hopefully come in at a low pricepoint, definitely under \$60. Worth a look if you've got neither a Mega-drive nor Mega CD and want to splash out on some seriously spunky kit!





# NEWS



▲ The Philips CD-i is looking good (if slow).

## EXCLUSIVE! - SONY PLAYSTATION

This looks like the real deal of the pack. This hybrid of a PlayStation and a nonstandard CD unit looks set to have the same awesome success that Sony's Betamax format had. And it ain't. It will be able to run Tammy's cars, but not the CDs. Sony have pledged to support the new format, but from what we can gather that's about all.

The real Sony Playstation may get left by the wayside. ☹



▲ Heavy Metal on the Mega CD.

▼ Heart of China on the PC CD ROM



## EXCLUSIVE! - PHILIPS CD-i

The Philips CD-i is set to be the new standard for CD units. It has a lot in common with Commodore's CDTV, but its technicals far superior. There are no firm details on the machine's full specifications as yet, but 19.9k oversampling, live video and a host of extra editing features look very likely. The machine is aimed at home users for education, entertainment and reference purposes and a lot of people are backing the little fella as the future of home entertainment. More. The initial CDs will include encyclopaedias, games and educational software - so how get it?



▲ Sony's smart Data Discman!

## WELL THERE YOU HAVE IT, BRIAN...

So there you are - the look of all the upcoming CD goodies revealed together with a fair few tech specs to boot. Can't say fairer than that, John! Which do you reckon is best and why? Drop us a line at: CD BUYER, GYS, 98-92 PARRINGDON LANE, LONDON ECH8 5AU. We'll print a selection of your best letters and award free software to the top of the lot. Get going!



▲ Set Piece on the Mega CD.

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# HOTLINES

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## WIN A MEGADRIVE!

This little black box of tricks is fast becoming THE essential piece of home-related action kit - and it could be yours! How do you get your mitts on one of the greatest consoles known to man? Phone that magic number and find out!



## WIN A SUPER NES!

Yes! It's the latest - it's the greatest and YOU could be the lucky owner of one of the swankiest consoles around. If you want to join all the 16-BIT Nintendo tom-tom-tomery then you want to phone that magic number right now!

## WIN A PC ENGINE!

It's the most criminally underrated console in the whole world and one of the hottest games machines of the lot! If you think life wouldn't be complete without one (yes, it's that good!) then phone that magic number and find out how to win one of these little beauties!



## WIN A GAME BOY!

Handy, hot and happening - it's the Nintendo Gameboy and it's on-the-go action for all and sundry! If playing Tetris on the loo is the thing for you, you wanna grab this goodie as quick as you can. Phone that number to find out how!

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



# WIN!!

## THE CONSOLE OF YOUR DREAMS IN THE GREAT NEW-LOOK CVG GIVEAWAY

**IT'S BIG! IT'S BRILLIANT!  
IT'S COMING NEXT MONTH!**

It's the new look CVG - and you've never seen anything like it! That's right folks, from the next issue onwards the greatest games mag in the world gets bigger and better than ever before - with more for your money than you ever dreamed possible! It's true - your favourite mag is going to grow into the greatest thing you've ever seen, with more games news, reviews, previews, jolly jokes and incredible giveaways than you've ever seen before!



To start the ball rolling we've decided to start as we mean to go on with a congo so gobsmackingly brilliant you won't even believe it's happening! How would you like to own **THE CONSOLE OF YOUR CHOICE** in the great CVG New-Look Giveaway!

Basically, the way CVG looks is going to change - it'll be ultra-cool, super rad and will blow every other mag away! How will it look? You'll just have to wait until next month to find out, but in the meantime how about having a go yourself?



On the opposite page you'll find an empty CVG Cover just waiting for you to fill it! In the top left corner you'll find our brilliant new logo and CVG's famous Chessmen, but that's all - the rest is up to you! Try to guess what you think you'll find on the cover of our Incredible May issue - and then draw it in! You can draw whatever you like, but remember we only deal with the hottest games and the biggest names - 'cos we are the greatest after all! So get out your drawing stuff, scribble away on that cover, tell us which Console you'd like to win and fire your incredible entry away to: **I CAN'T WAIT TO SEE THE NEW-LOOK CVG! COMPUTER AND VIDEO GAMES, PRIORITY COURT, 30-32 FARRINGDOCH LANE, LONDON EC1A 3AU**. Remember, get those entries in to us by April 14 - 'cos that's when the real thing hits the streets and life will never be quite the same again!



Join the art genius race:

**REMEMBER, KIDS  
USE LOTS OF  
BRIGHT CRAYONS  
LIKE WHAT IDQ,  
BUT DON'T  
MAKE THEM  
TOO GOOD AS  
TIM MIGHT  
GIVE YOU MY JOB!** (THANKS TO JAN COMBINGS FOR THE PIE)



**SMALL PRINT:** Incredible, isn't it? The console of your dream! It's such a hot prize you can only enter if you're nothing to do with SMPA and your name isn't Paul McPherson from Stoke Newington because for a 30c accident victim (after the history of man). Remember the Editor's decision is final and don't bother phoning up to find out how you're getting on - or Paul will go on for ages about the state this country's in and how it's all his friend Kinnoch's fault.



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## SUPER SWORDS 'N' STUFF

You're armed with a Ninja sword - sharp as hell, very fast and perfect for those close encounters and if you don't like hand to hand fighting you can pick up a range of throwable weapons, mostly shurikens. Your jumping and climbing abilities are unrivalled and you can climb, spin-kick, to almost any surface. The baddies generally use weapons including knives, bombs and machine guns. So, it's special Ninja underpants time again as you use the ancient arts to save the Universe!



Mr. Gaiden is a just being around.

## ARCADE ANTICS

The original arcade game was nothing like this. It had more in common with Double Dragon than with Shinobi. Called Shadow Warriors here in Britain, Ninja Gaiden failed completely to take the arcade world by storm. This version has more emphasis on platform than fighting. The MSX version was all but identical to this, right down to the small intro screens.



# REVIEW

PC ENGINE £35  
BY HUDSON SOFT

Lordy, lordy it's Ninja Gaiden! This game has turned up in quite a few guises over the years. The arcade game was released over here as Shadow Warriors and the some computer versions were faithful to the coin-op, but the MSX version was totally different. This is a conversion of the MSX game, but with souped-up graphics and growler sound. The game has a long and fairly involved plot as you seek revenge for your murdered father and try to gain the affections of a saucy girlie. To do this you have to make your way across a hazy infested Japan. Through cities and countryside you roam, but in every location you have to do just one thing...Kick ass!

## JUST WHAT IS A NINJA EXACTLY?

Well I'm glad you asked, 'cos I just happen to know the answer. For a start they're not warriors, nor are they heroes. The Ninja were the lowest class in feudal Japan, ranking even lower than beggars. They were widely despised for their total lack of honour or self respect. Ninjas, isn't really a martial art - it's a combination including most importantly, Shintō-ryū, the art of stealth. So there you have it, the Ninja were a bunch of fainies with lovely black hats on!

# NINJA GAI DEN



The PC Engine has a whole load of fancy platform related bits and bobs but this is sufficiently different to merit a further look. Graphics are at first a little dull, but they improve rapidly as you progress through the game with each level becoming more

colourful and detailed than the last. One niggling irritation is the special comedy scrolling. This is a truly admirable piece of programming as the foreground smoothly slides by, the background judders and shakes its way past. The music is remarkably un spectacular for the otherwise funky Engine, but the choppy tunes suit the game well enough. The clever climbing abilities of your Ninja sprite are ruined a bit by the fity control method, but it's not too bad. There's no doubt that this is playable. It's great fun and very, very difficult. The frustration builds, but it only makes you want another go. The range of weapons available is enormous and the use of magic potions and recipes adds to the fun. Buy it if you're after a Shinobi-style romp, but fans of the arcade game will be gravely disappointed.

FRANK O'CONNOR

## HOW HIGH CAN YOU TRY?

The Ninja in this game, let's call him Kev for the ward of a bet for name, has some rather neat abilities. For one thing, he is great at climbing. He can use his special Ninja claws to cling to even the smoothest surface. Giddy though, Kev can't climb straight up and must use his awesome jumping powers to scale any heights. This means you can't go straight up a wall, but you can scale it if another wall is opposite, by leaping back and forth between walls. Deal? Handy.

What can you do with a special Ninja claw?



## NINJA MAGIC!

Your Ninja has learned the black-arts of Ninja Magic! He can use this by collecting the right tokens. These are hidden in objects which are scattered across the landscape. Snatching these with your sword reveals magic tokens and when you collect the right one, you'll be endowed with a top secret power. It could be inevitability, it could be flaming Ninja fire, you'll just have to wait and see!



A bit of Ninja Magic!

## PC ENGINE

GRAPHICS	85
SOUNDS	86
PLAYABILITY	90
LASTABILITY	80
OVERALL	89



NES

£39.99

BY KONAMI

# TEENAGE MUTANT

They're hard, they're happening and they're right here for you to read all about 'em! They're the Turtles and the Battletoads - and the greatest games they ever scooped the universe under again to grab 'em both for a double Exclusive review spectacular! So if you're a pretty serious fan and want to know which amphibious superstars you ought to be playing with, this is the place to be. Take it away boys...



KONAMI 1989

Get your thinking gear around this one: first there's Turtles on the NES, then there's Turtles in the arcades. Then there's Turtles 2 in the arcades and now there's Turtles 2 on the NES, which is actually Turtles 1 in the arcades. Makes perfect sense really. This conversion of the Konami arcade machine is by Konami themselves, so they ought to know what they're doing. The game is a horizontally scrolling beat 'em up for one or two players which owes a lot of its style to Double Dragon and games of that ilk, but is actually a lot faster and more frantic than most of them. Take control of your favourite Turtle, be it Raphael, Michelangelo, Donatello or Leonardo and prepare for some pizza-powered action!



Admit it, NES gamers - you weren't exactly over the moon with the first Turtles game. This sequel though is thankfully a top notch rendition of the coin-op. Konami have successfully managed to cram almost every single feature of the massive arcade game into one tiny NES cart. The gameplay is dead simple and extremely satisfying - walk along and knock them shades out of an assortment of badies. The coin-op graphics have been reproduced very faithfully - it's hard to believe an NES can actually produce visuals of this quality and sound is cool as well, featuring all the arcade tunes and a selection of thumping sound effects. The game plays like a dream, in one player mode it's a great-titled scrolling beat 'em up, but with a mate it's totally fab. This has to rate one of the most accurate arcade conversions on the NES so far and is just as the back to Konami for a job well done.

FRANK O'CONNOR



## A LITTLE PIZZA THE ACTION

The Turtles' favourite food is not as you'd expect, panicon or water lilies, but Pizza. Yep, stinky, cheesy, smelly Pizza. Fortunately for the Turtles, if they eat slices that appear at various intervals, they regain lost energy. Sadly though, bits of Pizza are few and far between and there's fierce competition to get to them first.



▲ What a load of balls!

▲ Shoulder watches as you kick ass!



## THE SAD, SAD SEQUEL

Appearing in the arcades as you read, this is Turtles 2, Turtles in Time. This is a poor, sad, low quality sequel if ever there was one. Looking more like an SN game than a state of the art coin-op, it suffers along like a shuffling old woman. The game sees you and your fellow Turtles travelling through the maze of time in, strangely enough, another beat 'em up.



# IT'S HERO TURTLES II

# REVIEW



▲ Is this Caddie the dog or Rooksteady?



## TOOL UP YOUR TURTLES

Everybody knows who the Turtles are, but here's a total random for sad thieves who just crawled out of suspended animation and don't know anything about them. Raphael uses Sai, sort of blunted knives, while Donatello uses the Bo - a six foot staff. Michelangelo is a top Ninjaball expert while Leonardo uses a devastating twin sword technique to put paid to anyone who's giving him a bad day.



So which turtle do you pick to kick some behind? All have similar skills, yet each uses a different weapon. The actual differences between characters are minimal, but you'll probably feel at ease with your fave. All you have to do is reach the end of each level and destroy the big boss lurking there. Your ultimate adversary should be the Shredder, but Krang is at ways lurking in the shadows. The Foot clan are armed and dangerous, but your skill and top reflexes are more than a match for them. Go for it.



▲ It's a flying Turtle!



▲ Leonardo does a runner! ▲



## THE ORIGIN OF THE TURTLES

Apparently, the Turtles were created when some kid flushed his pet turtles down the bog. They ended up in the sewer, along with some toxic nuclear waste. This nuclear filth mutated them beyond recognition and they developed the power of speech as well as their tremendous size and strength. Taught by a similarly mutated rat, they develop Ninja skills. Remember this is all a load of old codswallop, so don't try eating nuclear gloop at home or you'll just die and won't look very hard at all.



Everyone's been holding their breath for messages for Turtles II on the NES - and now it's finally here! Unlike just about everybody else I wasn't the greatest fan of the Turtles coin-op. It was good for a few goes, but the excitement wore off quickly and there were

other goodies to go for at Johnny Silver's Arcade Emporium. It has to be said that the NES conversion is excellent and I've been playing it a damn sight more than its arcade daddy! Graphics are big and bold, with fab main sprites of all four half-shell heroes doing what Turtles do best, and sound is pitched just right for the action. Initially Turtles II is a treat and a half, but eventually its shine does wear a little thin and the repetitive gameplay becomes a bit of a chore. Recommended if you're one of those people who's still pumping his change into the machine as you're completely nuts about the Turtles themselves, otherwise have a good look at *Barbarians* (reviewed over the page) before deciding where to splash your cash.

TIM BOONE

## NES

GRAPHICS	90
SOUNDS	87
PLAYABILITY	87
LASTABILITY	88

OVERALL 88

# REVIEW

NES

£39.99

BY TRADEWEST

What's lean, green and totally mean? What amphibious creature has mastered the martial arts and learned the secret skills of Ninjutsu? Nope, it isn't the Turtles, it's the Toad! These guys are even harder than the Turtles although admittedly not as handsome. Tradewest's invention already has its own cartoon series in the States and looks set to take the world by storm. The Toads are all named after teenage pain dealers, their names are Rash, Zil and Pimple. It's dead obvious that they're a parody of the Turtles, but the emphasis is on comedy rather than action. The main villain of the piece is a lovely, yet strangely cruel lady, the Dark Queen. This rather raucous vision has kidnapped Pimple and his girlfriend Angelica. It's up to you, as either Zil or Rash to go get them back before her Royal Darkness does away with Angelica and has her way with Pimple. The game is very similar in structure to the Turtles game, but there are as many differences as there are similarities. The basic Double Dragon style of play has been enhanced with the addition of a major platform element. There are also special levels, such as the speeder bike section where the gameplay alters radically. Check it out!



Here's a bunch of guys to rival the Turtles for sheer side-splitting comedy. The BattoToads aren't exactly original, but they are funny and they do make for a fun game. Here, the company who designed the game have been responsible for some of the greatest NES titles ever and this is no exception. The gameplay borrows style and ideas from all over the place and it works a treat. The one player game is challenging and fun, but with two pals on the pads it's a left riot. Graphically, BattoToads makes the NES do backflips. Packed full of colour, smooth scrolling and with some of the funniest animation ever. The music is good, right down to the funny drumbeat that plays when you pause the game. The presentation merits a special mention. There are absolutely tons of intro screens, all brilliantly drawn and animated. The story is funny, the characters are hilarious and the game itself is totally excellent. If you want a good alternative to the Turtles game, then this beats it by a mile. Probably the best best 'em up available on the NES and certainly one of the best looking games for absolutely ages.

FRANK O'CONNOR

## ZIT, RASH AND PIMPLE

These are only three BattoToads, presumably because they're a good bit harder than the Turtles. They are all possessed of smart martial arts skills. These can be further enhanced by picking up weapons dotted around the landscape, including bits of destroyed robots and even feathers. It's a bit harder than it sounds though, as the weapons are often difficult to use.



Give 'em a some stick!



### VERTICAL MADNESS

The second level is a real nightmare, where you have to descend a chasm, knocking out and avoiding battles as you climb. Your tops isn't all that sturdy and the scissor beaked birds will try and cut your life short. This section requires skill, caring and a fair bit of luck. Even worse, if you continue you start from the top of the chasm again.

Whoosh! & Take that, boyo!



Don't it's um, it's a long-legged chapt!



Fastestly continues



# REVIEW



We first saw *Battletoads* months ago, when the *Turtles* phenomenon was still very much in evidence. Now that fall has passed, leaving room for *Flash*, *Dio* and *Purple* to move in - and haven't they just! This is one fine NES game for which the player will have

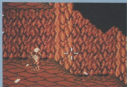
to use all his gameplaying skills if he wants to get anywhere near the end! *Battletoads* is just as well put together, from the amusing and excellently presented still screens to the in-game sprites and backdrops. There is some really funny animation. For instance, when your Toad lays into a buddy his flats and feet swell to immense proportions to deliver the final crushing blow - a brilliant touch. Music and sound matches the graphical quality, with a host of fitting tunes and thumping spot effects. There's even a ditty when you pause the game! All these touches, coupled with the wisely additive gameplay that's had as glossy-eyed in front of the NES, makes this one cart that you'll be totally off your shell to miss!

