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**IN THIS ISSUE :**  
SUPER CONTRA!  
TWO CRUDE DUDES!  
STEEL EMPIRE!  
TOTAL CARNAGE!  
PIT FIGHTER!  
**GAMES GALORE!**

ISSUE 126 MAY 1992

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**DAYS OF THUNDER**  
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TEN SUPER NINTENDOS!

## WIN!

THE SOCCER TRIP OF A LIFETIME!



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NINTENDO



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*On your Mega Drive -  
March 1992*

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*On your Mega Drive - March 1992*



# ...OFF ROAD

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### FREE SUPER NINTENDO HANDBOOK!

It's free! It's Britain's ONLY Official Super Nintendo Handbook and it's FREE with this month's CVD! What's more, it's been written by the greatest games experts in the whole wide world - so! It's worth the price of the mag on its own!

### GO! SEVENTH SPECTACULAR ISSUE!!

We've got inside the World's ONLY hard-hat mag! Boldy go where no man has gone before in Star Trek, save the eggs in Sun Jockey in Attack Of The Killer Tomatoes and destroy Doctor Wily (again) in marvellous Mega Man II & Lab, it's fun, and would you believe it - it's FREE!

### GAME BOY

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### GAME BOY

WORLD CLASS LEADERSHIP GO: 8  
POPLIS GO: 20

### LYNX

MAN UTD EUROPE GO: 28  
CRYSTAL BINES II GO: 20

### ED FIRST

Join the fab and famous Timothy L. Boone (free game to the first person to guess what the L stands for), as he takes us on a journey of light, sound, magic - and the lowdown on this very issue! He's got lots of happy thoughts to share with you - which is quite surprising as he's having a damned good wringe as I write this.

### NEWS

It's all go in the wacky world of computer and video games - and here's where you'll find all the razzam, gossip and red hot info on the latest and greatest around. We'll even throw in a few laughs as well, cos we are the greatest after all!



### SPECIAL THANKS

All most games reviewed this issue have been supplied by the fine folk at Console Concepts unless otherwise stated. Call them on 0182 712129 for more in-depth games info.



**EDITOR**  
Tim "Suavin?" BOONE

My first date was my worst ever. I asked this girl to go to the youth club and she said, "I take out her washing Barbie when I washed her. Later on I tried to impress her by swinging from a roundabout, but she said my trousers and rolled around in agony for ages. When I looked up, she was gone and she told everyone at school about it the next day."



**DEPUTY EDITOR**  
Frank "Hi" O'CONNOR

"There's this blonde I know who really turned this girl on the train and decided to ask her out. One day he put on his best gear and summoned up the nerve to talk to her, but when he opened his mouth to speak she wormed out of pigtails flew out and landed on her chest. He got off at the next stop and never caught the train again..."



**ART EDITOR**  
Jon "Really?" BILLINGTON

"She and my mates were out with these girls one time and we bought us 2 impress them by showing off our beer shorts. One by one they started pulling down their trousers, and I came to my own, but it was too late before I realised I wasn't wearing any. I'd like to say they were shocked, but they weren't."

BIG  
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**WIN TEN SUPER NINTENDOS!** 16  
YES! CVG scoops the world once again to give up with another MASSIVE contest! Reason you should come up with a greater galaxy than Sonic or Mario? Or what about a better buddy than Bowser or Robotnik? More to the point, do you want to win one of TEN Super Nintendo's? Shuffle your funky stuff to those pages and find out how!

**SPAWNY GET'S HOTLINES** 19  
I've a right spawny get me, 'cos I've won a Megadrive, Super Nintendo, PC Engine and Game Boy in the CVG contest! I'm jammy or what, eh, readers? And I've got a big pile of sweets at home as well, me. Yaaaa. A letterer.

**SMASH TV - SUPERSCOOP!** 20  
Kill lots of people with big guns to win massive prizes in the ultimate game show of the future! It's Smash TV - the Hit Williams coin-op converted to Super Nintendo. Send it a BURL if that's not enough, we've got a Smash TV all-systems roundup AND news on the arcade follow-up Total Carnage! Also!

## YOBS MAIL BIG 40

**SUPER SONIC SPECIAL!** 49  
He's as fast as a bullet and looks nowt like Rascal Galt! Sonic The Hedgehog storms into the centre pages with an incredible pull-out guide, with a slink of lips and cheats to show how to complete this brilliant game! INCREDIBLE!

**CHEAT MODE** 55  
He's lean, he's mean, he's seldom seen. He's the world's one and only Paul Rand, and he's been up to his usual tricks again to bring YOU the hottest cheats and tips for your machine! Feeling a bit low, lasttime and downright lousy? Cheat Mode's the place to be!

**OFFICAL UK HIGHScores** 65  
CVG's very own high-scoring Sodie has never found it difficult to score. Like that live in the Shotgun and Shooter when...err, let's just have a look at those scores, shall we? What a good idea.

**PREVIEWS** 82  
Here it is - the white hot section of the mag in which we show you the latest games coming your way! There's so too much to list them all here, so why not rush there right now and feast your eyes on all the goodies contained therein!

**WIN A TOP SOCCER HOLIDAY!** 84  
Not only is England going to stuff everyone in the European Championships in Sweden this May - we're going to take two of you over there to see Graham's Army go for glory in the lovely city of a lifetime worth a staggering TWO THOUSAND POUNDS! Could it be you? Pippin will enter and you'll soon find out!

### BIGGER AND BETTER THAN EVER!

No, you're not seeing things - CVG really is this BIG! Basically, the galaxy's greatest hit just became the greatest as well. Offering you even greater value than ever before - a slick cover to cover with everything you need to know about games! OK, so you're getting an armchair holding this heavyweight piece of heroism - that's a small price to pay!



**STAFF WRITER**  
PAUL 'Oh Ay' RAND

"I took this gal out on a date and I was meant to, 'cos I thought she was right smart. We went to this night club and they threw the pair of us out when she revealed she was 14 and I was 16, so, smacked, I didn't know what to do next, so I wanted around for ten years and eventually took this gal back to the papers."



**DESIGNER**  
JEREMY 'I don't know' ABBROCK

"This really nice lad took me out in his new car on a date once and got beautifully lost. He couldn't find the car and kept trying to do three-point turns and things while everyone came up and watched. I just sat there and drank, and eventually he ended up on the motorway to London, and we'd only started round the corner into his house..."



**MANAGING EDITOR**

SULLIVAN 'RASCALLY' REMALL

"I really believe he's got one and took her out for a curry at Bengal Benny's Bombay House Restaurant in Luton. We were halfway through our evening meal when I realised I still actually ate her even though I still couldn't swallow. She came round I believe her guts and my guts had the valves closed."

**COLOR BY:** Colourmatch, London **FP TYPESET BY:** Coda The Clean set for Exploding Car of Chaos **DISTRIBUTED BY:** BBC Publishing **SMASH TV COVER ART:** Gary Ward, CLIPART: **COMPUTER AND VIDEO GAMES** 1981 ISSN No. 0261-3357. **QUICKIE QUIZ:** What do you do if you see fifty

sheep? Coming over the hill? Answer next ish. **HELLO TO:** Everyone who's got better things to do than sit about reading my text like this and grinning like the wireless morse they undoubtedly are. Look, there's a whole mag in front of you, stuffed full of goodies. Why the hell are you still baring around here? Be off with you!

**FLASHDOWN!** Welcome to the unbelievable new-size **CVG** - the biggest and best games magazine in the galaxy! Right about now you should still be utterly gob-smacked by the sheer size and weight of our incredible organ and drooling over the prospect of all the goodies stuffed inside this knockout new issue! Quite simply we've done the business once again to deliver the most fabulous games mag you've ever seen - and we're still the cheapest on the shelf!