**PAUL RAND**

**FILE  
HEADS**



**END OF LEVEL AWESOME-NESS**



The end-of-level bosses in *Battletoads* are excellent. You only get to see a little bit of it as it creeps onto the screen. The look of horror on the Toad's face as it takes a butcher's is a sight to behold. You then see the action from the buddy's point of view, as he tries to off you with a laser cannon. You have to lob rocks at him, effectively towards the "camera". It looks great and is a real novel touch!

Y'gor, it's Toad World and no mistake!



## SPEEDER BIKE BONANZA

The *Toads* are very adept motorcyclists and they get the chance to prove this as they hurtle along on gravity defying magnets during the game. This section calls for split-second timing as you avoid brick walls and leap over huge chasms. You can't slow down on these things, so you'd better have sharp reflexes if you want to avoid a grisly and instant death.

## NES

GRAPHICS	92
SOUNDS	89
PLAYABILITY	90
LASTABILITY	91
<b>OVERALL</b>	<b>91</b>



# GAMES FAN OR

The DVD boys are the boss when it comes to games: fun and frivolity, but what about YOU? Are you Mario mad or just plain sad? Boss Rick off him you bragg, or is your gaming simply peppy? Well, there's your chance to find out with the incredible quiz! It couldn't be easier to test your computer and video games knowledge. Just read each question in turn and from the three categories the one which you think fits the bill. Make a note of each choice then tally up your score at the end and refer to the handy chart to discover whether you're Mad, Bad or Sad. Have fun!



1. While playing a hot new cart on your Megadrive, the electricity supply is suddenly cut off. Do you:  
a) Invite your family to a relaxing game of cards.  
b) Rush round to your friend's house to continue play on his console.  
c) Spin your hair, paint yourself blue and run around the house sleeping your master a nigg.

2. It's been raining six weeks since you joined the post office and there still isn't one in sight. Do you:  
a) Throw a tantrum stamp your feet in anger at the shambles which is public transport.  
b) Give it another five minutes - it's bound to be along soon.  
c) Whip out your pickaxe and dig a tunnel to the road in order to collect the diamonds hidden underground.

3. The day of your driving test is here and you're sitting in the car, about to join the glorious traffic. Do you:  
a) Panic and stall the engine.  
b) Correctly judge speed and distance and join the traffic with no problems.  
c) Veer sharply to the left to join the stunt track, do a loop-the-loop, jump across the broken bridge at 100mph and laugh like a loon as you smash head-first into the concrete.

4. Saturday arrives and Mum grabs you by the ear and drops you off to the clothes store in town. Which outfit do you choose?  
a) A pair of purple belt-boltoned trousers and a flowery tank top.  
b) A pair of jeans, white tee-shirt and LA Gear trainers.  
c) A pair of red dungarees, a patterned cap with a big 'M' on the front and a little black moustache.

5. Your parents finally give in and let you have that pet you always wanted. Do you choose:  
a) A hamster or gerbil.  
b) A cat or dog.  
c) A robotic cat which can stretch its body, hang onto the ceiling and jig about from side to side.

6. Jehovah's witnesses are knocking on your door. Do you:  
a) Invite them into the house, offer them a coffee and talk about God.  
b) Hide behind the settee until they leave.  
c) Paint yourself green, strap a ductin to its your back and hit them over the head with a brass handle.

7. It's party time and you are asked what kind of drink you'd like. Do you choose:  
a) A small glass of orange juice.  
b) A cheery glass of white wine.  
c) A small phial of strength potion to give you enough power to crash the board ring on level three.

8. Walking along the street, you accidentally trip on a manhole cover. Do you:  
a) Race to the nearest phonebox and ring the council to complain.  
b) Dust yourself down, shrug your shoulders and continue on your way.  
c) Remove the cover, jump down the manhole and collect the spinning coins hidden down there to receive the second extra life.

9. Playing for the school football team, you find yourself in possession of the ball in the six-yard area. Do you:  
a) Do all floppy, jiggle a bit and kick the ball into orbit.  
b) Launch a stunning volley, causing the keeper to pull off a croaker of a save.  
c) Sell the other team at Division 4, then put over the legs of an opposing player and score an easy penalty.

10. The evening is chilly, lily and your favourite fighter is being slaughtered by the baby. Do you:  
a) Switch over and watch Open University.  
b) Thrust at the TV and shove popcorn at the screen.  
c) Remove your pants, remove your trousers and perform a simple hold on your floor-trainer.

11. The love of your life finishes with you and decides to go out with your straightest best friend. Do you:  
a) Become all depressed and cry into your pillow.  
b) Shrug your shoulders and get on with your life - there's plenty more fish in the sea.  
c) Get the local wizard to turn you into a monkey and spit magic balls at your cheating ex-hub.

12. There's one seal left on the train and you're desperate to get it before the fat old bloke in front of you. Do you:  
a) Let him have it - he needs it more than you anyway.  
b) Place past him and leap into the seal 'cos you're quicker than he is.  
c) Put on a leather jacket, remove one eye, and shoot him with your Uzi bro.

13. You're about to leave the house to start your paper round when you notice that someone has stolen your bike. Do you:  
a) Sigh around the house for the rest of the day.

# SAD MAN?



10 Ring the police, inform them of the theft and carry on as normal.

11 Transport yourself to another world and retrieve your cystic by throwing whiteboards at the inhabitants before challenging them to a race.

14 You're off to sunny Spain for your holidays when suddenly the pilot of your airplane falls ill and is unable to fly. Do you:

a) Crack your knuckles, hole under the seat and pray.

b) Sit back and enjoy the flight - the co-pilot is more than able to continue the journey.

c) Rush to the cockpit, sit down and press '9' to stop the plane and consider your options then fly through the mountain with the dodge polygons.

15 A newscast on TV warns that a gorilla from the local zoo has escaped. Do you:

a) Lock all the doors and hide under the bed until it's captured.

b) Continue as normal - gorillas are timid creatures and it will probably be hiding in the woods.

c) Put on your red sunglasses and the peaked cap with the big 'M' on the front and climb up some scaffolding, dodging falling beams and jumping over drains full of burning oil.

16 You nip out to the toilet and return to discover that the dog has eaten your supper. Do you:

a) Kick the dog across the room - that's his trash bin.

b) Scold the animal and ask Mum for something else to eat.

c) Chop the dog in half with your -18 Flaming Sword of Dabber, then read the magic scroll and perform a Bless spell.

17 The school bully has his sights set on you! Do you:

a) Tell him that all bullies are cowards.

b) Keep well out of the way - you don't want any trouble.

c) Remove your shirt and swallow a power pill before performing a rounhouse kick and whacking him over the head with a beer barrel.

18 It's your turn to go to the shops for Mum, but it's pouring with rain outside. Do you:

a) Bully your little brother into doing the chores.

b) Mumble under your breath but do as you're asked.

c) Dye your hair green and jump off the top of a cliff before blowing up all your friends.

19 Oh so, it's exam time and you haven't done any revision. Do you:

a) Write all the answers down on a small piece of paper and slip them into the barrel of your pen in order to cheat.

b) Use what little time you have left to frantically read your notes and try to scrape a pass.

c) Put on a black balaclava with pointy ears on top and a cape and push the examiner into a vat of toxic chemicals.

20 Your favourite programme is on, the telly but Dad wants to watch the boring old horse-racing. Do you:

a) Sling out of the living room and try to give Mumming.

b) Go to your room and watch the show on your own set.

c) Put on your sister's red leotard, stick yourself to the ceiling and throw cobwebs at Dad until he's stuck to the seat, allowing you to switch over and watch in peace.

A - 1 POINT

B - 2 POINTS

C - 3 POINTS

**UNDER 20:** Oh dear! You are a person of little if any knowledge of gaming. In fact, you're probably reading this in the playground, having accidentally mistaken this magazine as one of your usual copy of *Crash* and *Electric*. Team Identity! The only thing to save you from gaming obscurity is a bowl of porridge, an eight-year supply of *CVG* and a waster whang blow on the head!

**20 TO 30:** My, oh my. What a vision of averageness you are! If you have a girlfriend, she's probably called Jane. Luckily, you aren't too far away from becoming a hot gaming break - so why not try a neat dunge or a couple of hand holds, along with a regular dose of the world's greatest games mag.

**OVER 30:** Unbelievable! If a man stopped you in the street and asked for change for the phone, you'd probably eat a mushroom, grow its face your normal size and jump on his head! You're a Games Fan and you're hot! Don't ever forget to get your copy of *CVG* though, otherwise you may begin to breathe and water your underpants on your head...

## HOW DID YOU SCORE?

Check your score and find out how you fared!

# REVIEW

PC ENGINE £35

BY NAMCOT



Breathing fire, tossing brights, collecting gold. See, it's a hard life, being a dragon. They've got some badass reputations, and to be fair it's not entirely unjustified. After all, they do get up to rather a lot of mischief. But they love it and, hey, if it keeps them happy who's going to stop 'em? There is a downside, though. And for this particular scaly gazer it's that, no sooner has he completed one quest, he's summoned to swoop right into another. The sequel to the Dragon Spirit coin-op from Namco, Dragon Sabre puts you in the shoes - or should that be talons - of the mythical beast of the title, to do what comes naturally; fly through level after level, wiping out everything in your sights. And that's it, really - nice to see these dragon types have morals.



I'm obviously a bit of a sad man, but I never thought that Dragon Spirit on the PC Engine was a particularly engaging game. After all, there are hordes of shoot 'em ups doing the rounds on the machine, the Brill Squad and B-Type being just two, so it was always doomed to relative obscurity. Now here's the sequel and there's little, if any, difference between this and the original. In actual fact, the graphics don't look quite as good as those in Spirit, being slightly blockier. Sound is a bit of an annoyance too, although some of the tunes are quite listenable. As for the game itself, well, there, done that, read the book, ate the jelly mould figurine. Simple, up-the-screen blasting header at its most mind-numbing, with nothing to make Dragon Sabre stand out from the crowd. If you're a big fan of the original, or a lover of dragons, then you might like to give it a whirl. But I think I'll pass, thanks.

PAUL RAND



## FLAMING NORA!

So you start the game with a piddling bunch of fame which wouldn't toast a slice of Mother's Pride. Luckily, those silly enemies have left power-ups around the playing area for you to pick up and use. They're stored in eggs, which need to be bombed in order to get at the goodies inside, because they're on the ground and can't be hit by normal fire.



## CREATURE FEATURE

The nasties come thick and fast in Dragon Sabre, the usual waves of flying beasts mingle with the more exotic, such as little phoenixes which turn at the base of the screen, grow to massive proportions then fly out an arc of bullets. Then there's the seemingly peaceful plant life - don't go too close because they open up and turn into vegetation vs. steam cleaners that suck you toward a barrage of enemy fire!



# REVIEW



## 'ERE! HE'S FLASHING HIS NASTIES!

Other extra items can be reached with your fiery breath, that's because they're carried by the bodies themselves! Some of the enemy waves have a fleeing nasty at the back - this is the one carrying the power-up. Just shoot him and the item is released. The bonuses range from speed-up to different weapons to an extra head or two to either double or even triple your firepower!



It's been a long time since Dragon Spirit appeared on the Engine and even longer since it appeared in the arcades. Dragon Spirit takes the same formula and tries hard to improve upon it. The game itself is a straightforward vertical scroller, with extra weapons, end-of-level bosses and all that business.

The graphics are quite lovely and a definite improvement over the original. What hasn't changed, is the gameplay. There really isn't much to separate this game from the original. It's a good old laugh but people who already have Dragon Spirit will be most upset if they buy this. To an intent and purpose, it's exactly the same game. The same weapons, many of the same bosses and very similar bosses. None of this bodes well for the sequel. Good tunes, loud and impressive sound effects help, but it's just another shooter. If you're dying for something like this, better try Gunbad or even Halder Tyad. Both games are far superior to this very average blaster.

**FRANK O'CONNOR**



## END-LEVEL ENEMIES TO END 'EM ALL

What shoot 'em would be complete without a line-up of end-level bosses to contend with? The big bosses in Dragon Spirit range from fairly simple to downright impossible. Look out for the big spider on level three - it's attached to the ground by a big cocoon; blow that away first to make it easier to get at the angry arachnid.

## R-TYPE RIP OFF RUMPUS

Why think up a revolutionary idea when you can just rip off someone else's? Dragon Spirit has taken a leaf out of R-Type's book with its use of R-Type's look with its use of blast-super-shots. Instead of blasting away at all and sundry, let your shot build up in strength by taking your finger off the fire button. Then just let rip with an awesome, power-packed ball from the blue!



## PC ENGINE

<b>GRAPHICS</b>	<b>80</b>
<b>SOUNDS</b>	<b>83</b>
<b>PLAYABILITY</b>	<b>82</b>
<b>LASTABILITY</b>	<b>71</b>
<b>OVERALL</b>	<b>72</b>

# REVIEW

PC ENGINE £35

BY KOHAMI

You saw Nemesis some time ago and thought it was one of the best blasters you could ever hope for. Now get ready for Parodius, probably the sandest shoot 'em up ever to grace the screen! It's set on a wacky, wacky world where all sorts of outrageous things can happen - and they usually do. Controlling in a manner of flipped-out fighters, do battle against some of the most outrageous enemies yet witnessed. Grab the power-ups found on each level to increase the destructive ability of your craft - but most importantly, laugh, cackle and guffaw loudly at the frenzy which is Parodius!



Which weapons do you want, then?

Can blowy it in The Grotto!



## LAUGH-A-LOT LEVELS

The wacky world of Parodius stretches to a sprawling eight stages of fun and joviality. Most of the levels are reminiscent of the original Nemesis coin-op, although you'll quickly find that the creators of this digital spoof of that classic blast had tongue planted firmly in cheeks when they set about creating the game!

For power blasting buddies...



# PARODIUS



Once again, the PC Engine comes up trumps. This time with an hilarious but extremely challenging shoot 'em up. Even with all the graphical changes, there's no escaping the fact that Parodius is Nemesis with knobs on, but the knobs which are there put this

game right at the top of the Engine shoot 'em up tree. Speaking of graphics, the ones you'll see stored on this cart are of the very highest quality; beautifully drawn and animated and quite ridiculously funny. Then there's the music, which starts off as classic Nemesis but subtly changes into jolly, upbeat tunes which match the mood of the game to a tee. If you're a Nemesis owner you may be put off Parodius because of the similarity between the two - don't be. This is streets ahead of its predecessor and a purchase you should not hesitate to make.

PAUL RAND



Crumb! - it's a yankie doolie doolie!



But not for long...



Stop climb'n' about...

## CAT OUT FOR THE BOYS

Like everything in Parodius, you'll not have seen end-of-level badgies like these before! On the first level, for example, you'll do battle with a mechanical flying kitten which meows whenever you hit it and a comely eagle with a Stars and Stripes hat on - blow it up and all its feathers blow away, leaving the poor bird bald!



## MORE ANIMALS THAN OLD MCDONALD

Just because Parodius is a laugh-a-minute yarn, doesn't mean to say that it's gonna be easy. All the ships from the original Nintendo game have been replaced by hilarious animals, but they're as mean, if not meaner, than before! Look out for waddling penguins, flying chickens, crawling crabs and buzzing bees. In name just an spray-wee-wee selection of the buddies to look out for.



▲ Here's a bit o' 'dover...  
Shipboard info ▶  
ahoy, matey!



# REVIEW



Anybody who's played Parodius on the Gameboy will know this is a class are title and no mistake. After Graphics on the Engine, excitement reached fever pitch when we heard Parodius was coming in - and it's fulfilled all our expectations! I honestly don't

know how the little Engine manages to keep pumping out arcade blasts of this caliber! Graphics are superb, with the humor and vitality of the game perfectly captured. Don't be under any illusions though, the game may look cute as hell but it's one tough nut to crack as an arcade blast which will keep you coming back for more with huge levels to conquer and bosses so bad they ought to be locked up! I dunno, how complete come and go but the PC Engine shines on with arcade blasts to top the lot. How do they do it, eh?

**TIM BOONE**



## P-P-PICK UP A POWER POD!

Some of the nasties will drop power-ups, which can be saved and built up over a period of time in order to purchase a more powerful weapon. Collect one power-up and you can speed up your ship. Two pods give you missiles, and three will buy double shot capability. A laser cannon can be acquired with four power-ups, and a free-floating extra gun is worth five. Pick up six pods and you can fly your tank by choosing the mystery item which could be either useful or useless, and the last add-on, front-mounted shields, is a whopping seven power-ups!



▲ Crabs!

## SILLY SHIP SELECTION

On hitting the Start button, you're invited to choose between four different ships, each with their own weapons set-up. There's the sleek Vic Viper craft, the Octopus which, surprisingly, looks like a bandana-wearing octopus, rather than sleek Twin Bee and the Panther, which basically looks like one of those inflatable penguin things you see down at the swimming baths. Take your pick!



## PC ENGINE

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

# REVIEW

## SUPER NES £45

BY SITA

**F**1 Exhaust Heat! It's a very strange name for a very strange game! Anyone who's played games like F1 Spirit and F1 Circus will know exactly what this is all about. The two games mentioned used an overhead view with multi-directional scrolling to portray the Formula one action. As you can see, F1 Exhaust Heat uses a 3D view, very similar to that used by F1 Ziers. The gameplay is very simple. You race around a track, pulled from a very large selection, qualifying initially and then racing against other drivers. These drivers all have different cars and driving styles so the competition can get quite fierce. Your car starts life as a sad shuffling effort, but win some prize money and you can upgrade the engine, tyres and chassis. Damage can be inflicted as you screech around the track, so pit stops are sometimes in order. You have to be careful how you use the pit stops, because you lose valuable time while making repairs. The object of the game is to reach the top of the world formula one ratings and win a massive golden trophy. You also get a smart gal and a big bottle of champagne. Hurrah!



The other drivers in the game are all based on real life Formula One heroes. To avoid legal suits, the names have been changed to protect the innocent. This means you have racers with names like Proteus (instead of Prost) and Marston (instead of Mansell). The drivers aren't accurate copies of the originals either, because Mansell never comes second.



### MULTIPLE TRACK ACTION

One of the really great things about F1 Exhaust Heat, is the massive selection of tracks you can race on. There are sixteen in total, each based on famous tracks around the world. You have to play them in order of difficulty and for some small reason, Britain is the easiest of the lot! There are very definite techniques for the tracks and memorising the bends and turns will take quite some time.



We've been waiting for this game for quite a while. Early screen shots made it look like an accurate racing sim and true enough, there are a lot of accurate features. The gameplay though, is more arcadey than simulatesh and it works extremely well. Graphically, it looks spectacular, super smooth scrolling and rotation adding to the realism. The sound is funky. There's a good bit of sampled speech, some excellent music and brilliant sound effects throughout. The huge selection of tracks makes for a varied and lasting challenge. It's a shame there isn't a two player mode because head to head battles, be it on a split screen or on linked machines, would have been a top treat. The handling of the car takes a bit of getting used to. You can't throw it around bends, but you can't make it spin out of control either. Once you've had a few laps of this brilliant racer, you'll be totally hooked. SNEE owners aren't spoiled for choice on the racing front, so this is the best bet until Top Race comes out. A smart sim with great graphics and wonderful sound.

FRANK O'CONNOR



### CUSTOM CAR CAPERS

The car you start out with is much too crappy, so you have to upgrade the engine and chassis bits. You do this by winning prize money and buying bits of kit before the next race. This kit includes awesome engines, terrific tyres and smart suspension. You can also fit an auxiliary tank with nitro, very handy for those emergencies at the track line. It costs a fortune to buy the stuff, so choose carefully.



## SUPER NES

GRAPHICS	87
SOUNDS	89
PLAYABILITY	88
LASTABILITY	88
OVERALL	88

## BANG BANG THE MIGHTY FALL

One of the main differences between the original Tetris and Super Tetris is the falling bombs. Every time you complete a line, two bombs fall from the sky. These can be moved and rotated just like pieces. The difference is, that when they land, they destroy any pieces they hit. If you manage to complete more than one line, you get more bombs. A Tetris Blast lives gives you eight bombs. These make clearing the screen much easier and much faster. If you're clever, you'll get bombs every second turn. Humani!



Choose the options that suit you best.



These bombs could be very useful!

### PLAYING FOR TIME

There are three main play styles in Super Tetris. You can play by yourself for as long as you like until the game becomes completely impossible. A one player game can also be played against the clock, in five, ten and fifteen minute periods. You can play two different double player games. These can be played competitively or cooperatively. It depends how ready you're feeling.

# REVIEW

PC

£35

BY SPECTRUM HOLIBYTE

**T**etris! The game that spawned a million imitations and started a whole new trend in puzzle gaming. Tetris is the game that made businesses grin to a halt and equidally made the Gamemetry. The original Tetris ranks among the best selling computer games of all time and has become a classic and a standard by which others are judged. Alexey Pajitnov, the genius responsible for the creation of Tetris has come up with a sequel. Is it possible to improve upon the incredibly addictive, yet completely simplistic gameplay of the original? Alexey restores it's position. Super Tetris uses the same basic concept as the first game. You have in front of you a pit. Various jagged shape pieces fall into this pit. By rotating and moving the pieces, you must fit them together to make complete horizontal lines. When a line is made, it flashes and then vanishes. The object of the game is to empty the current screen of pieces. It's a kind of kinetic, frantic jigsaw puzzle and this sequel adds new features. The major addition is bombs. These appear every time you complete a line. If you complete more than one line in a single drop, you get more bombs. That's all there is to it. Drop the pieces, make the lines.

# SUPER TETRIS



So here it is. The world's most eagerly awaited video game sequel. Alexey Pajitnov took the world by storm when he designed Tetris and great things were expected of this. The game is dead similar to the first one. The same block dropping antics and the same addictive qualities. One thing is, it's much too similar to the first game. Graphically, it's come on leaps and bounds. The intro screens and the in game art are all wonderful. The music is a bit annoying but at least there are a few new sound effects in there. The addition of bombs and bonus lines makes a subtle difference in the gameplay and introduces a nice rhythm of play. There are lots of options available and the simultaneous two player action is a real treat. Scoring is a little more complex and you can amass some massive scores by using bonus lines and hidden treats. The bottom line though, is that if you already have a copy of Tetris, you might as well forget about buying this. If you don't have a copy of Tetris then buy Super Tetris. It's excellent, but what a shame it's so similar to the first game.

FRANK O'CONNOR



It's looking very tight!

### WHAT A PICTURE

In the Tetris pit, there's a picture. This starts off concealed by pieces. The more pieces you clear, the more picture you'll be able to see. Obviously, when the whole picture is revealed, the screen is complete. One of the driving forces behind this game is the desire to see what picture comes next. Tired you, it's not all-consuming or anything.



Ah ah, this could spell disaster!

PC

GRAPHICS	84
SOUNDS	78
PLAYABILITY	90
LASTABILITY	90
<b>OVERALL</b>	<b>89</b>

# REVIEW

NES

£35

BY HUDSON SOFT

What do you get if you cross Benny Hill with Bruce Lee? Jackie Chan, that's what! He's a master of martial arts, a top comic, one of Hong Kong's wealthiest men and a pin-up idol to millions of Chinese girls. After what seems like a thousand movies, Jackie finally turns up on the small screen as a Nintendo card! PC Engine owners have already seen this game and the good news is that the NES version is almost identical to the Engine original. It's a fast action platform game with a ton of Kung Fu related trivia, so jump in and kick butt!



Jackie Chan! (End of level angel!)

Can my favourite Kung Fu hero in a game of his very own! Jackie Chan is a top notch chameleon/athlete and this platform beat 'em up is a perfect vehicle to show off his amazing abilities. It's all very tongue-in-cheek and there's no pain taking. It certainly, graphically, this is something of a masterpiece on the NES. The cartoon sprites are surprisingly large and very funny. The animation throughout is as dynamic as NES animation gets and the backgrounds are totally smart. Sound consists of smacking noises accompanied by a fabulous jangling oriental tune. The inclusion of secret screens and bonuses gives you something to do other than beat pugilist up and the platform action is excellent. This is very similar indeed to the PC Engine version and that is a definite compliment. Jackie Chan won't win any prizes for originality, but if you like bouncing around a land filled with Kung Fu critters, this is the game for you. One of the best NES games for ages and essential for Jackie Chan fans.

FRANK O'CONNOR

## DO YOU KNOW JACK'S HIT?

The chopstick assassin is very reminiscent of that old gem Shinobi as you leap from platform to platform, eating frogs and kicking butt. The plot is fairly straightforward - all you have to do is wave your fist from the clutches of an ancient Chinese wizard! Ohn the flip side that's her name is understandably muffled as being kidnapped and is waiting for you to rescue her. Along the way you'll meet all manner of evil bands, including killer fish and mad axemen. Pick up the magic moves and save the girl - but most of all kick butt!



## DING DONG DISASTER

Every now and then a little bell will appear in the sky above Jackie's head. You'll better collect it cos it leads to a secret screen. In this screen you zoom along, jumping from cloud to cloud in a lovely blue sky. You get massive bonus points for doing this and you also get surprised a little further into the level. Hurrah!



Get your hands on the secret screen!

## SECRET MOVE MAYHEM

Jackie's best friend is a frog. Every now and then, this slimy green critter will pop up in front of you. Kicking him reveals a secret move. These include the commercial kick, the wheelbarrow kick and best of all, the football kick - which lets you shoot the badies before they get anywhere near you.



## JACKIE CHAN FOR PRESIDENT

The CVC boys, with the exception of Tim are all Jackie Chan fans - so here are our favourite movies and why. Randy's favourite is Drunken Master because he can really relate to it. Jon's is Police Story 'cos it's packed full of puns. Frank likes Mean or Wheels 'cos it's dead funny and Tim doesn't like any of them 'cos he reckons Jackie Chan is a real fell and Bruce Lee is much better.



## NES

GRAPHICS	91
SOUNDS	91
PLAYABILITY	90
LASTABILITY	89

OVERALL 90

# ONLY THE BEST ARCADE ACTION FOR YOUR NINTENDO™



## THE NEWZEALAND STORY

**DO YOU HAVE WHAT IT  
TAKES TO BEAT THE  
BEASTLY WALLY WALRUS  
AND RESCUE TIKI'S FRIENDS  
FROM BECOMING  
KIWI STEW?**

ENCOUNTER WALLY'S MENAGERIE  
IN THIS FUN-FILLED SOUP ACROSS  
THE ISLAND OF NEW ZEALAND.



tvtrio

## RAINBOW ISLANDS



**BUB & BOB THE  
HEROES OF BUBBLE  
BOBBLE ARE BACK!**

THIS TIME NEGOTIATING THE HAZARDS OF SEVEN  
RAINBOW ISLANDS, A HYPNOSIS OF DELICIOUS CONFOUSION TO  
IMPROVE YOUR PROGRESS AT EVERY LEVEL UNTIL YOU FACE  
THE GUARDIAN... THE ULTIMATE TEST OF YOUR ABILITIES.



# ocean



tvtrio

# REVIEW

**SUPER NES £45**

BY TRADEWEST

**O**N YOUR MARKS! GET SET! GO! GO! GO! Grab that wheel, step on the gas and drive like a maniac - 'cos that's all you can do to survive the rough 'n' tumble world of off road racing! So what are the rules? There aren't any really! Just drive as fast as you can and beat the other guys past the finishing line, whatever it takes! Are you going to be the James Hunt of the stadium and be nice



and polite to everyone, or will you become the Grim Destroyer - wiping out all who cross your path? Decide quickly, because we're talking big bucks here and unless you're out to win - and win big - you might as well go and snag overpriced little bags of peanuts on the stand because that's about how much cash you'll be taking home...



The original Off-Road Racer setup was never the most advanced machine in the world, so it's not surprising that the programmers of this Super NES version have turned in a game which is very close to the original. The Super Sprint-style action has had

everyone in the office gassing for "just one more go" for the past fortnight, and who can blame them? The two player option is a winner - you feel a great sense of satisfaction watching the opposition fall from first place to last last (eh, Tim?) after being speared off the course by one of the computer trucks or someone with loads of blind luck (eh, Paul?). Strategy is all important: it's a very well buying squillion of miles at the start, but one of the computer opponents always has more than you and you're never going to beat him until you've escaped up that vehicle. The big problems, which stop the game from escaping a MITI, is the fact that the computer track is just TOO advanced to beat for a long, long time leading to annoyance and frustration. All in all though, this is one essential car.

**PAUL RAND**

# S U P E R



**STADIUM OFF-ROAD**

## YOU LITTLE TRUCKER!

So, the flag comes down and the race begins. What-ya-do? Just stomp your foot to the floor, pump that gas and try to fly! If you can beat the other three to the first bend (an early one will help) you'll spin up a clear and commanding lead (and be clear of all the gasp-shmooles behind - leaving just the course and its pitfalls to contend with! There's one problem with this strategy - the boys you've just left behind have probably got some of it - so up their sleeves, ready to burn you up on the final lap!



▲ Can you make it through the pool?



▲ Watch out for the big holes of doom!

▲ Watch which leg...



## TRUCK IT...

Super Off Road features a total of 16 different stadium tracks laid out in a whopping great 64 configurations! That means there's plenty of truck track action for building big names, and every layout of the track's going to be different. Alright, to some of them are exactly the same track upside down - but you probably won't notice what you play!

▼ The last yellow track legs behind yet again.



# REVIEW



A. Ock, there's a bit of a scrap going on! B. Oh dear oh dear oh dear...

## THANKS...

...to Console Concepts (0782 710758) for the review cartridge.

## WHAT THE TRUCK WAS THAT?

Scattered about the track are all sorts of little traps and traps to catch out unwary racers. Make sure you're not one of 'em by avoiding the bumps, mountains, tree mountains, potholes, lakes, mud patches and hay bales! You'll plonk all over the place. Watch out too for the fairly pick-up - you can get up to four rales or a solid forty grand just by driving over the right icon as your mate jumps about in rage!



This is a great conversion of the old Leland coin-op and like most Tradewest titles is a pretty fat game in its own right - BUT! It's as near as dammit arcade-perfect and plays like a dream, yet the game has one very big drawback in two-player mode. Start leaving your

get a few times and you'll make so much cash for look-on truck goodness that he can't possibly catch up no matter how hard he tries, and the Continues he's offered are a waste of space because he starts with the big-standard truck! The best remedy is to reset the machine at each Continue to keep playability tuned to the max, but it's an unnecessary pain in the butt which proper playtesting should have eliminated. Graphics and sound are both superb and somebody has gone to an awful lot of trouble to get the arcade feel of the game just right, but the "can't catch up" syndrome is a real playability downer and it's the one reason we have to mark Super Off Road as another of those potentially brilliant Super NES games which lets down its own tyres on the very last lap. Great fun, but it could have been unbeatable.

TIM BOONE

### WEIGHTS (310,000 each)

Step in one of these babies for that turbo-charged burst of extra power. Use 'em right and you can increase your speed by up to three times!

### TYRES (240,000 each)

Fit up to six of these black beauties and you can will stop flying about like a pig-poke with the rods and become much easier to handle thanks to greater grip.

### SHOCKS (200,000 each)

Fit up to six of these gizmos and you should be mouncing a bit better too than smooth out the bumps. Well, that's the theory but they're actually a bit crap.

Cash  
\$100000



### ACCELERATION (280,000 each)

These little wonders give your truck to reach a top speed a lot faster, which comes in well handy when you're trying to burn up the opposition!

### TOP SPEED (1700,000 each)

Best of the lot! This little wonder baby will up-grade the speed of your truck and you can do it up to six times for big burn drives 'n' all!

► Splash that cash!

## TRUCK THIS FOR A LARK

So, you're a straggling little wreck of a trucker who limps painfully fast while all the big boys are grabbing all the glory? Fear not, 'cos there are loads of goodies to help you on your way - including a fair few helpful drivers in for good measure! At the start of the game you're given a hundred grand to splash out on equipment. Win a race and you can add another 100 thou, with a hundred grand for second and fifty thou for third.

► Move over you wankers!

## WHO THE TRUCK'S WHO?

At the start of the game you're given the option to play either the red or blue truck. Grey and yellow are always controlled by the computer, which will also control a third truck for single-player matches. The yellow laddie is the saddest miscreant of a driver this side of the Sedapazzi Test Centre - even Frank O'Connor could beat him on his penalty parade. The grey boy is another little o' tan altogether - he's the meanest mutha on the track and he's got so many reds up his pants it really shouldn't be allowed. Beat 'em over and be proud of yourself. Keep on beating 'em and you're king of the track!

## SUPER NES

GRAPHICS	87
SOUNDS	88
PLAYABILITY	91
LASTABILITY	88
<b>OVERALL</b>	<b>89</b>

# REVIEW

NEO GEO

£120

BY SNK



The game we know as Football was 11st much longer in its present state, in the near future, the game's authorities decide that something needs to be done to slow back flagging attendances and save the rising tide of footballism which has returned after a short slumber. The solution? Soccer Bowl, a frantic, dangerous sport played with a nuclear-powered ball and a lot of guts and bravery. Violence is kept to the field, leaving the fans to enjoy the carnage and the players to fight their way to the top of the pile. Only the very best live to play another season - will you be one of them?



We've had the Soccer Bowl cart in the office for a couple of weeks now and there's no sign of its popularity fading. It's a ruthless blast which retains all of nearly 50 fine features and includes some mega killing of speeding players! Graphics aren't the best

ever seen on the Geo - in fact, most machines could recreate the sprites and pitch quite easily. Sound, on the other hand, is fantastic! Loads and loads of samples, with shouts of "Goal!", "Overhead" and such. There are 11 really different moves, mind you. Jump, head, overhead kick and shooting and that's about it. But put them all together and get out on the pitch and the whole package comes alive! One player is enjoyable enough, but grab a pal and that ridiculous price tag doesn't seem TOO bad (well okay, it does, but you know the price when you go to the machines). Soccer Bowl is a top treat on the Neo Geo. It's football with the feature everyone's been wanting to see - you get to kick in the foreground!