First of all, check out this month's fantastic cover giveaway - the Official UK Super Nintendo Handbook! Packed full with everything you need to know about the wonder console and put together by the CVG gang, this has got to rank one of the greatest freebies ever! If that's not enough, how about another brilliant issue of THE hottest games mag of them all and the world's only hand-held magazine - GO! Stuffed to the brim with everything you need to know about gaming on the GO!, the oldest mag on the planet is yours for absolutely nothing at all!

And what with the biggest comings in any games magazine - you can win ten Super Nintendo and a trip to the UEFA Cup in Sweden! - CVG's got the bloody lot! But that's just the start of it - from next issue CVG has a completely new look, inside and out. It's all part of the big plan to keep the galaxy's greatest games mag such unbelievable value for money that other sad mags poop their pants the second we hit the shelves! So have fun and don't forget to write in and tell us what you think of the new size and what you think the new look should feature - there's a special mystery prize for the best letter we get! See you next month!

## TAKE THE MICK AND WIN A MEGADRIVE!

What a hoat! The response to the Draw The Boys compo we've been running over the last few issues has been incredible, but now the time has come to announce the winner. Turns of you spent in totally glibastic pieces of the gang, but at the end of the day there's just one spunky get who walks off with the Mega-drive, and he is (and drumroll please!) **Khalid Khanekier** from Edgbaston, Birmingham! Khalid actually entered twice (which is perfectly alright) and we printed his first piccy back in March. Here's his second, and it was so good he just had to win! So congratulations to him, and commiserations to all the other CVG heroes whose fab work has been printed in these very pages!



Now here's the good news - this compo has proved such a success I've decided to run just about the same thing again, with one variation, and there's **ANOTHER** Magazine up for grabs! This time round, all you have to do is pic one of the CVG boys and make him look as ridiculous as you can. The sillier we look, the more chance you've got to win - it's as simple as that! So grab that drawing gear (and try to use biro or ink because it prints better!) and wangle your entry off to: **ROB AND GREGORY ARE BEST AT KICK OFF AFTER ALL, SORRY LADS, COMPUTER AND VIDEO GAMES, PRIORITY COURT, 30-32 FARRINGTON LANE, LONDON EC1R 3AU.** We'll print a selection of the best and the winner waltzes off with a spunky new Magazine! By the way - anyone who's too lazy to write out the full address will have their entry thrown straight in the bin. You have been warned!

# GIRLIES ARE GREAT

So who reckons computer games are just played by boys? You've got to be kidding! Judging from our Mailbox there are more and more girls out there playing games, but we haven't a clue how many of you there are! What machines do you own? What games do you like? Are you tougher than Matthew Stevens from Barton on the Wold? Write in and tell us why you're the greatest girl reading CVG right now! There's a brand new Game Boy (or Game Gear) for the best letter we get, and we might even print your picture in the mag! What are you waiting for? Get writing to: **I'M A GREAT GIRL GAMES, COMPUTER AND VIDEO GAMES, PRIORITY COURT, 30-32 FARRINGTON LANE, LONDON EC1R 3AU.** Go to it!

▶ Incredible stuff from Khalid Khanekier from Birmingham!





▲ Randy gets what he deserves from Rose Hayward in *Musabug!*



▲ Party arrives from Chris Dawson in *Cleveland!*



▲ Adam Woodford from *Brackton*  
◀ is the genius behind this!



### THE WANNABE WINNER!

There was a quite unbelievable response to the I Wannabe Famous Topo compo we ran a few issues back. In fact, it was so popular that one BBC celebrity rang us up to ask us all about it! Sadly there can only be one winner, who battles away with £200 software for his machine, and he is none other than Robbie Theakston, from Gerard's Cross, Bucks, who actually managed to look more famous than the celeb he was pictured with! Robin's picture was easily our fave, but thanks to all who entered! By the way, Robin, you never told us which machine you own - so get in touch and let us know!

▼ Richard Thorn from *Briery Hill* is obviously a mad genius!



Who did this? We've no idea... can he forget to send his address? Zuh!

**I'M UGLY I AM!**  
 Reckon you can put the ugliest mug this side of Birmingham? Well, you can mash up your own! That's right, a greatest games mag! That's right, we want you to send in pictures of yourself pulling the worst face you can and beat all the rest wins... nothing... nothing... I want a glory of having your ugly mug printed right here in *CVG*! So put the ugliest face you can, get a picture of your monitor and send us to open the 8th **UGLY MUGS! COMPUTER AND VIDEO GAMES**, 36-37 FARRINGTON LANE, LONDON EC1A 3AU. Awright!

### TIMLINS 2



▼ Yet another noseless wonder!



Remember to include your address!



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the choice is yours!

TO BE THIS GOOD TAKES **AGES** TO BE THIS GOOD TAKES **SEGA** TO BE THIS GOOD TAKES **AGES**

# something MEGA

The SEGA MEGA DRIVE has already got over 100 awesome 16BIT games for you to choose from and there'll be 70 more brain busters available between now and the end of the year.

There is really only one 16BIT games system, so how many more reasons do you need to buy the ultimate games console - the SEGA MEGA DRIVE!

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#### MEGA DRIVE

SONIC Pack includes: Control Pad and 'Sonic The Hedgehog' Cartridge



AGES TO BE THIS GOOD TAKES SEGA

# SEGA

# NEWS

## SPECIAL REPORT



### SUPER NINTENDO HITS HOME AT LAST!

We've been waiting for ages now, but the Super Nintendo is here at last! Yes indeed, Nintendo's wonder machine should be just about in the shops by the time you read this! Priced at £349.99, the machine includes Super Mario World bundled free in the box, with two other games - F-Zero and the strikingly superb Super Tennis - additionally available.

Super Soccer and Super R-Type should follow next month, with other official UK releases to include Zelda II (72%), Castlevania 4, Sam City and - wait for it - Final Fight! (Double Day!) So now the fight begins for 16-bit console dominance on the console scene. Will it be Sega who rule the roost with Sonic, or will Mario be king of the console castles? It's YOU who decides!

Unless you're an incredibly fast shooter you'll already have read through our totally brilliant Official UK Super Nintendo Handbook and been gobsmacked by its complete brilliance, telling you everything you need to know about the machine.

For months you've been asking about the machine - and now you've got everything you need to know! What more could you ask? A competition to win one perhaps? Turn straight to page 18 (as we're going away TLR) Headed for the greatest games mag in the world!



### SUPERSCOPE ON TARGET FOR UK!

Nintendo are set to launch the world's biggest light gun on the knees of you and me! Called the Superscope, the thing looks like it just came off the set of Star Wars - it's huge, it's sleek, and if Nintendo's publicity is to be believed it's the most accurate light gun available! The Superscope will be launched with a multi-game cartridge featuring a host of fairly simplistic target games, but the Super Nintendo's scaling and rotation abilities leave obvious scope for a truly amazing Operation Wolf-style game! No firm release details for light gun software as yet, but look out for some amazing stuff in the near future...





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**COMET**  
**YOU KNOW WHERE TO COME.**

# NEWS

## BART TAKES ON THE WORLD!

Springfield's most notorious prankster is back for a second helping of SNES related fun in *Bart vs The World*. The yellow-haired peevil has won a trip round the world courtesy of Krusty Caramel Products and has the chance to earn his fame and fortune with a live appearance on the rich and powerful show. Ruby and Scratchy are Bart's heroes and this is a chance he can't afford to lose. Unfortunately Mr Burns, the boss of the local nuclear power plant, has other ideas. He and his assistant Smithers, have arranged to have Bart's journey interrupted by members of the Burns clan around the globe.