PAUL RAND



## SMART STADIA

Unlike ordinary footy, which requires most teams to own their own ground, Soccer Bowl is played on one of only two pitches. There's the ultra-luxurious SNK Stadium (built in the year 2050AC) in Osaka, Japan. Alternatively, try the Super Dome in San Francisco, a huge venue with a metallic pitch, created in 2056 AD.



### SNK STADIUM

OSAKA  
JAPAN  
NO. 2050AC

### SELECT FIELD

#### SNK STADIUM

OSAKA JAPAN  
NO. 2050AC



NO. 2056AD

1 The boys line up for the kick off.



2 Look, he is being a bit of a bad man...



3 Choose your team...



4 Get a lead or 'that' 'saver'!



5 Choose a different donee for your...



## A BIT OF TEAM SPIRIT

No club league in Soccer Bowl - all the teams are international sides who fight for the world crown and the title of Footy 'Yob Of The Year'. There are eight teams in all - England, Germany, Spain, USA, Japan, Brazil, Korea and Italy. Of the eight, Japan and Korea are the best to choose - did no one ever tell these guys that the Far East is crap at soccer?





This is what we want - football with a bit of punch! Soccer Bowl is the office fave this month, and some people have to be dragged screaming from the machine! Imagine a simplified version of seven-a-side soccer where you're encouraged to beat opposing

players senseless and you've got some idea what this is all about! It's the type of game the Neo really goes to town on, and whilst the graphics are so-so and sound pretty good, the game itself grabs you by the throat and refuses to let go until you've proved yourself against everybody else or damn near died trying! Some of the effects are truly great - watch in awe as your captain fires a super-shot at the keeper and the force of the blast pushes him three feet back into the goalmouth before he takes it out with a roar! Take on the computer and you get a good game, but this is the ultimate in two-player action which will bring out the best (and worst) in everyone. OK, so it beats a lousy - but the Neo is the Rolls Royce of consoles after all, and this is one of the best games on it. **Pat-**

**TIM BOONE**



It's a throw in - so prepare to fight!

## RINGING THE CHANGES

Because of the smaller pitch size compared to the old-style game, Soccer Bowl teams consist of seven players including the keeper. The ball has changed too. No longer an inflated bit of plastic which can bobble about in the wind, now it's a metal sphere which can be powered up to shoot all over the place!



Whoops, somebody spanged a shot at goal and now the keeper's got possession...

## CONTROL YOURSELF, MAN!

Control of your players is by joystick and two of the fire buttons. The first is used mainly to shoot the ball, the amount of power behind the shot determined by holding the button down until the meter at the top of the screen is sufficiently filled to get a good hard smack behind the ball. The second is to pass to another player and also to jump, head and sidestrike - important in set-pieces when the ball is flying toward your bonce!

**When power meter is at MAX.**

**POWER SHOOT**

**HEAD or SET PIECE**

**POWER METER**

**Press "A" button continuously to function the meter. At its MAX, you can use power shoot, set piece, etc.**

**POWER**

**Press "A" button**

**POWER SHOT**

**POWER**

**Press "B" button**

**HEAD or SET PIECE**

**GOAL**

**GOALKEEPER**

**GOAL**

Fancy a game?

Don't they look 'ard, eh? &



## NEO GEO

GRAPHICS	82
SOUNDS	89
PLAYABILITY	94
LASTABILITY	92
<b>OVERALL</b>	<b>91</b>

# YOB'S

## CONSOLE CONFUSION CENTRAL

Dear YOB,

For a while now, I've been thinking about buying a console. Thing is, they're a bit expensive. How many people can honestly say they can afford to pay 120 quid for a Neo Geo game? Even the console alone is 250 quid. It amazes me when I think about the money these software companies make. They bring out a machine and then replace it, leaving all the old machine's owners stranded. They say they will not support the old machine, but the software soon lets off. Also, why do you let people write it and threaten you? I think you should organize a vigilante squad to go round their house and kick their teeth in.

DYLAN GODDING,

Worcester



YOB: You've got a bit of a point there, but not much of one. It's true that software companies will abandon developments for a machine if it becomes unprofitable, but who can blame them for that? What usually happens is that most of the software releases their back catalogue on budget, which is generally what's happening in the 8-BIT computer market right now, and fans of the machines have a fine old time picking up some skill software for ridiculously low prices. While everyone else moves on to more powerful machines, it's called progress. In case you didn't know, and if you don't understand that I won't bother to explain why I'm so hard' on everyone else knows it already.

PHPHPHPHRRRRRRRT! Welcome to another bowel-shiftingly brilliant five pages of the world's most amazing pan rattler of a Mailbag! On these very pages you'll find a festering dungpile of letters so pants-droppingly bad they're not even worth spending a penny on - let alone a hundred quid - so I've flushed 'em away with my usual skill, grace and charm to provide a few tafts for all and

sundry. If you've got something to say, think you're funny, reckon you're hard or just want to know about computer games then this is the place to be: YOB'S SOFT AND ABSORBENT MAILBAG, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON EC1R 3AU. Remember there's an incredible ONE HUNDRED POUNDS for the best letter of the lot and bag-all for everything else.

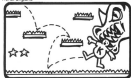
# MAILBOG

## I'M A MARIO MORONI!

Dear YOB,

While reading issue 102 I browsed through Darren Van Gerner's letter. He makes a few points and I tend to agree with them. When Super Mario Bros first came out, it was one of the greatest video games ever. The sheer gameplay and originality made it stand out from the crowd. However, now that we have reached Mario 4 there has been little improvement in gameplay. It still uses the same basic ideas of Mario 1. True, it has awesome graphics, sound and depth, but it hasn't come that far from the first game in terms of ideas. I feel that in a couple of years the current range of platform games will look stale and dated. Nintendo can't go on putting bunnies with Mario and they may have to invent or promote a different character. Gasp! Horror! The death of Mario!

ARISHMA (KAMARAGAD),  
Herts, England



YOB: What a great idea! Why don't Nintendo release Super Krishna, in which you control this annoying little sikh who goes around playing crap games all day and writing worthless letters to the magazines. Treatable is, they'd never be able to claim your progress on one cartridge so we'll all have to make do with Mario. Sorry.

## SAD DAD ON THE BLAG

Dear YOB,

Congrats on a fab mag with brill reviews and excellent taste. My kids haven't stopped bothering me and forced me to get them a Megadrive. Now they're saying that Altered Beast is crap and they want some new games. Please can you help a poor old Uncle Dad and send me all the latest EA Megadrive titles. Maybe that way I can get some peace.

Mr DANIEL RICHARDS

Middlewich, Manchester

YOB: Sounds like you need a bit of cash to buy some software. Have you considered selling your kids as testers in the plastic party factory? Not only would this make you about fifty quid, it would mean you could play all the Megadrive games yourself and stop writing bunnies letters to me...

## MEGA CD STUPIDITY

Dear YOB,

I am wondering if I should buy a Mega CD player for my Megadrive. I read the CWD reviews and I was very impressed (apart from the price). For 250 quid I could buy a ton of Megadrive games, rather than upgrade a console that doesn't need upgrading. Everyone reckons that the Megadrive has arcade quality graphics and sound, so is there any real point getting the Mega CD?

PALL DAVIS,

Choyden, Surrey



YOB: At this point in time the Mega CD is about as useful as you are. All its games are pretty low quality and it's a bit of a damp fart. However, since the machine is officially released in the UK, there should be lots of excellent titles available and it'll probably be the bargain of the decade, but for now you're better off saving your cash and leaving to somewhere less ridiculous.

MEGADRIVE  
AND KIDS  
TO SUPPORT

## NIGHTMARES OF A DAMAGED BRAIN

Dear YOB,

I have recently been having bad dreams of owning a ZX81 computer. I already own an Amiga 502, so I don't really know what the dream is trying to tell me. At night when I go to sleep, just about to dream of a beautiful blonde babe in a skimpy leather swimsuit, an image of the ZX81 pushes into my sleeping brain. It just sits there and says, "play me, play me!". Please help me YOB, just tell me what this dream means and what it's trying to tell me.  
DARREN HILL,  
Chatham, Kent

## WHAT'S THAT SMELL?

Dear YOB,

You smell not only that, you ruin my magazines. I'm reading through the nice clean pages of CWD and about half way through, you pop out, right in my face. What a disgrace to the mag. I then take a deep breath and yawn! What a smell, it's disgusting, have you heard of washing? Then I turn the page to get rid of the smell and what do I find? You're on the next page as well. I devised a cunning plan and taking the chewing gum from behind my ears I stuck the pages together. This way, when I look through the mag, it skips 'Yo's smelly mailbox, so now I have smelly-free CWDs. If you've got the same problem as me don't hesitate, start chewing and have a smelly-absent mag.  
SIMON FORTYON,  
Kingwinford, West Midlands

## A SAD WIMP WRITES...

Dear YOB,

I have a Master System and I don't know why software companies make their games so easy. I can complete all my games and I have seven of them. If they had a CD ROM for the Master System its processor would be quicker, the graphics better and the sound would be super. Maybe even you may be able to use data cards for games like Lemmings on the ST and Amiga, but in the meantime I have to play easy games like Golden Axe.

JOEL BARDAM,  
Ryde, Isle of Wight

YOB: And I have to answer letters like this. If you had a CD ROM attached to your brain it might work a bit better, you'd probably look a whole lot better and you'd stop sending a load of drivel like the life of Wight people generally do.



## ONE MEG MALARKEY

Dear YOB,

I have owned an Amiga for quite some time now and recently upgraded to one Meg. I did this because I noticed how many great games like Alan Breed and Himalia needed this much memory to run. In the future I hope to see more games that use this extra memory. I have also noticed how consoles seem to be more popular than computers these days. Why? In my opinion, the Amiga is much better than most consoles, except for the likes of the Super Famicom and the Neo Geo. I would like to see Commodore bringing out a hand-held for themselves, as it seems that almost every other company has one. Atari, Sega, Nintendo etc. Finally I would like to give you the honour of answering my questions as you seem to know more than most: 1. Which is best - Neo Geo, Amiga or Super Famicom? 2. Are the Neo Geo games really worth their price? 3. Which is better, Final Fight on the Famicom or Burning Fight on the Neo Geo? **RONNETH MURRAY,**  
Pollokshields, Glasgow

YOB: How that Commodore sell the new Amigas with one Meg as standard, you'll see a lot more games that take advantage of the extra memory. Anyway, being as I do no more than most and you've got such a hilarious address, here are a few answers: 1. Depends how much cash you've got and what type of game you want to play. 2. No, but prices are steadily coming down. If you can find them, they're the best value for money games you can get your hands on. 3. Burning Fight.

## WHERE THE HELL HAVE YOU BEEN?

Dear YOB,

I've been busy for ages and I haven't read CWD for at least 6 months. To be honest I wasn't very good 6 months ago, but it is now. It'd just like to ask where all the CD4 stuff has gone. I'd also like you to know that I fully understand if you don't want to give me the hundred quid, 'cos I'm not greedy.

LEE SCRUTTON,  
Southam Moor, Lincoln

YOB: Have you been hiding in Doctor Blobson's home for dangerously stupid reasons again? Did they ask you to pop back in for some more therapy? It hasn't worked if you expect to win the cash...



SEE STRUTTON  
OF THE  
HUNDRED  
QUID  
FOR  
THE  
HUNDRED  
QUID

## I DON'T KNOW ANYTHING

Dear YOB,

I have a few questions for you to answer about the hardware that I own, but first could you put some answers to this. Why is your tongue always hanging out and how come you've always got a cut on your head? Also I think you're as light as a duck's bum. 'Cos you only give out the hundred quid every five months or so. Now for my questions: 1. What is Fourth and brother on the 64 bit? 2. Are there any good American Prode games on the Gemstone? 3. Will Lemmings ever come out on the 64? 4. Is Lemmings coming out on the Megabyte? 5. Answer these properly or I shall stick vegetables in your bum. You will notice that I have enclosed some special 10th Birthday teabags so that you and the team can have a nice cup of tea.

ROBERT BRADSHAW,  
Falkirk, Stirlingshire

YOB: 1. Bril. 2. Nope. 3. Nope. 4. Yep. 5. You'd like that, wouldn't you?

## AM I REALLY THIS STUPID?

Dear YOB,

I am a very confused 12 year old boy who is a bit confused (but I'm telling you!) - YOBs, so to help me make my new year a happy one please answer my questions. (Thank you). 1. Do you need a license for a Game Gear TV Tuner? 2. Which is better, Game Gear or PC Engine G17? 3. Which is better, a Game Gear or TurboGrafx 16? 4. Is the game Quackshot available on the PC Engine? 5. When will the PC Engine be officially released? ALL GOOD!

Brent London

YOB: 1. No, as long as you like being locked up forever because you're such a cheapskate criminal. 2. If you don't know, you don't deserve either. 3. That's like asking if a Porsche is better than a pecc. 4. No, but it's brilliant on the Mega-drive. 5. Probably not, but get one anyway.



## I'M A SAD (S)CRAPPER

Dear YOB,

I am writing to you for justice to be done! Me and my mate were talking nicely in the Diner Hall and it broke into an argument. We were arguing over which was the best console (out of the NEO and the MegaDrive. I told him the MegaDrive and I kept laughing at his cruddy Nintendo. Guess what? He purchased me in the month. I smashed him back and it turned into a mass bundle. It was great! We kept arguing, so could you tell me which is best? By the way, your mag is brill!

DREDD

Kingston, Oxford

They're both great machines, unless they're owned by a couple of business barons who couldn't part with their way out of a paper bag. Of course I know which machine is best, but I'm not going to tell you. Why should I break up a perfectly good fight?

## I'M THE SAD (C)RAPPER

Dear YOB,

I am the SAPPAN! So here's a bit of a rap to let you know what a kickin', dassin', daz', chillin' geazer I am:

I am a Rapper  
I ain't no peep!  
I ain't no stork  
I'm not the YOB  
who's going bald on top  
He wears a wig  
walks as fast as a tortoise  
He craps in his 4-fronts  
He smells like a lamp  
His car's in a clamp  
So guess a hundred quid  
if you're not too thick  
Put your hand  
in your wallet  
You ought to get  
THE SAPPAN!  
repped, repp

M.C. ORIGINAL

BAY  
G!

YOB: Here's a little rhyme I composed one day  
You're a dumb-ass geek  
with nothing to say  
I've seen this a hundred  
times in the past  
You've got no brains and  
you write through your ass  
Your underpants stink and  
so does your rhyme  
I'd insult you some more  
but I don't got the time.

## HELP, MY HEAD'S EMPTY!

Dear YOB,

In the Feb 92 issue of CVD you mentioned Gamesmaster, the Channel 4 series. I must confess that I thought the programme was a bit crap. Three games, three tips and three game reviews. It's not much, is it? The challenges are good though, with some classic gaming stuff being shown, but the whole thing is a bit stinky. A crap studio and a pair of a presenter make it all a bit uncertain.

THOMAS ROBERTS

South Wales

YOB: Pussay you should say that, 'cos...

## GAMESMASTER'S THE GREATEST!

Dear YOB,

Helloooo! My friends and I have been watching Channel 4's excellent new games series, the Gamesmaster. We thought it was really fabulous. Best of all though, was the inclusion of those wonderful CVD boys. We all watched, enthralled as the lads appeared in full stereo and glorious colour. Aww! They handsome! I'm a totally gorgeous - he has that earthy, manly quality that us girls tend to adore. He's the classic English gentleman and makes us go weak at the knees. As for Frank, now he is male beauty promised. His chiseled features and his low, commanding voice promise such passion and intrigue. Please, please send us an autographed photo of these dreamboats (or even their phone numbers). We'd die for these god-like hunks, so please Mr Yob, don't let us down.

MATAGNA ANGIE CARLOS

Loveller Model Agency, Paris



YOB: Eat your heart out, Patrick Moore.

# STREET BRAWL™





**COMPUTER  
+VIDEO  
GAMES**

**SNK**

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# SHUT IT!

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048

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# CHEAT MODE



Welcome to another neat, zesty and hot at all points round of Cheat Mode. This place for top tips, hot hints and cheeky cheats, compiled by the man recently voted Britain's Sexiest Scientist, your very own Paul Reed. Just bought a new game and found you've cracked it before it's even out of the shops? Why not put yourself in with a chance of winning a big bag stuffed full of £100 worth of games for your machine by jettisoning your tips and passing them to: **MS&C, 15 CRICKET LANE, CHEAT MODE, C/O, PIPPI COURT, 30-32 PARADE DR LANE, LONDON EC1R 3DA.** Go for it!

Paul..

## MEGADRIVE



### CYBERBALL

It's a pity this wasn't as good as it could have been. So, if American Footy of the future is your thing, you might like to try this cheat from James Lines and Alan Whitfield, both from Portsmouth. In Easy mode, enter the password as **L3 B8 L2C1 BFW**. To play Dallas Destroyers against the LA Assassins!

### DARIUS II

A second one from James Lines and Alan Whitfield, who reckon that pressing buttons **C, A, C, B, C, A, B, A, B, C, A** and **C** on the 384 screen gives you a smart zone select option. Cortal!

## POPULOUS

Another from the Anonymous Typist, this time for EA's God simulator. Go to the password screen and enter the number of any level you wish to tackle (there are 494 in all), along with the word **BT**. For instance, to skip to level 327, enter **327BT**. Easy innit?



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## SAINT SWORD

No name to go with this one, but let's take a look at the cheat anyway and thank the anonymous tipster for his time and effort. They're codes for some of the game's levels and here they come:

LEVEL 3-1 AND GUEST: MFUSM

LEVEL 4-2 AND GUEST: 809999

LEVEL 5-1 AND GUEST: 000000

LEVEL 6-1 AND GUEST: 999999

LEVEL 6-2 AND GUEST: 999999

LEVEL 7-1 AND GUEST: 999999



## SPIDERMAN

Marsell's web-swinging wonder may be the togs when it comes to grounded fun and pep, but it would be handy if he could get to the top of boss a bit quicker. Select Nightmare difficulty then enter the first-level warehouse. Go to the right, past the first thug and then past the dog. Jump onto the first crate and crawl to the right - you'll go through the crate and appear in front of the big man himself!

## STREETS OF RAGE

A fine example of the best 'em up genre, but how do you get loads of free points? No problem! After defeating the boss on level three, use your special weapon before he hits the ground and you'll receive a bonus of 5000 points!



## AMIGA



## ALIEN BREED

Alien destruction has never been easier, thanks to Josh Beck of London 2000 who's found that on deck two a Inex system, typing **BENARD ALIENS SPADGE WAS DROPPED ONE** clears of the badies. A classic and no mistake!



## BABY JO

Not at all a rip-off of the Mario Bros style of game, this. Give them a shot - they should come in handy, considering they're from the programmers themselves!

**LEVEL ONE:** It's possible to jump onto the logs while they have finished rolling. Jump on the log in order to get to the cut tree trunk where the castle is found. The first line drops bonuses on you, but the second also drops weights and fridges which cause damage. After the first truck, kill the two worms and climb up the tree. Bonuses, arms and recharge can be found in the clouds. Fire at the top of the tree over the mountain for extra bonuses. Walk on top of the black cloud to the right of the giant tree to find some nice surprises.

**LEVEL THREE:** Jump over the second bonus box - it's got a heavy ladder! Above the chimney guarded by the Destroyer is a box containing a first aid kit. Fire on the crates to unlock the passage. In the mine above are an extra life to the left and a secret room to the right. In the big room full of lava that follows the wagon passage is a secret room, hidden half way up the wall on the right.



**LEVEL THREE:** Flying ants and birds occasionally drop nappies. The mountain that blocks your passage contains two secret rooms. Climbing up a number of routes after the picnic will lead you to a shortcut cloud. A super-nappy is needed to get to the cloud. It is in a secret room hidden in a cloud marked by a cross. The ant hill is full of bonuses, but they are well protected by the ants. Start with the gallery below on the left in order to get the invisibility caps.

**LEVEL FOUR:** Climb on the roof of the first house - two rallies will be found in the clouds. Further along is a secret room, which is marked by a cross. Before the first road you'll find a number of clouds full of boxes. The last two are traps, though. A secret room can be found at the end of the second road. Another secret room is positioned after the dogs. Look for the cloud with the sign to get to it. And if all that's not good enough for you, here's the codes to each level.

**LEVEL TWO: YUFI**  
**LEVEL THREE: GLOUP**  
**LEVEL FOUR: MUMMY**

## CRIME DOES NOT PAY

Leigh Jackson, Yokohama's favourite hotelier, has not only persevered with this rather poor coded 'em up mafia sim, he's found a criminal cheat to help you finish the game quicker and allow you to pay something else! Pause the game and type HALTBAPK to KING. Head art and inside heads will be at your disposal!



## POPULOUS II

What about a code for the Create Daily screen in this acclaimed sequel? Enter stage left, Mr Dad from Pen Thorne. Just enter **8A2HVCVMZNSIP** and get over the top! And if that's not good enough, here's a few codes for some of the levels, sent by Nick Coleman of Norwich!

<b>LEVEL 20: NGAF</b>	<b>LEVEL 580: PEYAK</b>
<b>LEVEL 70: DOOMAC</b>	<b>LEVEL 630: THEHAB</b>
<b>LEVEL 120: WDOAGS</b>	<b>LEVEL 680: AJACAT</b>
<b>LEVEL 130: ASPMAT</b>	<b>LEVEL 740: AGDS</b>
<b>LEVEL 180: BQTMAS</b>	<b>LEVEL 790: USHOD</b>
<b>LEVEL 230: LOLL</b>	<b>LEVEL 820: BATAK</b>
<b>LEVEL 341: ITGMAS</b>	<b>LEVEL 880: DONGAD</b>
<b>LEVEL 381: LLLDAL</b>	<b>LEVEL 930: GOETAD</b>
<b>LEVEL 440: PWQAB</b>	<b>LEVEL 940: WEETAC</b>
<b>LEVEL 480: HOCAC</b>	<b>LEVEL 990: HOCW</b>
<b>LEVEL 500: SHCAT</b>	<b>LEVEL 999: WEITAS</b>



## RODLAND

Blinking tip! It's unbelievable, the amount of people who've sent in this cheat! I couldn't possibly print all the names (unless you only want a one-page Cheat Mode this time!) so, if you were one of the millions who came up with the same tip, see that your name isn't here, but there you go! Just press F to pause the game, then push the **HELP** key five times to receive those lives of glory!



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US A  
CALL!



SPEAK TO

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## THE SIMPSONS

Instead of jumping on the phone box, use a coin in it. Bart will ring up Moe, making him very angry. When he comes out of the bar, spray him. Muchos gracias, Chris Neg from Manchester.



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



## SUPER MARIO BROS 3

This 98% rated CRYG WiiU cloned the shorts, and rightly so. Even in Singapore it's an in and out classic, one of its biggest fans being Kenneth Jho Wentlang who's got the following tips:

**WORLD 1-1:** Fly high in the air and, when you see the pipe, enter it. Collect all the silver coins except for three of them, then leave the pipe. Get all the coins on the ground and in the clouds. It should add up to around 37 coins. Pick up all the coins hidden in bricks as well and then get a star-card for a mystery event.

**WORLD 1-2:** Wait for about 4-5 Koopas to come out of the pipe. Mario (with racoon suit) will jump on any one of the creatures. Press B and A to make him jump very high into the air after killing a Koopa. Wiggle your racoon tail to make a slow descent and land on the next Koopa. A slow landing gives time for more enemies to come out of the pipe. Keep jumping on the Koopas without falling the face - you'll receive points to start with but then you'll be awarded lives - 80 in all!

**WORLD 2-4:** Collect all the coins in this round and a star card to receive the anchor, which stops the boat from flying around.



## RAD RACER

He's rad and he likes to race. He's Adam Perry and he's sent in this tip for that so-so NES road thrash. Choose your vehicle and then press B once for level one, twice for level two and so on. Then push UP, RIGHT on the control pad and START at the same time.



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BATTLE BOY 4	WOLF	BOBBI
BATTLE BOY 5	WOLF	BOBBI
BATTLE BOY 6	WOLF	BOBBI
BATTLE BOY 7	WOLF	BOBBI
BATTLE BOY 8	WOLF	BOBBI
BATTLE BOY 9	WOLF	BOBBI
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## POPULOUS

Get crap at this game and don't wait to try some of the later levels? Enter the following codes to experience the best in later level insanity.

LEVEL	CODE
0100	CALEOLD
0100	KELMERLL
1000	ALPDEENG
2000	SEDEMG
3000	SUZLOPDOM
4000	KELLODOL



## CASTLEVANIA IV

Here's a poor diagram to go with the top tip from Doc Hiss Kim of Riyadh, Saudi Arabia. On the first level, jump from the edge and land on an invisible staircase. Go down to earn a blaspheming, shorts and level boost!



## SHINOBI

An old game, but a new tip from some other than that Senkiri star, Grant Liles. To kill the big boss at the end of level three, walk right up to him and jump over him to the other side and shoot at his head. He can't turn round to attack you and you'll defeat him with ease!



## SOCCER BRAWL

The CVC boys have been banging away on this one ever since it roared into the office, so here are a few tips to be getting on with. 1. Always choose either Japan or Korea because they're the best teams. 2. Loose off a super shot from a few yards outside the penalty box exactly halfway up and it'll often go in. 3. Wait until the goalie's shaking the ball out and stand beside him. When he takes it out, just header it back in - it's tricky but it works! 4. Don't play MC Greg Watson. He's loud when he loses and even louder when he wins.

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This is it - THE game Thinkins the world ever have been waiting for! We've seen some sad Star Trek games in the past, but Intrepid knock spots off the lot and turn in a title which truly does justice to the show. Right from the incredible opening sequence, complete with classic music, through to the quick moral at the end of each mission, Star Trek is fantastic. There's a fantastic sense of being there because you control everything that goes on, and you just have to complete what's given to you. The Federation sets because, well, you're the Captain after all! Graphics and sound are both top, with all the characters looking incredibly authentic - Kirk even sits the same silly way in his chair! Sound is a treat from start to finish, although a few more in-game spot effects wouldn't have gone amiss. Playability is where Star Trek scores highest, though. The game flexibly draws you into it and refuses to let go until you've completed every mission set and become a hero across the galaxy. Well, it wouldn't do to let the side down. All in all, Star Trek is one of the strongest PC titles ever and you'd have to be as boring as Spock to miss it.

**TIM BOONE**



## I CANNAE HOLD HER, CAPTAIN!

Star Trek. Probably the most famous TV series ever. It's a phenomenon that just won't go away! It's quarter of a century old, your mum and dad thought it was the top and your gran and grandad thought it was pretty brilliant. Well, 25 years on and it's still just as good as ever. Fabulous plots, great special effects and the interplay between the characters all added up to the greatest slice of sci-fi you were likely to see on TV.



If you're one of those lonely and left out types who don't know the original show, James T Kirk and his pals sailed the galaxy looking for good deed to do on behalf of mankind. In their travels they'd run across all sorts of weird and interesting types and even a few Klingons - the deadly enemies of the Federation! Nowadays most of you will probably know Star Trek: The Next Generation - which is a damn fine show and no mistake. But it just doesn't compare with the original all-round brilliance of the original, which was a right old left and has never been beaten.

## THAT WOULD BE LOGICAL, JIM

The game features a simple and novel control method which you'll quickly master in your travels about the galaxy. It's point and click with a difference, because you're controlling individuals on the flight deck and then on the planet. Sometimes people and things don't do quite what you expect, and sometimes they don't do anything at all! Well, what do you expect - you are Captain James T Kirk of the Starship Enterprise and they're all aliens after all!





YOU SHOULD  
HERE, MIA



Well beam me up and call me Spock! If a Star Trek on the PC. For about ten years now, there have been rumors and promises of mega Star Trek games. This is the first one to deliver. It takes all the best parts of the TV series formula and turns it into a top-notch game. There are eight missions to complete and each one is like an episode of the series, complete with corny aliens and terrible scripts. It's all a good laugh though and the combination of arcade battle sequences and puzzle/adventure elements is top class. The graphics are in super mega VGA-a-Visio and look dream. The sprites are excellent, right down to the high heeled boots for the male characters. The music is a spot on rendition of the TV themes, with a smattering of groovy sound effects for good measure. It's time to suspend disbelief and boldly go where no man has gone before (at least, not on the PC). It's one of the most involving and entertaining games of its type and it's a top treat for Star Trek fans every where.

**FRANK O'CONNOR**

## I'M A DOCTOR, NOT A MECHANIC...

Briefly speaking, Star Trek falls into two parts - arcade and adventure. In the arcade sections you're inside the Enterprise, flying about and scrapping with all and sundry in glorious 3D technispace. Come to a planet and the adventure section begins, in which you control Kirk and crew on their planetary wanderings and all-round do-goodness. With stacks of puzzles to solve and planets to explore through right very deep missions, you're guaranteed to be playing well into the night.



## BEAM ME UP, SCOTTY

One of the most striking features of Star Trek is that it's so much like the original TV show! Obviously programmed by huge fans of the series, each mission is really like taking part in a complete episode! At the start of the game you're treated to the theme tune as The Enterprise whizzes about, and at the end of each mission the crew banter among themselves like they did on the telly! If that's not enough, there's even a moral to pick up from every tale. Now that's style!



## PC

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

# REVIEW

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BY SOFTWARE 2000/US GOLD

## THE MANAGER

A football manager's life is not an easy one. Who to buy, who to sell and how to win the big match on Saturday! No pins, it's certainly not a bed of roses - but the rewards are great if the results are good. Kevin Keen's and budding strikers can now experience life on the touchline in this, the latest offering from US Gold. Programmed by German software Software 2000, *The Manager* puts you in that break-out and plonks you in the dugout, with instructions to take your team to the very pinnacle of the League. Starting in Division Three, use your skill and judgment to outfox and outplay the opposition in domestic cupies, European competitions and, of course, the bread-and-butter League.



A. Kick that ball into the box!



Better management games have been few favourites with the punters ever since the days of the original Kevin Keen footballing heists, *Football Manager*. A decade later and the things are still going strong! That said, there seems to be surpris-

ingly few available for the Amiga - which is why *The Manager* is such a welcome newcomer on the scene. The beauty of such games is that, if they're done right, you can slip away for hours at a time and find yourself lost in a world of wheeling and dealing and the trials and tribulations that the likes of Scoussie and Graham go through every day. There's no arcade action, no fancy graphics (although the replay animations are quite cute), just honest, simple addictive-ness which tells the player from the very start, it's quite easy to get out of the humdrum Third Division from where you begin, which is a good thing as you're used to rather than thrown in at the deep end. But after that you can soon find yourself assailed by a mass of decisions which need to be made if you're to survive in the job. A super slice of strategy for footy freaks everywhere.

PAUL RAND

## ON ME 'EAD, SON!

Money's got to come from somewhere, and what easier way is there than flogging off bits of heading around your ground? Sponsorship is an ideal way of raising much-needed moolah and usually there's a string of companies queuing up to have their logos splattered on bits of wood at the sides of the pitch. Remember though, that each deal is made on a contract basis and you can't just break a contract should you get a better offer elsewhere.

A good manager will be there at the end of the season?

Continuing through the manager's career?



# The MANAGER



B. Kick further forward!



C. And the fastest pace in his ground at the season!



Football management isn't normally my cup of tea at all, but I gave this a chance and guess what...I fell in love. It's so gorgeous and lovely and sweet. I just want to hug and squeeze and fondle this game for the rest of my life. The inclusion of all the top European clubs and players, as well as the brilliant control method make this a joy to behold. The graphics are slick and professional considering past efforts at this style of game. Sound wise, it's a dead loss. Not much in the way of fancy music and even less in the way of smart sound effects. The odd crowd noise is about the limit. Fortunately, the playability saves the day. There are about fifty equaliser options available and you can customise both teams and kit to suit your taste. If you're a Greaves Sounness and it all seems too easy, then you can turn up the difficulty level too! Guiding your initially sparky team through the trials and tribulations might not sound like a hell riot, but it's deeply engrossing and eventually enjoyable. To put it plainly, it's the first time I've come even close to enjoying a football management game.

**FRANK O'CONNOR**

## MAN ON! MAN ON!

The most important aspect of any football manager's job is team selection - which of your line-up of bats to send out of a Saturday afternoon. Choose eleven players from your squad, along with up to four substitutes - just in case your well-laid plans go up in smoke halfway through the game and you need to make drastic changes to save the match and your neck!



A manager's tactics matter when it comes to a defender like the goal.



## ON THE WING!

To keep your players at the peak of their abilities, they need regular training. The training options screen lets you alter each aspect of the programme separately, from general fitness to accuracy of shooting. And, if you want to give your team that extra bit of oomph, you could book them into a special training camp - but the prices aren't what you could call reasonable!



Transfer Market - Sport



great, according to the pitch.



## GO ON REF, BOOK 'EM!

When it comes to match day, it's the boys on the pitch who matter, but you can influence the final outcome a little. If things aren't going your way, try a substitution or two. If the scoreline is still looking quite disastrous, a quick change of tactics can sometimes work wonders. And, if all else fails, tell the players to work that little bit harder by adjusting the Struggle bar.



## WHO'S THE BAR STEWARD IN THE BLACK?

The stars of the third division quickly become the donkeys of the second, which is why buying and selling is an important part of any football manager's job. The marketplace is awash with fresh, young talent and seasoned veterans, and it's up to you to decide who will be best for your side. A new player costs money, though, and you'll need to balance the books by selling one of your own. Be sure to get the best price and don't be tempted to go for the first offer that comes along.