These include an admirable snowman version, a Chinese kung fu master version and of course, Mr Burns himself! The action is mostly platform based, but there's a fair bit of puzzle solving thrown in. Best of all though, is the incredible skateboard sequence where you get the chance to ride down a hill at breakneck pace avoiding obstacles! The game is due out in a few months courtesy of Acclaim, so rest assured we'll bring you more news the second it arrives!

INTERACTIVE ENTERTAINMENT SYSTEM

## THE SIMPSONS BART VS. THE WORLD



# TUBA LOOPS

A great combination

NEW



## WHAT THE HELL IS THIS?

In this month's uncanny coincidence slot, Ian Green from Essex spotted what appears to be a packet of Benetton Bros crisp's Smith's Tasting Lab cheese and onion Tuba Loops! Look like crispy potato versions of Robo and Mito from the Sega coin-op White Hubs and Mito are top international burglars, we accept that the tasty Smith's crisps have never been involved in, nor associated with any arcade related criminal activity. However, we suggest that you search the shops for any other video game related snacks. Anyone taking a scamp favoured *Streetsfighter*?

I'M NOT A  
CRISPS MARKET-  
ING PERSON  
LOOKING FOR  
A CHEAP PLUG!  
Tom Green

## AMIGA'S BIG BROTHER REVEALED!

Commodore are all set to launch a successor to the A600. Imagine, creatively titled the A600, the machine should be priced at around £399, although Commodore will neither confirm nor deny this. The differences between the new machine and the old are slight, but important nonetheless. For a start, it will have a new version of the Workbench operating system, but more importantly, a built in TV modulator - no more stupid boxes sticking out of your Amiga! As far as appearance goes, the new machine will be a lot smaller and more compact and rumour has it that the numerical keypad on the right of the machine will be removed and the machine trimmed and streamlined up, with a hard drive version expected to be launched soon after. Expect the A600 in the shops around Autumn 1991!

## JOLLY APRIL JAPERY!

O dear oh dear oh dear!  
There are going to be an awful lot of rosy red cheeks out there when you see realme we had not one but TWO April Fools in the last issue! Most of you got the Hotstar 2000 straight off (which was the intention) but completely failed to spot that *Streetsfighter 2* on the Gameboy is GDI was a chin spin as well! What can we say, except laugh our socks off at all those who thought they'd succeed! You'll have to get up a bit earlier than that.





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# NEWS

ターメガを発表

## IT'S THE WONDERFUL WONDERMEGA

JVC, known as Victor Musical Industries in Japan, have finally launched the Wondermega - the all in one Mega CD/MegaDrive unit, as reported in last month's CVG with an artist's impression of the machine. This is what the beast actually looks like, and as you can see we were pretty darned close!

The machine is remarkable in quite a few respects, not least of which is the unexpectedly high price! It retails in Japan for around £200, which is actually more expensive than buying the MegaDrive and Mega CD separately. The unit as sleek and sleek as anything you could hope for and technically it's fairly identical to Sega's own piggy-back combination.



Obviously the whole thing is a lot neater, but the actual CD facilities have been greatly enhanced. You now have at your disposal a very impressive CD unit. It's much easier to connect the thing to a hi-fi and, joy of joys, it has a built-in Karaoke machine! This sophisticated extra allows you to remove the voice track from CDs and sing along to your favourite tunes! Watch out for this machine - it's gonna be a goodie!

## F15 HITS THE NES!

Microprose, the top grazers behind the worlds best simulation software are about to unveil a top treat for Nintendo gamers. F15, their simulation of America's smartest fighter is all set to be launched on the NES and Gameboy! Fly dangerous missions over deadly enemy terrain as crack enemy pilots try to pop you out of the sky. The vectors from the original 16 bit versions have been simplified, but from what we hear this should be the only choice for top gun pilots on the NES! Rumour has it that the game will be launched on the Super Nintendo shortly afterwards and it's promising to be something very special indeed. Stay tuned for more info!

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# WIN

## A SUPER NINTENDO!

THE WINNERS OVER THE OTHER UK Super Nintendo is nearly home - and we've got TEN of them to give away! That's right folks, the company's greatest games catalog comes to the console through a TVS sweepstakes that offers the highest competition and the biggest prizes. Again and again!

This time we've got TEN that's right TEN Super Nintendo controllers to give away. So many gifts to make every child - courtesy of Nintendo themselves! You'll reach for your controller and before you know it you'll be in your favorite game. It's giving away this extraordinary prize to celebrate the official UK launch of the Super Nintendo, which comes with 13 and 16 video games for the UK launch and includes the award-winning Super Mario 4. It's the complete and utterly fun!

So what do you have to do to sweep into the winner's circle? It's easy. Simply order your Super Nintendo and we'll give you a chance to win one of our ten Super Nintendo controllers. You can win one of our ten Super Nintendo controllers and a Super Mario 4. It's the complete and utterly fun!

Detail your drawing stuff and create your Super Nintendo game hero on a nice clean sheet of paper. It's not so easy a pencil, but a black 250 of the pen is great because you'll be printing all the winners right here in the mail! At the end of the day it's the idea that counts - and if you can't draw, don't worry - we'll get every chance to win. Just tell us why your Super Nintendo character is so utterly special, get us writing with excitement and who knows. An Editor Joe might even draw it for you!



Whichever option you go for, you've got to get your entries in - the closing date for this competition is Monday May 11 - and your entries GOT to be here by that date to stand a chance of winning. So fire those entries off to: CLARE MUMFORD, WANT A SUPER NINTENDO? COMPUTER AND VIDEO GAMES, PERRY COURT, 20-22 PRINCESDOM LANE, LONDON EC1R 3AU. What are you waiting for? You've got to be in to win it!





WERE GIVING AWAY

10



**SMALL PRINT:** All the usual C/DG competition rules apply which means you can enter as many times as you like provided you don't work for Emag or Nintendo and Tim is the spunky gal who chooses the winners because he's the Editor and his decision is Final but we all have a good old whinge if we don't agree and he gets lonely and left out and sometimes changes his mind but not very often and there's no point in whining if you haven't won or phoning up to find out how you're getting on or we'll just laugh and put Paul Rand on the line to rack up your phone bill with a few Elvis duets through his brilliant Kerry Karaoke machine...

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# HOTLINES

## 0839 500842

*If you're under 18, make sure the person who pays the phone bill has given you permission before you start dialling. Calls cost 36p per minute (off peak) and 46p per minute (peak rate).*

### WIN A SUPER NINTENDO!

Hurray! Here's your chance to win one of the first shipment of British Super Nintendo's, with the incredible great Mario 4 thrown in. So don't just stand there dawdling, dial those numbers and see if one of these babies could be yours!



### WIN A MEGADRIVE!



It's the home console item you've just GOT to have, and you'd have to be off your trolley to pass up this chance to win one! So what are you waiting for? Get those numbers dialled and you'll stand the chance of walking off with Sega's big black box!



### WIN A GAME BOY!

Small and brilliant, Nintendo's hand-held still lovely is just waiting for some ultra-cool dude to win one! Could it be you? Just dial those digits a bit sharpish and you'll soon find out!



### WIN A PC ENGINE!

It's still one of the most amazing pieces of kit in the whole wide world, and if you know anything about great games then you know you've got to have one! What better way than by winning one right now! Get to it!



# REVIEW

**SUPER NES £40**

BY ACCLAIM



It's the gameshow to end them all. Forget Leslie Crowther and The Price Is Right, this is big time. The biggest social class in the world is the TV addict - mindless vegetables with an insatiable desire for game shows, couch potatoes with an increasing lust for ever more extreme television. Violence is the name of the game and the masses just love it. In the ratings war that ensues, TV companies come up with ever more shocking themes for their shows. When the biggest TV corporation throws caution to the wind and comes up with Smash TV, the war is over and the audience is won. Smash TV is a smash. The TV show sees either one or two competitors in a fight for their lives, with cash and goods prizes for the victor(s). All the losers get is dead. And forgotten.