## AMIGA

GRAPHICS	76
SOUNDS	NA
PLAYABILITY	91
LASTABILITY	93
<b>OVERALL</b>	<b>91</b>

# REVIEW

**MEGADRIVE**

**£35**

BY SIRA

There's a bit of trouble at the local arcade! The latest machine has been causing a lot of a stir. Every now and then, the coin-op pulls people in and whisks them off to a computerised prison. Fortunately for the local children, a hero is in their midst. Kid Chameleon! Defender of truth and justice and top quality shape shifter! Kid Chameleon knows no fear and decides to beat the machine at its own game. He heads down to the arcade and into the heart of the video nightmare in a last ditch attempt to save the lost kids. The plot is straight out of *Tron* and the gameplay is straight out of *Mario*. You control a small cute sprite with impressive jumping abilities. Kid Chameleon is so named because of his special magical power. By head-butting a special magical block, Kid can transform from an ordinary boy into a superhuman warrior. Just as well, because the Videoland countryside is swarming with scary alien space chameleons. Each transformation brings a different ability, you could be a Samurai, a Knight of old or a plain old spring. You have to decide which form is best for which level and only you can save the day!

## BOUNCING BOX BONANZA

There are lots of boxes dotted around the landscape. All of these contain something useful, usually point-giving gems. Sometimes the boxes contain a trained which will aid your chameleon-like abilities. Often, a clock will fall from a box, this gives the player those vital extra seconds to complete a level. Be careful about jumping on boxes when you're a knight though, too he usually falls straight through them to his doom.

Kid Chameleon has special Samurai disguise.

## BEAM ME UP SCOTTY

On certain levels, you'll find transport pads. These disc shaped platforms give you the chance to enter bonus levels. Gain points and power-ups and hang out again. Not exactly secret levels but very useful for tooting up those extra points!



# Kid CHAMELEON

## CHAMELEONIC ESCAPADES

Her, her! Those baddies are no match for the Kid, especially with smart Chameleon-like powers. Chameleon Kid can turn into lots of different forms. The samurai has a sword he can bash the baddies with, while the Knight can climb walls. The Hockey Mask enables you to fly, and the Rhino mask allows you to demolish walls while charging. The best of all though, is the super space suit. This endows the warrior with a special laser beam that stretches fills the screen.

You're almost at the end of the level dude!



Sega's latest release has a very unusual graphical style. It doesn't really look like a console game at all, more like a 16 bit computer title. The gameplay however, is not very unusual at all. You'd think that a company with Sega's clout and reputation would be able to

turn out something better than a cash-banded Mario clone. This is so obviously ripped off, that Sega should be stuffing their feet in embarrassment. The only way to enjoy a game successfully, is to improve the original. This game doesn't come anywhere near it. The inclusion of the Chameleon power is a nice touch, but it's all been done before. The area you have to explore is huge, but the incentives to actually wander about is minimal. There's no atmosphere and no tension. You can simply wander about without very much happening at all. The baddies are simplistic and often far too easy to beat. The music is a bit noisy as well, all doom and gloom and not very fitting for the cutesy graphics. If you really want another platform game and this is the only one you haven't got, then by all means get this, otherwise try *Banjo* or *Pelmed* first.

FRANK O'CONNOR



## NOTHING LIKE MARIO AT ALL

Oh yes it is. It's probably complete coincidence and entirely accidental, but Kid Chameleon is more than a bit similar to *Super Mario Bros*. It's got all the main elements. Running, jumping, hidden bonus blocks, the lot. The only original thing about Kid Chameleon is the plot. Oops, sorry, that's a rip off of *Tron*.



## MEGADRIVE

GRAPHICS	83
SOUNDS	82
PLAYABILITY	81
LASTABILITY	79
<b>OVERALL</b>	<b>80</b>



# OFFICIAL U.K. HIGH SCORES

## DEAR LIMPWAISTS,

Well, we're starting to emerge from a long cold Winter. The sun is coming out and it's nice and warm outside...so how come you're still sat in front of the telly playing video games? I'll tell you why, it's because you want to beat last month's massive high scores! There are tons of new games about, especially on the Megadrive and Famicom and the scores are finally starting to creep in. I expect some great improvement shortly, or I'll have to impose some discipline!

*SADIE*



### AMIGA

Well, there are probably a fair few duffers and dudettes out there who've completed Switchblade 2, but Colin "Spin" Chiswell from Chiswell in 1 sees was the first to send in proof. If you reckon you can beat Daniel Hazard's smart Lotus Turbo score, then get racing and we'll see you here next month.

SWITCHBLADE 2	COMPLETED
Colin Chiswell, Chiswell, Essex	
DOUBLE DRAGON	121,848
Richard S., Thunders, Essex	
NAVY SEALS	98,498
Christopher Towers, Sowerham, Cambs.	
LOTUS TURBO	299,840
Daniel Hazard, Toynes, Devon	
CRICK ROCK	441,200 COMPLETE
Sped Amir Abbas, Riyadh, Saudi Arabia	
BLOOD BROS	565,808
Anders Rustup, Yegg, Norway	
PREHISTORIC	358,731 COMPLETE
Sped Amir Abbas, Riyadh, Saudi Arabia	

### ARCADE

Dave! Matt Yeastley from Handsworth has been Moonwalking all over town. He's Moonwalked so much that he completed Sega's smacking coin-op with one life and no continues. Now that's what I call moon!

MOONWALKER	COMPLETED
Matt Yeastley, Handsworth, Sheffield	
STREETFIGHTER 2	COMPLETED WITH ALL FIGHTERS
Romer Gunnarsson, Reykjavik, Iceland	

SMASH TV	350,490
Lee Osborne, Bury St Edmunds, Suffolk	
SAIC	COMPLETE 1 CREDIT
Frank Hughes, Bishopswood, Wrexham	
RAMBO IN SHARON ISLANDS	20,000,000
Dr. Phil Garth, Camborne, Cornwall	

### GAMEBOY

Jacob McClure is currently Britain's top Nintendo gaffer as he rockets into the nine-month hole for a medicinal topper. 30 under par on the Japanese course is quite an achievement! Old favourite Tetris sees a massive 123 files from David Lindsay in Kinky Kincardineshire.

WWF SUPERSTARS	COMPLETED
David Lindsay, Kincardineshire	
NINTENDO GOLF	-30 ON JAPAN
Jacob McClure, Torquay, Devon	

<b>BILL AND TED</b> Steven Lawson, Dunbartonshire, Scotland	<b>COMPLETED</b>
<b>TETIS</b> David Lindsay, Epsomdownside	<b>133 LINES</b>
<b>SUPER MARIOLAND</b> Jude Todd, Crete, Western Australia	<b>43,908</b>

## MEGADRIVE

Joe Montana 2, the speech packed pretender to Madden's crown has finally entered the high score chart. Football Dooley's massive score against the LA Raiders gives him the first and so far highest entry for this fabulous game. If you think you can give the Raiders a worse drubbing, then get down to the post office pronto!

<b>JOE MONTANA 2</b> Football Dooley, Salford, Manchester	<b>MIAMI 91 RAIDERS 0</b>
<b>JOHN MADDEN II</b> Scott Potter, Roggewood, Utahfield	<b>ALL MADDEN IN ATLANTA 3</b>
<b>SHADOW DANCER</b> Jonathan White, Lightham, Plymouth	<b>1,094,008</b>
<b>SUPER HANG ON</b> Scott Potter, Roggewood, Utahfield	<b>212,467,500</b>
<b>WORLD CUP ITALIA 90</b> Gavin Marshall, Redbridge, Essex	<b>WON WORLD CUP USING JAPAN</b>
<b>WOODWALKER</b> Brian Todd, Dunfer, Scotland	<b>COMPLETED</b>
<b>AFTER BURNER 2</b> Marcus Wattson, Stevenage, Herts	<b>76,264,231</b>
<b>STREETS OF RAGE</b> Paul Byham, Sutton On Trent, Staffs.	<b>652,080</b>
<b>SPIDERMAN</b> Paul Davies, Rochdale, Lancs.	<b>148,876</b>

## PC ENGINE

Not much change on the PC Engine front this month, with ex-Chancellor Molyer still holding the Gradius score. Even more respect is due to M.C. Greggs for beating last month's PC Kid score. Apparently he was 'besser' and 'bicker' in the house when he beat B. Flave on Graxex.

<b>PC KID 2</b> M.C. Greggs, Priory Court, London	<b>1,008,058</b>
<b>GRADIUS</b> Evanston Baker, Fountainbridge, Edinburgh	<b>COMPLETED 1 LIFE</b>
<b>SCI</b> David Whelan, Cappahilly, Mt. Glas.	<b>3,177,300</b>
<b>SAMCOY BASEBALL</b> Roy Murphy, Irvine, Scotland	<b>180</b>
<b>BATMAN</b> Isley Smith, Seaford, London	<b>288,888</b>

## NINTENDO

The spectacular teamwork of Jon Hill and Steven Richards has reaped rewards as they thrash the computer at Nintendo World Cup. Duck Hunt, that crazy old light gun game has turned up for the first time in ages with Andrew Norman reaching a very impressive round 22. I want to see some scores on Balloonade for next month though, it should be in the shops by the time you read this.

<b>NINTENDO WORLD CUP</b> Jon Hill and Steven Richards, Kidderminster	<b>COMPLETED</b>
<b>DUCK HUNT</b> Andrew Norman, Bridgewater, Somerset	<b>ROUND 22</b>
<b>DONKEY KONG JRM</b> Andrew Brent, Crawley, Sussex	<b>183,288</b>
<b>DUCK TALES</b> Paul Whitshaw, Park Farm Estate, Wycherhampton	<b>COMPLETED</b>
<b>MEGATWING</b> Richard Specter, Bournemouth, Dorset	<b>COMPLETED</b>

## SEGA

Operation Wolf got its ass kicked by Leslie Anderson and if you think you can beat that then get playing. Some of these Master System scores have remained unbeaten for ages and I'm about sure they were topped from their throats. Let's see some Alienstorm scores next month, or even Line of Fire!

<b>SONIC THE HEDGEHOG</b> Tom Wilson, Canterbury, Scotland	<b>224,000</b>
<b>MICKY MOUSE</b> Richard West, Coventry, West Midlands	<b>656,728</b>
<b>GOLDEN AXE</b> Tom Wilson, Canterbury, Scotland	<b>1825 (COMPLETED)</b>
<b>OPERATION WOLF</b>	<b>228,217</b>

## SUPER FAMICOM

I asked for Jon and Mac scores last month and that's exactly what I got this month. There were some fairly awesome scores, but Sam Kikaku from Hornsea came tops with a massive score and total completed WWF and Super Off Road scores next month please!

<b>JOE AND MAC</b> Sam Kikaku, Hornsea, Hants.	<b>174,888</b>
<b>JERRY BOY</b> Garth Trotter, Edgewood, Meads	<b>190,000</b>
<b>GEORIAN WARRIOR</b> Sam Kikaku, Hornsea, Hants.	<b>COMPLETED</b>
<b>AREA 88</b> Peggy Scott, Brighton, E.Sussex	<b>611,800</b>
<b>SUPER FORMATION SOCCER</b> Michael Greenow, Coltham, West Midlands	<b>8-1 VS BELGIUM</b>

# RIP HERE

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

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

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

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

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

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# REVIEW

## SUPER NES ETBA

BY ACCLAIM

They're bad, they're bad and they're totally mad! It's the World Wrestling Federation - and some of the craziest wrestlers of all time! Everyone remembers the real, shamboic wrestling that used to be on telly on Saturday afternoons. It was a bit pathetic, with fat middle aged men throwing each other around wearing stiff costumes. WWF is a whole new ball game. It's loud and proud and it has to be the sport of the decade! Massive wrestlers from all over North America compete to win the prized WWF belt, the ultimate status symbol. This SNES version lets you control all of your favourite WWF characters, including Hulk Hogan, the Undertaker, Sid Justice, Ted Dibaas and lots, lots more. The game takes the form of a belt 'em up, with the emphasis on throwing rather than punching and kicking. You can use the ring to your advantage too, bouncing off the ropes or climbing the corner posts. If the action inside the ring gets too intense, you can even climb over the ropes and carry on fighting in the tag of the audience! The fighters all have similar moves and there are all kinds of play options, including simultaneous two player head to head for bonus tags.



How can you go wrong with a license as big as this? Acclaim have done an amazing job of bringing the thrills of sports of WWF Wrestling to the small screen. This fabulous conversion has all the best wrestlers and all the best moves. The play options

are superb - you can have a straight one on one fight with a mate, match up your two favourite wrestlers or even go tag team for a full blown tournament. You can also mix and match, so you could have the Natural Disasters fighting each other! Graphics are excellent, with glossy and digitized pictures of the WWF heroes and superb animation throughout - you can really recognize the wrestlers from the sprites. Several-wise, this is a treat, there are tons of guitar banging into screens and the sports grunts and shrieks as the wrestlers fight are totally brilliant. The control method is groovy, the SNES control pads being perfect for this kind of game. Best of all though, is the two player mode; fighting a mate is a left riot which will cause no end of arguments when you throw your pal out of the ring and jump on his head from the corner post!

FRANK O'CONNOR



4 Oh, where did you go!

### A FEAST OF WRESTLERS!

All you WWF fans are probably wondering who the available wrestlers are. The list is as follows: Hulk Hogan, The Undertaker, The Natural Disasters, Legion of Doom, Million Dollar Man, Jake the Snake, Sid Justice, and Randy Savage. One slight niggle is that they all have the same moves - but it does make them all equally matched. Whatchya want, boss?



4 That's my sister you're talking about...



4 Do you know the Hockey Hockey?



4 What did you say?



4 I can see your house from up here...

### TAG TEAM TACTICS

One of the best features of WWF is the wealth of play options. Go one-on-one or choose to fight in a tournament. It's the most involved of the bunch and it's called the Survivor series. Tag Team is another option and this is just head to head fighting with your choice of two wrestlers in a tag team match. All of these options are available for one or two players - Hurrah!





**WOW!** This has to rank as the best two-player wrestling game anywhere! It really is the business when it comes to one-on-one lifts and somehow the programmers have managed to capture the spirit of the entire sport and all its thrilling 'n' spills as well!

Graphics are the logic: each wrestler is so lifelike you might think you were watching the telly, and it's a real treat to discover and perfect the moves at your disposal. In one-player mode the game can be a tad disappointing, but play against a mate and this can't take off with such a vengeance it practically goes into orbit! Whack your pal in the goa, stun him with a good foot, finish him off with a delectable body slam and chuckle with glee as he rolls around on the floor. Just like WWF! Best, the action takes place inside and outside the ring and just like the sport you can never be sure you've actually won until the ref counts the other geezer out! This is what WWF fans the world-over have been waiting for, and you'd have to be stark, staring mad to pass it by!

**TIM BOONE**

## SAD CVC WRESTLERS

**TIM BOONE:** I like the British Bulldog 'cos he always goes over the top when he wins, even if he's not in the bloody game!

**FRANK O'CONNOR:** The Undertaker's my main man because he has a mean gut, clean fingernails and always changes his underwear.

**JOHNN LINGTON:** I like The Million Dollar man 'cos he's rich and he's crap. I'd like to be rich and the crap as well.

**PAUL HENDY:** My fave is Sid Justice because he's got horrible bright yellow hair, just like mine.



Thanks to David Anderson from Clwyd for the gags!

Who says I'm easily annoyed?



## SLAM BAM THANK YOU MAM!

Each wrestler has the same selection of moves. You can punch, kick, flying kick and throw through different combinations of direction and the buttons. If you manage to floor an opponent, you can pin them for a count of three (if their energy is depleted). You can also jump on them from the corner posts and stomp on them when they have fallen. Best of all though, is the straight-arm clothesline - very hard to do but very impressive!

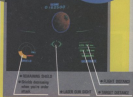


<b>SUPER NES</b>	
<b>GRAPHICS</b>	<b>85</b>
<b>SOUNDS</b>	<b>88</b>
<b>PLAYABILITY</b>	<b>90</b>
<b>LASTABILITY</b>	<b>91</b>
<b>OVERALL</b>	<b>90</b>



# ARCADE ACTION

The storyline to this new first-person 3D perspective shooter can be as detailed as Namco's glossy press information pack reads exactly like this: "One day the Federation of Planets communication networks detected the transmission from out side of the galactic system saying 'Warning to the Federation of Planets System! Surrender immediately and be under our control! Otherwise your system will surely be destroyed!'. The enemy task force mechanical planet 'RED EYE' was approaching our mother planet and just about to get us within range of 'WAVE CANNON', and attack weapon of 'RED EYE'. The Federal Government asked the USGP their help to neutralize 'RED EYE'. In order to attain the purpose, USGP plans the strategy called 'STARBUZZER'. What this basically means when you translate it into English is that an enemy force is attacking Earth and you're got to stop them with your spaceship! Now why couldn't they just say that to start with?"