Probably the shoot 'em up of the Nineties, Smash TV ceased real waves when I turned real up in the arcade. Smart graphics, great sound and oodles of violence brought the Robotron legend to a whole new generation. This conversion was eagerly awaited and there as tension is the air when we plugged in the cart - and discovered it was near enough snide perfect. The game relies on one thing - speed - and this version has more of that than most people can cope with. The sheer number of baddies on screen will have you filling your pants with mortal dread as they head towards you, guns blazing. Gameplay is really simple, but it works a treat. Just blast everything and stay alive! Graphically the game is excellent: nice backgrounds, brilliant animation and colourful sprites all round while the end of level baddies are huge and very impressive. Music is racy and driving, but the sound deserves some sort of medal. Banned expletives shake your monitor and there's a speech shiv as the game show host gives his commentary. Along with Mario and Super Ghosts and Ghosts, this is an essential purchase for Super Nintendo owners.

FRANK O'CONNOR

# SMASH TV!



## LOVELY, MARVELLOUS, SMASHIN'...

Smash TV is nothing like the game shows we know and loathe. Oh no. There's no throwing darts, no general knowledge and no word puzzles. This is death and violence from start to finish. Armed initially with cashing guns, the contestants are thrown into the hole at them. Traps armed with clubs, mutants with machine guns and electrified robots are just a few of the psychotic killers that await our heroes. All they have to do is shoot the baddies and live as long as they can. Cash prizes, holidays, cars and smart luggage sets can be won - provided the boys can survive long enough to enjoy them. Help comes along every now and then in the form of extra weapons which hot up the damage for a short period of time. If you get far enough, you'll meet some of the show's larger celebrities and could even find yourself in the Smash TV hall of fame. In the words of the commentator himself: "Good luck...you'll need it!"

## KEEP OUT OF THE BLACK

As with all good game shows, the object of Smash TV is sheer, unadulterated greed. Every now and then a big pile of money appears - or it could be travel vouchers, or luggage, or even a car. Your score rises with every object you collect, but good players will soon realise that this stuff is even more valuable at the end of a section. All your stuff gets torped up by the computer after the defeat of a boss and you receive a massive bonus. If you're sick and greedy enough to reach the end of the game though, you get a bonus for every single item collected! Scores amassed in this fashion can get quite unfeasibly huge, and it's a laugh to watch your score pile up while your sad mate's cash pile is left way behind.



This map lets you know where points are!



## A MILLION WAYS TO WIN!

The first thing you'll notice when you're playing Smash TV is the sheer number of sprites on screen at once. Surely the Super Nintendo should slow down when there are a lot of sprites on screen. Well, it does if you're a lazy programmer and you use the hardware alone. Not here though! The Super Nintendo is supposedly dead slow and as far as clock speed goes, but the main processor does all its magic in hardware to make up and clever coding such as that used in this game makes Super Nintendo sprites zoom about like nobody's business. Smash TV is superior and features scullions of sprites on screen at once - it's a first feat which bodes well for the future of Super Nintendo gaming as a whole.

▲ Kill that fat boss, to a more than just a pretty face you know!

Remember, the money are just as dangerous as the big girl! ▼

Smash TV was an arcade blast and a half, and I never really expected the home console versions to come up to the mark - but Acclaim have done themselves proud and turned in a conversion which almost tops the coin-op

for sheer speed and excitement! All the best features of everyone's favourite pocket change gazette have been faithfully captured, right down to crystal clear sampled speech, grunts, groans and yells! The sheer number of sprites the Super Nintendo manages to cram on screen is truly awesome - and sometimes you don't even blink the oversight is going to end! There's a real sense of urgency about the game - you'll find yourself hanging on until the bitter end when your boy gives up with a groan and finally sinks into the dust as the commentator buries us. The NES version was the best game of its type on that machine, and Acclaim have done it again on the Super Nintendo to provide the most awesome home arcade blaster yet seen. If you own a Super Nintendo and you like your action fast and furious, you'd have to be a driving loony to pass up Smash TV. Buy this cart and tell all your jaded mates you've got the arcade machine in your bedroom, because that's basically what this is. Buy it!

TIM BOONE

## LISTEN TO TONY...

The extra weapons in Smash TV are not only useful, they're essential. They appear in the arena from time to time, but you only have a few seconds to pick them up before they vanish. The goodies on offer include spreading machine gun fire, grenades, rockets, spinning razor blades and a very rare bomb - which only appear on screens with end of level badasses present. The bosses will not even wince when faced with ordinary machine gun fire and you can only destroy them with a special weapon. Speed ups and shields can also be found and make life a bit easier for the Smash TV contestant, but at the end of the day it's instincts and reactions that really count.



## OH DEAR, LADS...

The best thing about Super Nintendo Smash TV is the brilliant control method. The SNES control pad has four fire buttons and you can use combinations of these buttons to fire diagonally. It seems a bit weird at first, but once you get the hang of it control of the characters becomes a dream. This mimics the control method of the coin-op perfectly and arcade fans will flip when they try it.

▲ Aargh! Totally tired!

These are used as a second direction pad. You simply press the top button to fire up, the bottom to fire down and so on. Obviously you use combinations of these buttons to fire diagonally. It seems a bit weird at first, but once you get the hang of it control of the characters becomes a dream. This mimics the control method of the coin-op perfectly and arcade fans will flip when they try it.



## LET'S HAVE A LOOK AT WHAT YOU WOULD 'A WON...

The plot of Smash TV sounds a bit familiar, and so it should. The idea of a violent futuristic game-show has been around since the classic seventies movie Rollerball. The theme was taken to the extreme a little more recently in the Arnie smash hit, the Running Man, which in turn was based very loosely on a Stephen King book about a man who is bent into a city and hunted down

by armed killers. The movie of course was totally different and it was directed by Paul Michael Glaser out of Stanley Kubrick and a lot of the CTV boys thought it was crap. The most notorious of the future game show themes was the movie Death Race 2000, which featured a car race in which you score points by knocking down pedestrians, which is not very wise



▲ Is he ugly or what?

SUPER NES	
GRAPHICS	90
SOUNDS	88
PLAYABILITY	93
LASTABILITY	93
<b>OVERALL</b>	<b>92</b>

# SMASH

**CRUISE!** Not only does the world's greatest games mag scoop the Review, but here we go with a CVG special on the history of this feisty coin-op. **FRANK O'CONNOR** is telling us all about it, so here he is.

## T.V.



One of Gary Whelan's early cover reprints



## MOW 'EM DOWN

The history of Smash TV is a long and colourful one. Williams started the whole thing with a coin-op called Robotron 2084, a game which wreaked havoc in the arcades. Apart from the classic Defender - which, incidentally, was written by the same bloke! - it was the only game that was really, really difficult. The control method was also a novelty - two joysticks side by side, one for moving the character and one for firing in any of eight directions. The screen basically filled up with hazards and badies and the object of the exercise was to save humanoid hostiles - you simply walked over them and gained bonus points. Robotron featured apparently intelligent badgies who followed you around or even tried to cut you off. In fact they were as thick as mine, but that didn't really matter. The game was tricky on the first level, but once you reached level ten, things just got stupidly difficult.

## AN OCEAN OF CONVERSIONS

Ocean hit the spot early in the last year with their rereleasing conversions on the 8 and 16-bit consoles, all programmed by Probe. The 8-bit versions, surprisingly, are better in many ways than their 16-bit cousins. The control system again became an issue, with twin joysticks being an option on all versions. The graphics on the ST and Amiga versions were a bit rubbish, but good programming solved the day and Ocean did a fine job across all formats. Best of the bunch? The Amstrad and Spectrum versions, curiously enough, which stretched their host machines to their limits. Basically, this means just about anyone can enjoy blowing everything to bits, which is just as well really.