## KINKY SEAT!

If you fancy tickling your fancy with a vibro-message, take a seat in StarBlazer's cockpit and let the enemy blast you to bits. Every hit sustained makes the seat jolt and vibrate like crazy. Whizzer.



# STARBUZZER



## GET YER GUN

The object of Starblade is to simply blast anything that gets in your way using the laser gun mounted in front of the screen. The actual spaceship is flown automatically and makes its own way through the game - you've got to shoot down anything hostile before it launches missiles or fires laser bursts at your craft.



## A TRIO OF MISSIONS

There are three levels to test your skills. First is the assault on Red Eye, which takes you through fleets of enemy spacecraft. Then it's a battle against the massive battleship looting. Finally things get really tough as you take on the enemy command ship!



# STARBLADE

# ARCADE ACTION



When it comes down to the basics, StarBlade is simply an Operation Wolf game with knives in. But those knives are certainly big and shiny and give the jobbed format a whole new lease of life. The graphics are absolutely outstanding. Couple them with the incredible quadraphonic sampled sound and vibrating cockpit and you really feel like you're participating in some kind of blockbuster sci-fi movie! It's a truly exhilarating experience! My only gripe is that the game is exactly the same every time you play it, which reduces the learning appeal somewhat and makes the game easy to complete if you're good at remembering where things are. If you'd been able to actually control where you go like Star Wars rather than just follow the same course each time you play and there'd been more random elements in the gameplay, StarBlade could well have been the greatest game ever written. As it stands it's a very enjoyable game that gets dull much quicker than you want it to. Perhaps StarBlade II will provide the goods?

**JULIAN RIGNALL**

## STARBLADE™



### HEAD-UP DISPLAY

The ship's head-up display shows some vital information. On the left is a circular shield indicator which shows the current shield strength. It's depleted every time a hit is sustained, and when it's completely diminished the next sized hit results in the ship being destroyed. On the right are two forms of light information. The upper readout shows the distance travelled while the lower one indicates how much further you have to go before you reach that particular mission's objective.



### ARCADE

GRAPHICS	98
SOUNDS	98
PLAYABILITY	95
LASTABILITY	76
<b>OVERALL</b>	<b>87</b>





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SWAP three Megadrive games, Hellfire, Aerofisters and Bare Knuckle for any good games. Call me on 0532 689319.

CHEAP AMIGA GAMES, about 30 games, send L.A. to Mike, 10 Churchill Close, Marple, Stockport, Cheshire, SK6 6HL.

COMMODORE 64 for sale. Monitor, printer, cassette unit, disc-drive, 2 joy-sticks. Over £200 worth of software plus word processor and complex control system for Commodore 64. Sell for £200

Call Edward on 0472 840259 NES plus 4 games including Turles, Mario Bros. Double

Thinking and Mega Man. All for £110. Call 083 809 1907

SEGA MASTERSYSTEM for sale with 2 joysticks, light

phaser, master joy-stick + 5 games and connecting lead. Some maps. Will also show in a hand-held UFO

game. All for £59 Call Nure on 081 980 1413 RADIO CONTROLLED CAR. Custom special £80 with twin charged, radio gear and luxury. Call David on 073 763734

ATTENTION all specky owners. Millions of games for swap or sale. For more details call Gareth on 0785 821146

FOR SALE Nintendo NES version, with 2 control pads and 2 games Mario Bros 1 and Duck Hunt. Will accept £50 otc. Call Gavin on 0438 721188

I'M SELLING a Lynx 2, 2 games Pussycat and Vice child for £150 or swap for Gameboy + 6 games. Call 081 548 9980

SWAP MY Sega Megadrive in perfect condition, for a NES with games, or an Atari with games. Call Chris on 051 922 3319.

JAPANESE Megadrive inc. 4 games, only 2 months old, £185, call 0787 316473.

### THE MICROSELLS cont.

FOR SALE PC Engine, broken. Could cost up to £20 to fix. With joystick and all the leads. £20 Call Richard 0684 812122.

AMSTRAD CPC 464, colour monitor, built-in disc drive, cassette tape recorder, joystick, 20 games and manual £250 otc. Call 0576 23185 ask for Paul.

FOR SALE boxed Spectrum +1 £285, with hundreds of games, joysticks, £85 one Call Peter on Derby 379414 AMSTRAD CPC464 with colour monitor, joystick and over 30 games incl Turbo Outrun and Turbo. Call 0689 842598.

SKART SUPER FAMICOM for sale, with Super Mario World and Pilot Wings. 2 controllers. £280 otc. Phone Jonathan on 0999 12777.

27 BBC GAMES with 19 full price titles, worth over £300, on sale for just £180. Call Michael on 0934 842933.

SWAP JAPANESE MEGADRIVE, brand new, excellent condition, boxed. Swap for Atari. Phone 031 525 2693.

SWAP Japanese Megadrive plus 8 games, inc. Donald Duck, F22, for Amiga. Phone Andy 0453 844 873.

SWAP 10 Amstrad full price games, inc. Rainbow Island, Shadow Warriors, T47 Thunderbolt, and an Amstrad joystick worth £16. Swap for Nintendo Gameboy with games. Call Colin 0662 568879.

COMMODORE 64, perfect condition, originally boxed, 2 joysticks, colour pack plus data set, manual and over 10 games. Phone 061 496 5985, Gavin.

SWAP Nintendo, 2 controllers, light gun robot, 24 games. For Atari ST or Amiga 500 with games and accessories. Telephone 0280 25429.

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### THE MICROSELLS

AMSTRAD 464 disc drive, modulator, green screen monitor, joystick around 35 games. Phone 0478 603798.  
PC ENGINE: want for sale with 8 brilliant games inc. Formation Soccer, Final Match Tennis and H8 the lion, under guarantee for 9 months, worth £430 sell for £180 inc. Telephone 0302 337 047, ask for Mark after 5 pm.

17 AMIGA games for sale all boxed originals, worth £225 sell for £100 inc. Call Mark on 0302 337 047.

FOR SALE PC Engine with power adaptor + 2 games. £100 inc. With ups.

Phone 0249 812622 (Mithras)

WANTED urgently Sharp PC Engine super graphics 0-2 games if possible but not essential, will pay up to £250. Phone Spenser on 0984 12208.

FOR SALE Amiga modulator, in connect your Amiga to a TV, used £18. Also Captain Planet & Simpsons, D8 mech. Phone Tony on 0494 712 687.

SWAP Super Famicom Genesis and Genesis, and Super Tennis also Megadrive 322 interrupter, will take any good games. Phone 0994 823 414.

NINTENDO and PC Engine for sale, Nintendo £85 with 7 games, PC Engine for £110 with 2 games. Marcus, 081 421 2478.

WANTED Nintendo entertainment system, with games to swap for Gamegear or will sell for £150.

Call 0489 33485 after 6pm.

COMMODORE 64, boxed, perfect condition, disc drive, cassette deck and loads of software, £200 inc. Or swap for an Amiga with games. Phone 0274 77951.

ATARI ST 120, double disc drive, disc box, joystick, only 6 months old, under guarantee, £275. Contact 081 441 7687, Lewis.

### THE MICROSELLS cont.

CM OWNERS! I have £120 worth of CM titles.

Including Ghostbusters2, StuntRunner, the original Quantar and lots more. Will sell for £90 or swap for Gameboy. Call Paul Fleming on 0434 742595

SELLS SUB-FAMICOM, with 11 games and a TV King joystick. £250 inc Call 0214 264450 -David Clegg

SPECTRUM + 3. Light pen, 100 games, joystick, excellent sound, boxed £75. Phone Nick 0622 39500

MSX, 13 games, robot and gun Sell for £130 Call 081 393 7983

RSC for sale. Diskdrive, printer, printer adaptor, datadiscer, about 300 MSX + 200 tape games.

£400 inc Call 0756 734033

Chris McCann

COMMODORE 64 games for over 400 titles to choose from, old and new, all at amazingly cheap prices. For full list send S.A.R. to

Daniel Sailer, 18 St Johns Avenue, Marborough, Rotherham, South Yorkshire, S60 1HE.

NINTENDO for sale, superb condition, 2 controllers, lion gun, robot and games, for £120 inc. Call 0777 301191.

COMMODORE 64, 60 brilliant games, 1 joystick, £70 inc. Phone 01803 4500.

SPECTRUM plus 3 for sale with 800 games, sell for £200. Phone 0753 268805.  
SMART FAMICOM, with 5 games, excellent condition. Contact Bowen, 0929 462 380.

SWAP Megadrive with 9 top games for an Amiga 500 or sell for £250. Phone Andrew 0484 714 694.

AMIGA computer magazines with demos, all in good condition worth £75 selling for £48. Call 697 8465.  
C 64 for sale, over 260 games, 2 light guns and 2 joysticks. Call 504 5993, offering price £300.

### THE MICROSELLS cont.

SWAP official Pal Megadrive with 5 games and extra joystick, swap for Amiga 500 with games, call on 0274 640004, Andy.

AMSTRAD CPC 464 with colour monitor, 100 games and 2 joysticks, very good condition, sell for £250. Phone 081 778 4381, David.

PC ENGINE for sale, good condition hardly used, includes 7 games, 1 joystick, sell £190. Call Dave 0979 577543.

NINTENDO with 5 games, for £100, or swap for a Megadrive with 2-3 games. Contact 0752 848 839.

AMSTRAD cassette tape games, software worth over £200 will sell for £50.

Call 0264 247 076, ask for Andrew.

MEGADRIVE MASTERSYSTEM games wanted, prices between £10 and £15. Call Terry on 0575 474 183.

AMSTRAD CPC 464, keyboard, colour monitor, 70 games, good condition. Worth £350 sell for £180 inc Call Heler on 071 720 4650

COMMODORE 64 £200 worth of games, 1 joystick, keypad, sell for £75. Call 0272 783399 for Quick

SUPER FAMICOM SMART with 2 joysticks and 2 games. Only 3 weeks old. Unwanted Xmas present. Biggest bargain

£200 Call 081 216 0341

190 GAMES in long cartridge for MSX only £200. Includes Tennis, Tetris, 4 2. Wonderboy inc. Call me on 071 704 076.

AMIGA 500, 2 joysticks, mouse, modulator, manuals and games galore. Sell boxed only £325. Call Craig Harvey 0908 261363 after 7pm.

NINTENDO NES with vintage joystick, raffer. All in good condition (boxed) with 16 games Sell for £130

Call Ian on 0949 42342

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### THE MICROSELLS

MEGA DRIVE PAL and Gameboy, both with 3 games excellent condition. Swap for Amiga or ST. Phone George on 0964 602019

FOR SALE ATARI 520 STEEM 8 joysticks, 80 top games, all original only 6 months old as cost. Sell for £990 only Phone Richard on 0797 274427.

MEGA DRIVE PAL 1, plays all games, 2 joypads, 4 excellent games, inc. for Hockey, 6 months warranty remaining, all for only £190. Call Simon 0203 412876.

SEGA MASTERSYSTEM for only £40, or 18 great games for £90. Call 081 6697990 between 4 pm and 9 pm ask for Thomas.

SPECTRUM plus 12, 126 games, only £75, better be quick. Ask for Matthew on 080 580 1867.

COMMODORE 64 computer, disc drive, printer, data cassette unit, 45 games, joystick, mouse pack, books and extras £199. Call 081 606 64 96, Doretta.

WANTED Sega Megadrive Final Fight will pay £25. Contact David after 5 pm on 0324 711199.

COMMODORE 63 (new style), Manuals, box, domestic and general breakdown insurance policy (ending 4/8/95), data set, almost basic (giving 114 additional programming commands), 30 games. £124. Ring 081 904 4147 after 5pm.

SPECTRUM plus 2A, excellent condition, 2 joysticks, mouse, interface, £800 worth of software and over 100 magazines. £150 o.t.o. or swap for Sega Megadrive. Call 0825 36491 and ask for Tony.

WANTED Sega Megadrive games. £15 per game. Telephone 0579 214 737.

PC (ENIGMA) games for sale, £72 each excellent condition. Call 081 519 1494.

### THE MICROSELLS cont.

SWAP Nintendo entertainment system with 4 games and a mini keyboard for an Amiga 500, or will sell for £100. Call 0834 712 983 ask for Mike.

BARGAIN OFFER will sell or swap a Nintendo either £50 or Megadrive game, ring James on 0788 812 982

NINTENDO for sale with 7 games will swap for an Amiga 500 or Atari FT with mouse and joystick. Call 0293 343 177.

GOOD DEAL buy 144 ZX Spectrum +2 games plus two joysticks, £122 or swap for Gamegear or Gameboy games. Contact William Cobb 0860 32681.

SWAP Nintendo with 5 games, for Gameboy with 4 games. Contact 0243 641 648.

ATARI 520 FT5M discovery pack, double sided drive, 3 joysticks, mouse and map, 30 cover discs, 30 games, excellent condition throughout only £300 only. Telephone 0344 470 638.

MEGA DRIVE for sale with 7 games, run all games, £280. Phone Nick on 0719 351 778.

COMMODORE 64 for sale, loads of games, joystick £100 or will swap for Sega Mastersystem 2 with games. Telephone 0203 619 313, Andy.

AMIGA boxed, plus disc drive, 2 joysticks, 2 mouse controllers, loads of games worth over £300, for £250. Call 0153 666 189.

SWAP Atari PTE with lots of games inc. Final Fight and Hurricane 1 & 2 for an Amiga 500 not plus with or without games. Telephone 081 532 0814.

### THE MICROSELLS cont.

MEGA DRIVE with 12 games worth £220 will sell for £420 only. Phone Anthony on 644 3732.

PA

COMMODORE 64 boxed with £27 + games, 2 joysticks, loads etc. for £308 only, an Amiga for Megadrive and Sonic and Alienated Beast. Call 0295 512321 between 4 - 7 weekdays. Must collect.

WANTED Sega Megadrive with 1 game, 2 joypads and PPU, will pay upto £100. Please ask for Neil on 081 900 1306. MEGA DRIVE, 2 joypads and 9 games. For £280, or swap for Super Famicom with games. Call 0963 78146.

ZS SPECTRUM games for sale, 50p each or £10 the lot. Contact David on 0712 844821.

SEGA MASTERSYSTEM for sale, with light laser, 2 joypads, 4 games. Will sell for £80. Call Matthew on 0384 298879. SPECTRUM 128K +2 games, immaculate condition, 150 games, plus top titles, for only £80 or swap for a Megadrive and 2 games. Call 081 228 6253.

AMIGA games all originals, all boxed. £12 each, £50 the lot. May swap for Megadrive games. Phone 081 408 0128.

ATARI FT games for sale, inc. Venus, Shadow Warriors and many more, £10 each 'phone 0772 682 664.

PA

GAMEBOY with 8 games, four player adapter, with £250 sell for £180 or swap for a Megadrive with 5 games. Contact Tony Parwell, 4 Bath Terrace, Shirey Row, Tyn and West, BH4 7DP.

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## THE MICROSELLS

AMSTRAD CPC 664 with colour monitor and lots of games. Will sell the lot for £170 one. Or swap for an Atari Lynx and have games and be in good condition. If interested phone Ian 0494 725 714.

SEGA MASTERSYSTEM with joystick, joystick, light laser, games, cost about £200 will sell for £150 or swap for Gameboy with 4 or 5 games. Phone David on 0662 306 094.

C64 for sale, inc. 1 joystick, 3 disk cassette, one action replay cartridge, over 130 games, will sell for £175 one. Call 081 850 8848.

SWAP Official UK Megadrive with 7 games, zip converter for an Amiga. If interested call Stewart on 0782 638 708.

AMIGA A1200 personal home computer, kick start, work bench 1, 3.2-2.3.5" internal drive, 1 megabyte chip ram, mouse trap, mouse house, disk cover, joystick, 5 games, de-paint 3, work platform, formal sit, 1800 only. Contact 091 426 0338, ask for Simon. MEGA64(16) excellent condition, still boxed, 3 months old with extra turbo pad hand carry case and 6 games, including Sines, PZ1 and Mouse GP only £295. Phone 01 772 8323 after 7pm.

£130 worth of Amiga games. Bargain at £85. Call 0405 821 652.

OFFICIAL PAL MEGA DRIVE, mint condition with 1 joystick, 8 games including Sines the Hedgehog and Streets of Rage, all boxed worth 6600 will accept £230. Contact Mark on 0830 834 714.

## THE MICROSELLS cont.

SWAP Mickey Mouse for E.A. Hockey on Italy 90. Call 0376 517 285 ask for Dean.

ATARI 520 FTSHd, plus 40 games, joystick and mouse included will for £250 one or swap for Amiga 1 meg games one essential. Call Anthony on 0425 847777.

SEGA MASTERSYSTEM with 4 games, 800. Call 0925 82337.

SWAP 22 Megadrive games plus the console itself for any Neo Geo and any games to go with it. Contact 0272 217 775 ask for Dillon.

SEGA Mastersystem with 14 games and Commodore 64 with 6 games, willing to swap for an Amiga 500 with games or without. Will sell for £250.

Call 0435 842 978. SEGA Megadrive and Mastersystem games wanted large or small collection or single games, with or without covers, please telephone 0527 32280 ask for Steve.

SPECTRUM +2 about 30 games, joystick and all the facilities. Call 011 534 8361 ask for Peter. Also Commodore Vic 20 for sale £25 each of games.

WANTED cheap Megadrive with one or more games contact Charlie on 0327 42511.

NINTENDO for sale £180 includes, 7 games and 2 controllers plays American games. Phone Nathan on 0708 713 398.

SUPER FAMICOM SEART, unwanted gift used only a few times all boxed £140. Alternatively with 10" Samsung colour TV monitor with remote, only 2 months old only £380. Call 081 316 1041.

## THE MICROSELLS cont.

AMSTRAD CPC 664 computer, monochrome monitor, TV adapter £300 worth of games, magazines. All in good condition £190 or swap for a stand alone Amiga. Telephone Sam on 095 985 423 after 4pm.

PC MAGINE super graphics, start machine with 4 games including Golden Ghost. Fully boxed only £130 one. Phone 0306 882 003.

SEGA MASTERSYSTEM plus with 2 joystick, control stick, light laser and 17 games inc. Strider, good condition worth over £250 will for £150. Tel. 0934 838 418.

FOR SALE Sega Gamegear plus 4 games. All for £130 one. Call John on 652 4272.

SEGA MASTERSYSTEM with 2 control pads and rapid fire unit. Includes 5 great games £90. Phone Paul on 0225 827395. WANTED Gamegear games or Master-system games willing to pay upto £15. Call Colin on 0253 762756.

SEGA Mastersystem with 14 games and Commodore 64 with 7 games will sell both for £200 or swap for Amiga 500 with games. Contact Wayne on 0435 842 978.

FOR SALE Sega Mastersystem with control pad light laser and 14 games plus Commodore 64 with 10 games all for £300. Call 0435 842 978.

FOR SALE ZX Spectrum plus 28 with over 250 games includes 7 joystick £390 one. Phone 0701 682 685. COMMODORE 64 software over £300 worth. Will sell for £200 or swap for Atari Lynx, Gameboy or a Gamegear. Phone Richard on 0789 842 325.

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### THE MICROSELLS

JAPANESE SEGA Megadrive with 4 games, sell for £200 or straight swap for an Amiga 500 contact Simon Brown on 0800 820 304.

SEGA MEGADRIVE with 7 games, 2 joysticks, Japanese converter and over 40 magazines. Swap for an Amiga 500 or sell for £200. Phone 041 558 1158.

SEGA MASTERSYSTEM 2 plus 2 joysticks, still under 8 months guarantee and only 3 months old. Call 081 901 8304.

FOR SALE all Sega Gamegear games inc. Sonic the Hedgehog, Alen Atari Lynx games.

Millions of other games available. Interested call Alex Wallis, after 5pm on 0242 525 424.

GAMEGEAR GAMES for sale, inc. Chrono, Super Monaco, Jet Mountain Football. Each for just £12.95. Phone Jerry on 081 907 9868 between 4 - 7pm.

SWAP Atari Lynx with 3 games, would like to exchange for a Gamegear with games. Please call Daniel on 0202 304 445

SEGA MASTERSYSTEM with 5 good games and all the wires, swap for a Sega Gamegear or sell for £80. Phone 081 377 5801 ask for Lee.

SWAP 20 Amiga games for 1 Gameboy games. Call Daniel on 040 9591.

COMMODORE 64 new style, with 2 joysticks over 2400 worth of software. Will sell for £140 only. Telephone 0744 34826.

SWAP 40 Commodore 64 disc games for 5 to 6 gameboy games. Phone Daniel 040 8391.

SMART PC ENGINE 2 top games, boxed, £85 or swap for PAL PC Engine. Contact Elliot on 0938 54443.

### THE MICROSELLS cont.

COMMODORE 64 for swap for Super Panasonic. C64 with disc drive and loads of games and 2 joysticks. Call 081 766 6095.

FOR SALE 41 Spectrum games, top titles, also Spectrum interface brand new hardly used for the lot £30, contact Simon Ray 021 705 6095.

MEGADRIVE for sale, all cartridges with joystick, 2 joysticks, 40 games, powerbase converter and full Mastersystem games worth £1,800, sell for £800 or separate deal for FTA Amiga. Call Mi on 0800 501 347.

SEGA MASTERSYSTEM with 6 top titles inc. Mickey Mouse, Spiderman and Xenon. Will sell for £120 or swap for Megadrive with a couple of games. Contact Anthony on 0200 41983.

FOR SALE spectrum +2 with over 2000 worth of games will sell for £180 only. Also for sale NES games including Megaman 2. Please contact

Richard on 011 743 5882.

ZX Spectrum plus games which include FA Cup, Space Harrier, Alkan, and Formula One Racing. Call for 950. Phone 0264 82936.

FOR SALE Amiga 500, mouse, over 20 top games, one quick joystick. Sell for £750 only. Call 081517 1091, Dan.

COLOUR MONITOR £185, Printer £185. Please call 0789 764035, ask for Andy.

WANTED PC ENGINE cartridges, contact Mark on 021 421 7023.

ATARI FT for sale, including 80 games with 2 joysticks, mouse and mouse pad. Selling for only £275. Call Christopher on 021 664 2882.

### THE MICROSELLS cont.

COMMODORE 64 with 20 games, swap for Megadrive or sell for £290. Call 086 8150.

SWAP Atari FT in good condition with over 1400 worth of games, plus a Gameboy with 1000 all for an Amiga with no games. Telephone Lee 0443 423 375.

SUPER FAMICOM with special TV monitor under guarantee, 5 games inc. Super Mario World, Final Fight and Pro Soccer. £450. Call 071 723 4521.

WANTED NED GEO, good condition pay upto £250. Families great games pay upto £20 each, plus Megadrive games wanted. Call 0908 415 055.

CHECK THIS OUT, Swap a gameboy plus 5 games inc. Super Mario, Inc. race, beatphones and 2, player lead. All this for Sega Megadrive with 2 games or sell Gameboy for £360 only. Telephone Simon on 0770 29998.

WANTED for Sega Megadrive games, Final Fight, Golden Axe 1, PGA Golf, John Madden Football. Contact 0623 73794.

COMMODORE 64 for sale with over 100 games for £69-£70 or swap for Gameboy with couple of games. Call Andrew on 50861 (Rainham).

AMSTRAD games for sale, plus 5 spare 3" discs for £25 only. Call Elliot on 0825 755211.

# GET YOUR GEAR HERE!

**AMSTRAD CPC 464** colour monitor, keyboard, mouse, 3 joysticks, a 2 player joystick lead, over 5000 worth of games, £279.00 or will swap for a Megadrive, Disney Travels, 21 Cony Road, Bedford, Tel: 02534 345834

**FOR SALE:** 30 games for Amstrad CPC 464, will sell for £250 or swap for a Nintendo Gameboy, Tel: Newport 8633 273000

**DEAL OF THE DECade:** Amstrad CPC Amstrad 28, Disk Drive, colour monitor, £500 worth of games + joystick, All-in-one worth £750, Quick-walk £100, Tel: Colchester: 0467 427968 ask for Deryn

**MEG-ADDICTIVE:** Swap (Does any one want) want to swap Road Hawk for my Spiderman, If so please phone: 0793 841179 after 4pm

**WHO ANYBODY WANT** to sell an Amiga 500, for £250, If so phone: 0793 737150 ask for Carl

**SPECTRUM +2** with 4 joysticks, over 300 games, light gun, £8 for £150, Call Michael on 081 641 1947

**SELL MASTER SYSTEM** with condition, 3 games, including Sonic the Hedgehog, 2 joysticks, worth £120, will for £60, Starfield area, Phone Jonathan on 0742 589556

**ATARI 2600-400** with joystick, joystick and games, which are Star Wars, Miss Patman, Action Force Reaction, Star Raiders, Adman. Sell for £25, Phone: 05444 2076

**SELL MASTER SYSTEM** with 8 games, will swap for Commodore 64 with more than 3 games, Phone 051 291 1871

**SUPER FAMILION** for sale £500 + 5 games including Super Formation Soccer, Kick Off and Super Tennis, Still reserved for £250, If interested contact Alvin at 0208 411322

**SALE OF THE CENTURY:** Megadrive, 2 powersticks, joystick, Ketting Thunder 2, Sonic, Simcity, Thunderforce 3, Euro Football, Sell for £250, Phone: 081 446 4997 Please offer 6, ps, Would swap for Famicom with 20 games London Area

**OLD VERSION** of Commodore 64 with £500 worth of games, with new cassette deck and new power pack, with manuals and magazines, Tel: 0724 34834 ask for Stuart

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# PREVIEW

## DYNAMIX

What's blue and smashes into the sea in fumes? It's an American fighter plane after my Zard's shot it down. Hooray! Dynamix's new flight sim is set in the Pacific in the second world war as the battle for the skies rages between Japan and the USA. You can take either side as you soar over sea and land. There are tons of missions including bombing runs, air-sea combat and good old dogfighting. The game is a historical sequel to the spectacular *Fled Baron*, but with improved graphics and much more detail. There are absolutely tons of missions and the area you have to cover is absolutely huge! The game supports all kinds of joystick and controller devices and the usual stuff like outside views. Best of all is the speed and playability. Although the game is extremely accurate, the very nature of these crusty old fighters makes them a joy to fly. It's a barrel full of laughs and looks set to be one of the best flight sims this year!

### VERSION

PC  
AMIGA

### DATE

39.99  
TBA

### PRICE

TBA  
TBA



## FERRARI FORMULA ONE ACCLAIM

VERSION  
DOS

DATE  
TBA

PRICE  
TBA

Ask anyone what their favourite car in the world is and nine times out of ten it'll be a Ferrari. Now Acclaim bring you the fastest Ferrari of all, the Formula One racing car. This new MIDI racing simulator has been programmed by System 5, the guys who brought you classics like the Last Ninja and International Karate. The game is a racing sim in much the same mould as the old classic Pole Position. You first have to qualify for your starting position in the race and then obviously win the race. An in-car radio gives out information as and when you need it, so it's a crazy dash for the checkered flag dude!





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# PREVIEW

## Addams Family

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PASSWORD



Luch, Gomez, Uncle Fester, Morticia, Wednesday, Pugsley, Greasy and last but not least, Thing! These are the main members of the Addams Family and they're all about to turn up in various 16 bit guises. The best and most important of which is the Super NES version. The game is being programmed in house by Cohen themselves and the results so far are quite startling. The version we saw was almost entirely complete and it looked excellent. You control Gomez as he wanders around the grounds of the Addams mansion. All the members of the Family have gone missing and Gomez, quite understandably wants to get them back. Luch is the only one left and he's too-depressed to help, he just sits at his harpsichord and plays dreary tunes. It's a platform game of immense proportions and it borrows all the best ideas from Mario and Sonic. The route is a fast, playable and stunning looking roller with groovy music and smart FX. This game has more secret rooms than the Addams mansion and apparently reveals more than a thousand screens of action. The Super NES version features lots of sprites (and doesn't slow down) while the Amiga version should be identical except for the parallel background. With a password system for continues and some of the smartest SNES graphics yet, this should be a real treat. Full review as soon as we get it.

VERSION	DATE	PRICE
SNES	TBA	TBA
AMIGA	TBA	£25.99



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# PREVIEW

## WIZKID OCEAN

When you're tired of being an alien piggy, there's always a new planet to explore. This game, which is now available on the PlayStation 2, is a colorful, whimsical world of wacky characters and fun. It's a colorful, whimsical world of wacky characters and fun. It's a colorful, whimsical world of wacky characters and fun. It's a colorful, whimsical world of wacky characters and fun.

The main game is a platformer, but it's not just a platformer. It's a platformer with a twist. It's a platformer with a twist. It's a platformer with a twist. It's a platformer with a twist.

VERSION  
AMIGA

DATE  
TBA

PRICE  
£25.99



## SENSIBLE SOCCER SENSIBLE SOFTWARE

When you release a new soccer game, comparisons are always going to be made with the undisputed king of the game, Kick Off 2. Sensible Soccer (from Sensible Software) looks set to change all that. The boys at Sensible have been playing all the great soccer sims of our time and trying to work out the pros and cons of each. What they've arrived at, is the game with (they reckon) the best control method for any soccer

game ever. I've been up to visit the Sensible boys just to have a go and so far it's fab! The game has all the usual options and features, such as after touch, skill levels and most importantly, two player mode. The ball movement is perfect and uses a rather smart tapping technique. Graphically, it doesn't look much, but the animation is fluid and everything is bright and colourful. The game has a little way to go before it's finished, but this should be the game to challenge the Kick Off 2 crown. More news as we get it!

VERSION  
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# PRE VIEW



# HOOK

One of this year's biggest movies, *Hook*. This Spielberg spectacular didn't exactly take the American box office by storm, but it made a couple of quid nonetheless. Disney's licensed game of the film is an icon-driven adventure, not a million miles away from the style of *Monkey Island*. You play the part of Peter Pan as you search for your kidnapped children, use the objects and people you find along the way to help you in your quest. As you can see, the graphics are gorgeous. The animation is looking slick but obvious comparisons will be made with *Monkey Island*. There are tons of problems and riddles to solve and hundreds of battles to conquer. The final challenge will be a showdown with your arch enemy... Captain Hook!

VERSION  
AMIGA

DATE  
TBA

PRICE  
£25.99



# TITUS the FOX

They are famous for bringing out dead-wired games, but this is an exception in that role. *Titus the Fox* is a scrolling platform game, involving secret rooms, cute sprites and other perfect jumping. Nothing even remotely odd about that. You play the part of Titus the Fox, a gonk of animated sessions of the *Titus* logo. This particular fox is on a quest to find his girlfriend, Kipparri, she's been kidnapped by some fiend and is being held against her will in a tower. It's up to you to rescue her from the fiendish clutches of the baddest in a quest that will take you from Paris to Manhattan and with any luck, back to Paris again. The platform action is strangely similar to their last release, *Blues Bros*, but with the speed and control method tweaked and definitely improved. There are two game speeds to choose from, one typically French and far too fast to see what's going on, the other, reasonable and indeed very playable. There are absolutely oodles of levels and they get bigger and harder (oh, ah) as you progress. You can pick up various objects (including some of the badies) and use them as weapons and there are hidden rooms and secret levels galore. Check it out soon at a software parlour near you.

VERSION  
AMIGA

DATE  
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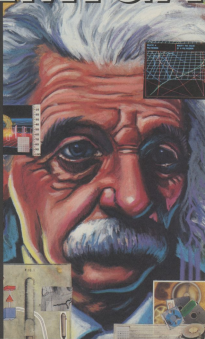
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# PREVIEW JAGUAR



The creators of some of the Amiga's most recent hits, including hell-ain Thunderhawk and 3D role-gamer Heimdall, are shifting up a gear in production of what they hope to be as big a smash as their previous efforts. That shouldn't be a problem if the license is anything to go by - the boys at Core have grabbed the rights to the Jaguar car name! Well, what do you expect, the galaxy's greatest games may be as about that? Simple, we strap on our seat belts and go take a look - so here's PÖÖL RÄÄDÖ to tell you all about it!

These F40's are like Ballant Robins compared to the T 220 - bear 'em up.



T. Scare me! Very fast car coming through!



## MARK THATCHER

First on the agenda is a round-the-world trash in the fastest production car ever built - the futuristic Jaguar XJ220. With a top speed of (surprise surprise) 200mph, it's the number every boy racer dreams of owning! And they can - so long as they have a spare £480,000 stuffed in their back pockets! Only 350 of these amazing automobiles have been made, so this game is highly probably the only chance you'll ever get of sitting behind the wheel, unless you're a spawny get with a rich Dad.



A. Here's a nice channel to storm through.



# JAGUAR XJ220

# PREVIEW



▲ What's that strange protrusion?



That Porsche 928 just can't sit it. ▲

## PRINCESS ANNE AND THE ENTIRE ROYAL FAMILY

Care are expecting big things to come from the Jaguar license - they're already working on a concept based on the Jaguar Le Mans car along the lines of Mercedes's Formula One Grand Prix. As for their first foray into the "top-down" arena of road racers, we'll be reviewing the finished article next month. Could Jaguar knock Lotus off its perch? Just wait and see!



## JAGUAR XJ220 CORE

VERSION DATE PRICE

AMICA MAY £ 75A

Thanks to Dean Coatsworth of Newcastle for this parking car pic!

## FRANK O'CONNOR

Featuring over thirty different courses, Jaguar XJ 220 has some stiff competition in the form of the current best driving game ever, Lotus Turbo Challenge 2. Care are taking the best parts from that HIT! and adding their own touches. Not only that, they're aiming to out-speed Green's great - a tall order, we think you'll agree! First what we've seen though, they're doing a very good job - big road-side objects are in abundance and not at the expense of speed. In fact, the pre-production version we saw seemed, believe it or not, to be a tad faster than Lotus 2!



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