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## SHOOT 'EM TO BITS

Smash TV is currently available on the Nintendo NES and it's another corking conversion, certainly as good as you could expect from an 8-bit machine. The control method is a little lousy, but it seems to work quite well. In one player mode, you can use both joypads, obviously one for movement and one for firing. Trying to figure it out causes brain leakage at first, but practice pays off and it's among the best shooters on the NES, and worth forty quid of anyone's money.

**BLOODY HELL!** Not only does CVC grab the Super Nintendo Exclusive and tell you all about the game, we've gone and accoped everyone yet again to tell you all about the sequel to the arcade game - and it's not even out yet!



## BLOW 'EM AWAY

The game produced a whole new breed of arcade games, something akin to the movie "Friday". They couldn't possibly see what was going on in the frenzied battle-infested screen, but they still survived and kept on racking up points. The extreme violence involved often made their eyes glaze over and they would drool and slobber as they played. Jeff Minter, the famous hairy person was such a big fan of Robotron that he did his own version and gave it away for next to nowt on the Public Domain market. Being Jeff Minter though, the sprites were all replaced with things like Llamas and cans of cola. Then along came Smash TV in the arcades and what a hit that was. Using the technology pioneered in the amazing Mari coin-op, it was a blast up off of Robotron. That was all right though, because Williams did both machines so nobody cared.



# PREVIEW

BNN

After The War Of 1999, Reporters Swarmed Into The War Zone...

# TOTAL CARNAGE

## TOTALLY AWESOME!

Total Carnage is the name of the follow-up to the phenomenally successful Smash TV, and it should be blasting its way into an arcade near you pretty damn soon! As you can see from these scummy screenshots, the game is looking totally amazing, and seems to have taken all the best bits from the first game and improved on them! Captain Carnage and Major Mayhem are your main men. They don't just sit about and fiddle their thumbs and drink exotic tea when the going gets tough. Oh no. They saddle up with some serious hardware, get going and kick ass on a grand scale!



## ALL SORTS OF ACTION!

Fresh what we've seen, Total Carnage features an amazing goodie bag of features and bonuses to try before you die. These include maps, secret codes, special weapons and serious firepower - alongside the usual maphem we've come to know and love from the boys behind Smash TV. Just like Robotron and Smash TV, Total Carnage will be a two-joystick game - one for movement and one for firing direction. There's also the infamous Smart Bomb for that total wave of destruction from which there's no escape! Total Carnage looks to be a treat and a haul and no mistake. Rest assured we'll be giving the arcade machine the full overhaul just the second we can!



**Amiga Software — Games started (MDF) will not work on the AMIGA ARC PLUS.**

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# REVIEW

MEGADRIVE £34.99

BY DATA EAST

Take two crude dudes named **BITT** and **SPICE**, genetically engineered warriors from a devastated city. Find yourself some trouble and send 'em into action, because that's what you built them for after all! It's New York in the year 2020 and an accident with some plutonium has completely levelled the city. The problem is that amidst the rubble and devastation, a twisted, evil scientist has been build-



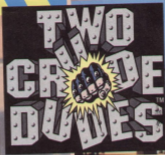
ing an army of mutants and robots, all armed to the teeth and very angry. Fortunately Bitt and Spice are two hardest dudes in the post-holocaust world. Their methods are a little unsavory (hence the "Crude" nickname) but they get the job done. Their mission is to utterly destroy the army of fiends and take on the professor himself. Best of all though, they get paid for doing it! Get busting, dudes!



The original arcade game never really took the arcade way to go by, but it was a good laugh nonetheless. The Megadrive conversion is a much more enjoyable game. The graphics look as if they have been taken straight from the coin-op and are quite unnecessarily colourful for a Megadrive title.

The sprites are among the best that the Sega machine has seen, with superb animation and hilarious baddies. The backgrounds scroll by in super-smooth parallax, adding a real sense of devastation to the proceedings. The music sets new standards, with brilliant guitar soundtracks and sampled screams throughout. Gameplay is a real treat. It's very simple at first, but you soon learn all sorts of tricks and tactics as far as baddie bashing is concerned. Playing by yourself is challenging and addictive, but things go into overdrive in two-player mode. The end of level baddies are imaginative and well designed and playing at any difficulty level higher than easy is a real challenge. Even once you've completed this game, you'll be plugging it in and coming back for more. This cart breathes new life into an otherwise staid genre. Get crude, dude!

FRANK O'CONNOR



& O! Put me down, dude!

You'd better watch out or I'll get my fist on you!



## RUDE DUDES

One of the neat and hilarious features of *Two Crude Dudes*, is their ability to pick each other up. Walk up to your team-mate, press the A button and you'll lift him clean above your head! Simply wait until some baddies arrive at the scene and then hurl him at them. Using a pal in this fashion doesn't actually hurt him - but it knocks him out of the enemy! This feature is especially useful when confronting the end of level baddies. It can get really annoying though, when you keep getting thrown about instead of getting your share of the action. Put me down, dude!

## CHEWED DUDES

If you fancy a bit of horizontally scrolling beat 'em up action, then there are a host of titles to choose from. *Sugar Shinobi* was the first and arguably the best beat 'em up on the Megadrive and is still widely available. A big emphasis on platform and puzzles in that one. *Strider* is a visually spectacular game of a similar ilk, but again, the emphasis is on platform action. Straightforward Kung Fu action can be found in *Last Battle*, but frankly it's not much good. Alternatively, you could opt for the technically brilliant but rather slow *Buakkaan*. There are tons of others, but you probably know about them already! In fact, we'll put up a free Megadrive game to anyone who can send us the longest list!

# REVIEW

## THANKS...

...to Console Concepts (0762-732758) for the review cartridge.



## SHREWD DUDES

If you're the sort of person who likes throwing an armful of crap and chucking stuff about to get attention then this is the game for you! You can pick up almost everything in the game except the backgrounds - rocks, bins, lamp posts, rubble and almost every single bad guy! There's even a giant in the game where you're attacked by tanks and yes, you can pick them up too.



Throwing a tank is not only impressive, it's also very effective, destroying almost anything in its path. What a hooff! Getting anywhere in the game is virtually impossible without learning how to throw and it takes quite a bit of practice but it's worth it to chuck your weight about - or somebody else's as the case may be.



▲ Watch out - it's Mr Shippy!



▲ Crkey those shoes!



▲ That's der way to do it

▲ Fancy some power? Grab a couple of cans!



## FOOD DUDES

Along the hazard-strewn path you'll get quite a lot of stuff kicking out of you. This would be a very big problem if it wasn't for the handy Coke machines lying around in the rubble. When you come across one and give it the kicking it so richly deserves, out pops a can of cola! Slugging this back tops up your energy levels and you can drink as much of the stuff as you like. Of course, in two-player mode the competition for the cans is intense. Throwing your pal around as he's about to reach full energy is a left riot. The cola machines also turn up at the end of every level, giving you a chance to beef up your energy levels even more. Hurrah!

## LEWD DUDES

The evil dudes who attack you during the course of the game come in various guises, none more hilarious than the evil Santa clone! This guy was working in a department store when the holocaust happened and as a result he turned blue and got very nasty. He attacks furiously but he's very small and quite easy to beat. His mates are just as silly - including psycho cabbies, armadillos and a Terminator clone. This guy attacks in the guise of a human, but a good kicking soon reveals him to be a cyborg who will pull off his own head and throw it at you. Pretty stupid, huh?

## By some miracle I

reused out on the Two Crude Dudes coin-op, which is a pity - because if it's anything like this I think I'd have been a tad impressed by its fun-packed beat 'em up action! I may not have been too awared by the graphics, mind you - these Megadrive sprites are a bit on the square side and don't animate all that fluidly. Still, the idea of smashing up the vending machine to nick the cans of drink is well done, especially the Superman-like "Whack!" and "Thwack!" flashes which appear with each hit. Lots of baddies to smash to a pulp and tons of weapons to pick up like concrete blocks, lamp-posts and even old cars all adds to the fun. Sound is above average, but after being treated to the sonic feast of Streets of Rage I was quite frankly left wanting. This isn't the best 'beat 'em up on the Megadrive - Streets Of Rage still holds that accolade and probably will for quite a while - but if you've got that and are looking for a thumping new challenge then Two Crude Dudes should see you alright for a while.



PAUL RAND

▼ Dear me, what a sad travesty of a dude...



▲ Watch out or you might get boned...

## CRUDE DUDES

Two Crude Dudes might sound like a pretty stupid name for a game - but it's not half as stupid as the original arcade game, which was called Crude-busters. We all know what a crud is, but what's a crude exactly and how do you bust one? Would you really want to if you knew how? Does any body really care?

MEGADRIVE	
GRAPHICS	89
SOUNDS	88
PLAYABILITY	90
LASTABILITY	85
<b>OVERALL</b>	<b>89</b>



# REVIEW

NES £39.99  
BY OCEAN

What do you think the best kind of video game hero is? Is it a rock-hard mercenary with a bionic arm? Is it an intrepid xenophobic space explorer? Is it a crack F16 pilot? Not according to Taizo, who reckons a fluffy yellow Kiwi is hardest of 'em all! New Zealand Story tells the tale of a little gang of Kiwis who get kidnapped by an evil warlord. Fortunately, our hero escapes and decides to rescue his comrades. In his favour, he has an

# THE NEW ZEALAND STORY



unlimited supply of arrows, great jumping skills and limited flying abilities. Not so much in his favour is the fact that he's a small yellow ball of fluff. The odds are stacked against you, the challenge is vast and you'll enjoy a little better after all. Oh well, it's off to the heart of New Zealand for a spot of platform-related action!



The arcade version of New Zealand Story was a bit of an oddity. The graphics were unimpressive and the gameplay was nothing new. What separated it from the rest of the crowd was something Taizo was famous for. That elusive

something, that spark of playability that keeps you coming back for more. The NES version, to Ocean's credit, is spot on perfect. All the screens are there, all the levels and all the hidden stuff. The simple graphics have been reproduced faithfully and the music is an updated remix of the arcade theme. Playability is there in buckets and the game itself is huge. Niggles are few and far between, but one complaint is the appalling sprite flicker when too much is going on. Sometimes the poor Kiwi completely disappears and off you trot to your death. The only thing about New Zealand Story (as with the Mario games) is the sheer number of things to discover - finding weapons, vehicles and hidden levels has you playing into the wee small hours. NES owners have the best platform games of all time in the Mario series, but buying this pretty darn good arcade conversion won't do you any harm at all.

FRANK O'CONNOR

## NOT MANY PEOPLE KNOW THIS...

New Zealand Story was the product of a Japanese Taizo programmer who went to New Zealand for his holidays and game back with the game! Playing through you'll see all the tourist spots he visited. 'cos he put them all in! Those crazy ducks!



## HIDDEN BONUS SCREENS AHOY!

There are lots of ways to make progress in New Zealand Story, but none faster than the secret warp zones! These are totally invisible and the only way to detect them is to shoot them. When your missiles mysteriously vanish, keep firing at this invisible doorway enough times and a flaming spiral will appear. Simply walk into it and hey presto - you're several screens further forward!

These doorways are dotted around the landscape and some are harder to find than others. By using these, it's possible to get to the end of the game without much effort, but you have to be a bit of a genius to find them all.

## FLY BOY!

Kiwi's can fly - but only just. They flap their wings a lot, sort of take off, flap their wings a bit more and hope to stay up. Fortunately, New Zealand is packed full of weird and wonderful flying machines. These include airships of various descriptions, a spike-ship, a friendly goose and weird floating space hoppers. They all handle differently and some are more fragile than others. Collecting a joystick icon helps ease the dodgy momentum on some of the craft and makes those tight turns easier.



Jump on the yellow space-hopper and fly away!




## NES

GRAPHICS	90
SOUNDS	81
PLAYABILITY	87
LASTABILITY	89
OVERALL	88

**EVERYTHING  
COMES TO THOSE  
WHO WAIT.**

**AND WE MEAN  
EVERYTHING.**





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You're the mayor of Sim City... and hey, do you have a plan? It's your job to manage the city, and make it the place you love. That's the SimCity way. It's a completely new world, with a completely new look, a new look and a new look. It's a completely new world, with a completely new look, a new look and a new look.

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## ALDOY



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***SUPER NINTENDO***<sup>®</sup>

ENTERTAINMENT SYSTEM

**BEYOND THE NEXT DIMENSION**

# REVIEW

## JOE MONTANA 2 MEGADRIVE BY SEGA £40

American Football games aren't what you could call rare on the Megadrive. John Madden's John Madden's '92 and Joe Montana's are all clamouring for a slice of the action, with that Mr Madden currently winning the downs AND kicking for the extra point. Still, Sega reckon there's room for one more, so pull on your shoulderpads and helmet and take the position in the latest American Football sim to appear on the 16-bit superstar. That man Montana is wheeled out again to be your guide through the trials and tribulations of each game, with commentary and statistics to inform and assist the player along the way. Use real plays to get those downs and move you further towards that elusive touchdown, but remember that to be the best your defence needs to be as hot as your offence. It's all very well being a high-scoring hero, but if your side is the pits, forget it. What are you waiting for? Play ball!



I first saw this game quite a while ago, and have to confess not playing it again until it came up as an official release. Pitted against the likes of Madden's and now Madden's '92, you've got to be bold to release an American football game on the Megadrive as exciting as well, and here it must be said Joe Montana does deliver. The commentary-style speech is a real gob-smacker when you first hear it - it's a hoot and a half to play while the yank burbles away just like they do on the telly! For my money Joe Montana is a simpler game than Madden's, opting for a completely different presentation style. It's a lot easier to pick up and play and it's quite a laugh for a while. Then the speech starts to pall a bit and before long you're turning down the volume because you've heard it all before. Then you discover that the game isn't really that deep, and although the whole package has been put together very professionally it just doesn't come in long-term appeal and doesn't come close to Madden's, which still ranks king of the caste. Sega deserve a pat on the back for giving it a go, and the result certainly isn't bad - but you're still better off with Madden's unless you've got tons of cash and can afford to get them both!

TIM BOONE



### WHAT THE HELL IS THIS SPORTS TALK STUFF?

You may well be wondering why this game is called Joe Montana II - Sports Talk Football. Well, it's quite simple, really. This is the first of the new Sega Sports Talk range - games which actually talk you through the action! There are about one hundred and fifty different words sampled in Joe Montana's, which are then strung together to form sentences and chanted out whilst the game is happening. It's an extremely effective feature of the game - like having comments for stuck in your Megadrive cartridge!

### ON HIS LAST LEGS

Joe Montana, for those of you who don't know (like most of the population who think that The Refrigerator is a large cold cut and used to store dairy produce and other perishables) is quarterback for the famous San Francisco 49ers. Unfortunately for old Joe, he's getting on in years, having only been able to play a couple of times this season due to dodgy knees. Still, this one should help supplement his pension.



### HOW DO YOU PLAY?

The rules of American Football, to the majority of the world except the States, sound complicated. And indeed they are, but here's a quick rundown anyway. One side attacks, the other defends. They each choose a play - the attackers would go for a running play or attempt to pass the ball to a mate, while the opposition need to select a play to counteract that of the boys with the ball. Basically, you have four goals (called downs) to move the ball forward by ten yards. If you don't achieve this, the defending team get to attack. Get the ball to the start of the opposing team's side of the field and you score a touchdown, worth six points, and the opportunity to kick the ball between the posts for an extra point. There you go!

### HOW DO YOU PLAY?

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### MEGADRIVE

GRAPHICS	83
SOUNDS	90
PLAYABILITY	78
LASTABILITY	79
<b>OVERALL</b>	<b>80</b>



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# REVIEW

**SUPER NES £45**

BY KONAMI

Lance and Bill Gryzor are the hard-  
Last duo in the Universe. They like  
guns - really big guns. They like  
Bombs too. And drives and grenades  
and flame throwers. Lance and Bill  
are total psychos, which is why the  
US Government has sent them on a  
suicidal mission. Aliens have in-  
vaded and virtually destroyed the  
Earth and it's up to our unlikeliest  
heroes to invade the enemy fortress  
and kill the evil alien emperor. This



isn't quite as easy as it sounds - the  
only way to reach this fortress is to  
battle through hordes and hordes of  
twisted alien space fiends, all armed  
to the teeth and all hungry for blood.  
Thankfully Lance and Bill are  
equipped with some quite stupidly  
powerful weapons and they're awesomely  
strong to boot. A stroke of  
luck that - one you don't see some  
weedy wimpo trying to stomp alien  
heads, do you?



Super Contra was one of  
my favourite arcades  
and this is a brilliant re-  
quest. It borrows ele-  
ments from the previous  
games in the series and  
tunes them into some-  
thing very special. Plat-  
form action is the big-  
gest ingredient - looking

like a cross between *Sirius* and *Melchior*.  
Resistance this game gives you 360 degree  
control of your gun as well as some incredi-  
bly athletic climbing powers. Graphically  
this game is excellent - most Super Ninten-  
do games look impressive, but this is  
usually down to good use of special ef-  
fects. This time round the sprites and back-  
grounds are beautifully designed and quite  
awesome to see - and the use of scaling  
and rotation in Contra isn't just a gimmick,  
it's an intrinsic part of the gameplay. The  
top-down sections are a frantic race  
against time and add a fair bit of tension to  
the proceedings, but the music really  
makes this something special with a combi-  
nation of orchestral pieces and driving  
rock music *Brownie*! Suspended screens  
and beefy explosions all enhance the at-  
mosphere and it's a case of turning the  
volume up, the stereo on and your brain  
off. The best game of its type on the Fanny  
so far.

**FRANK O'CONNOR**

# CONTRA SPIRIT



You'll be  
lighter  
than a  
feather  
and, so  
try it!

W. BURN!

CONTRA SPIRIT

There are all the usual stoochy features, like extra weapons,  
shields and smart bombs. There's also a feast of guns available  
and you can carry two at once, switching between them as and  
when you wish!

## COR! WHAT A BEEFY WEAPON



As you run around the various le-  
vels wasting badasses and cau-  
tailing all sorts of mischief, weapons  
pools will be flying about. Shoot  
them and they drop an extra wea-  
pon on your head. These include  
four-way spread fire, flame-  
staplet, homing missiles and  
scooters. The slickest weapon of  
the lot though, is the laser gun,  
which is about as much use as a  
one-legged man in a botky kick-  
ing contest. You can switch be-  
tween weapons, but die and you  
lose the one you were using. Cool!



## TWO PLAYER ACTION

The coolest thing about Contra  
Spirit is the top-notch two player  
action. You can both run about at  
the same time, blowing enemy  
badasses and helping each other  
out. The top-down section takes  
place in a split screen, so you  
can explore the terrain inde-  
pendently. Sadly though, on the  
vertically scrolling sections if  
you're too slow you get killed.  
People with dubious friends  
might find their mate deliberately  
bumping them off. This just serves  
to improve the gameplay and  
gives the title that competitive  
edge. Mind you, it's harder in one  
player mode!



## IT'S THOSE GRYZOR GEEZERS!

Contra Spirit is a sequel of sorts  
to the arcade games *Gryzor* and  
*Super Contra*. The platform ac-  
tion of *Gryzor* has more than a hint  
of *Soldier*, and the top-down sec-  
tions from *Super Contra* have  
been enhanced using the scaling  
and rotation abilities to spectaclar  
effect.



# REVIEW

Unbelievable! Just when you think you've seen all the Super Nintendo can do, along come Konami with another gobsmackingly brilliant game which blows everything else away! Big, bold and beautiful sprites are just the tip of



the iceberg on a game so red hot it'll probably melt your joystick as you battle wave after wave of alien scumbags through smooth scrolling screens of disaster! Best of all, the action is accompanied by some real rock and roll soundtracks which spur you on through thick and thin! Take on the evil empire yourself and it's a riot and a half, but join forces with a pal and Contra Spirit just can't be matched! The game may boast six levels, but it's actually two games in one because of the vastly different styles of play you'll find. The top-down sections can be well confusing at first, but once you've mastered them they're a riot! More than just a game, this is an all-singing, all-dancing, all-murder and mayhem experience you've just GOT to have and if I was one of Nintendo's rivals I'd poop my pants if I saw this. Contra Spirit is exactly the sort of game console freaks have been waiting for - and this cart more than delivers. Grab this one a bit quick and remember to thank CVG for telling you all about it!

TIM BOONE



▶ Shoot the big red thing!  
▼ Try not to get lost!

## THE WHIRLING DERSIVH

On almost every level you can access a fairly secret power. Press the left and right pads at the top of the joystick simultaneously and you turn into a spinning ball of death! You pull out both guns at once and spin round like a loony, killing almost everything on screen, and the best part is that you can do it as many times as you like - even on the top-down level!

## DRIVING FORCE

At two intervals in the game you'll be given the chance to drive a couple of vehicles. You can ride around for most of the first level in a great big truck, armed with a rapine bazooka.



While inside this you're totally indestructible and can fly waste to regions of backties. On later levels you get the chance to ride a hovering speeder bike (a bit like those in Return of the Jedi). These are fast and maneuverable, but leave you exposed to enemy fire and parts popping tangler!



▶ This thing is stupid, ugly and very dangerous...waste the alien thing!

▼ It looks like you're allowed!



## BILL AND LANCE'S EXCELLENT ADVENTURES

Arcade fans might remember the original Ghyzor coin-op. It was called Contra everywhere else in the world except Europe. The reason for this was that the political conflict in Nicaragua (where real life Contra rebels were killing and being killed) was considered too sensitive. This was actually a bit daft considering that the sequel was allowed to retain its original name - Super Contra. Confused? Don't worry - everyone else is as well.



▶ Rosed the flying vehicles die again!



▶ Remember to jump off when it explodes!

## BAD BOY BOSSES

Contra Spirit's end of level bosses are so bad they'll give you nightmares! These big bad boys really know how to spread death and destruction, and they come in all shapes and sizes! Watch out for the incredible killer skeleton and his door-ripping party trick! Then there's the biggest, baddest boss of them all - the blinking brain with ten attack patterns to overcome before you can blow him away!

◀ Kripes! The organ gets it! Oh oh, who's it this guy?



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

# YOB'S MAIL

COOL!

**YESSIREEBOB!** Here we go with the biggest Mailbag in the history of the almighty Yob. It's even bigger, better and harder than I am! Basically the head honchos at CVG decided I was getting much too big for my hobnail boots, so they've given me even more space for your useless letters! So this month I've waded through the piles of crud you lot insist on sending and come up with another prize crop of crap to fill these awesomely huge and completely brilliant pages. If you reckon you can match my amazing wit and wisdom, or you're just a pathetic excuse for a games-player who wants a silly question answered, this is where you need to be. And if getting your name in the world's greatest Mailbag isn't enough, I've got a bloody enormous £100 in used fivers for the best letter of the lot! So send your jokes, japes and general joviality to: **YOB'S BIG AND HARD MAILBAG, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON EC1R 3AU.** Get to it and get laughed at!

## MEGADRIVE MADNESS

Dear YOB,

I am writing in reply to several letters printed in recent issues of CVG. The letters I am talking about are the ones going on about Amiga and Megadrive. I have one thing to say: if the Megadrive is better than the Amiga, where can you buy a printer for the Megadrive? Exactly. Another thing I thought you only had one thing to say - 'YOB!' I have to say it if you buy an Amiga you get more value for money in the long run because the games are cheaper. So all you dozy Megadrive owners out there, I advise you to eat it and get the insurance money then buy an Amiga!

**RALL JONES**  
Worcester

**YOB:** And I'd advise you to seek emergency hypnotherapy treatment to cure you of all your said delusions. Next please, please...

## FRANTIC FINNS

Dear YOB,

We are in England being on an exchange of the School's. We are much liking your CVG reading, but in Finland no shops in CVG are doing. Subscription is overseas can we have. We are your country much like with GX4000 why is your magazine not feature? We are your country much like hope English to improve to going? Are you of it but who what and? How the TV see it go under a Finland job in. Finland is 0.84000 buy like main fact. Up the good keep worken last!

**ANGERS BEJVEN**  
Tampere, Finland!



**YOB:** I am your said letter reading and much happiness am I find, if you are thinking I believe such load of codswallop, waste of space creatin are you being. Be towar me doing and at least boss letters be funny making.

## MONEY MOUNTAIN MORONICS

Dear YOB,

I have only read the last month's issue of YOB in CVG, after that I came to the conclusion that you are a genius and whatever you get paid is nowhere near enough. I suggest we join together and publish YOB's Mailbag as a separate mag and make millions. What do you think?

See Sam,

Cowdubury, nr. Hockley.

**YOB:** Too late, said Sam - I already earn tons and get to strive about in a company car with my laboratory glass Freselove. Remember the Ferrari that burned up your recycled incipide at the traffic lights the other day? That was me.



# ANALOG

## IT'S THE SAD BLAG

Dear YOB,  
 Sob, sob! Oh woe is me! My dear old Grandmother is very ill indeed. She has a rare form of the incurable "I need a hundred quid to go to Droney-lant" disease. Having contacted some of the top medical minds in the western world, I have discovered that the only treatments for this horrible condition are as follows: 1. Striking the patient's curtain rings with a golden chisel. 2. Applying Vic's VapoRub to all articles of a dentist's clothing. 3. Giving the old lady a hundred quid. After attempting to rob several banks and building societies armed only with a parrot and a Sarsa album, I came to the conclusion that only one person in this universe had the power to bring this old lady back from the brink. It's you YOB, that I entrust with this mighty responsibility - simply because you have the largest stick-on Garfield in Brazil. So, just pop the money through my door at a convenient moment and I'll ensure that it arrives at my poor old Granny's house. If you don't, I'll just have to sit here and pick my nose. Ben Thomas, Aberystwyth, Wales.

YOB: It's a funny old world, isn't it. Go second thought, with Ben Thomas around perhaps I'll let 'em...

## I'M JAMIE THE JERK

Dear YOB,  
 1. What is the difference between a Famicom and a Super NES? 2. Is Sonic coming out on the Amiga? 3. Will you send me a Megadrive? JAMIE YOLUNG, Gyle, Edinburgh

YOB: 1. What's the difference between Jamie Young and a steaming pile of horse dung? Answer: at least you have used the dung to grow your nose. 2. Don't you read the mag? 3. If you ask nicely, I might. Then again, I may not...

## CRAZY QUESTIONS

Dear YOB,  
 Here is a bit of a questionnaire for you. 1. Date of birth? 2. Fave computer? 3. Fave Console? 4. Fave Hand Held? 5. Fave Arcade. & Fave Game.

TIM ANDREW-WATKINS  
 Chesham, Dorset

YOB: 1. I hum was drunk and can't remember. 2. My first computer by Tandy. 3. Helicopter. 4. A Baseball Bat. 5. Anywhere that hasn't banned me yet. 6. Australian Rules Football.

## SUPER NINTENDO STUPIDITY

Dear YOB,  
 Could you please answer my questions on the Super Nintendo? 1. In another magazine it says that when the Super Nintendo comes out it will only have one joystick and it will come with SM32, Pickings, Super Tennis and Super Soccer and that the English version will be the same shape as the Japanese Famicom. Is all this true and if it will the Super Nintendo cost more than £148.99? 2.



Will there be a converter so you could play Japanese carts? 3. Will you need an even bigger joystick to play Streetfighter II because you might need six buttons instead of four?

4. When will we be getting SPZ for our English Super Nintendo? Keep up the good work on your totally brilliant mag! GAVIN ROLSTON, Truro, Cornwall

YOB: 1. It won't come with them all! Whod'ya expect for £150? 2. Almost certainly! 3. The SNES joystick has six buttons - think about it! 4. Yup, but you might have to wait awhile.



## WHAT'S IN A NAME?

Dear YOB,  
Why don't you change the name of the magazine to Console and Video Games? Well, can you tell me why the mag has turned its attention to Consoles? Please pass this short but informative message on to the Editor as the Steve to give my mag Steve Majchrowski, Stockley, Manchester.

YOB: Why don't you pull your head out of the sand and start looking at the world around you. More and more people are buying consoles these days - and many of them are people who would never have bought a computer. Does that stop them being computer games players? Of course not! It makes which machine it is, or, it's a hot computer or video game. CVD is what's there to tell you about it first. That's what the mag has done for 10 years and that's what we'll do for another ten. I don't know if you ever had any sense, but I've not losing out much here now...



## GIMME GIMME GIMME!

Dear YOB,  
I think your section is totally rad and it's the first bit I turn to when I get CVD. Just one little question though: can I have a hunched quiff? STUART TUNNICLIFFE, Chandler's Ford, Hampshire  
YOB: Sure! Just send me another letter containing the words I AM STUNNED STU AND I'M THICK I AM as many times as you can. In fact, anybody else can enter too - and I'll get up a sackful of software for whoever can say you've stupped the most times in one letter. Can't say better than that, eh?

## A DOWN UNDER DOH!

Dear YOB,  
I have been buying your magazine for about two years now and I would just like to say that it is the best. Tons of reviews, lots of laughs. My real reason for writing is to say what a disappointment some of the editing is. It's got wonderful graphics and sound but it's just too damned easy! I completed it on my second attempt. Everybody knows how important testability is in a game but Sega seem to have forgotten this. I also think that you get too hard a time for being mean and nasty, because after all, that is your job! CHRIS RYDAL, Brisbane, Australia

**I DECLARE THIS COUNTRY COMPLETELY CRAP!**



YOB: I have been getting letters from Australia for ages now and I would just like to say that it is crap. It's such a sad country they had to hide it on the other side of the world and Columbus mistake the whole sad island for a floating island. If any down under dunces can come up with gags of similar quality, for their own way and there's the Aussie equivalent of a hundred quid for the winner!

## I'M A WWF WIMPO

Dear YOB,  
If you can answer this simple question you are the cleverest man in the universe. Will there be a WWF game coming out for the Master System? Please answer this question because I don't know anyone who knows the answer, so being the clever person you are I thought you could tell me. P.S. If you do answer I might be able to be for you up on a date with a girl you like. ANTHONY BELL, Stoke on Trent, South.

The answer is no, there won't be. P.S. Are you matchmaking for your girlfriend again?

## COTV'S THE ONE FOR ME!

Dear YOB,  
I have got a few things to say to Magazine owners. Firstly, why are they dropping over the illegal CD? Sega have (literally) copied Commodore's CDTV. It's much better than the illegal CD. Secondly, why do Magazine owners keep saying that the illegals are better than the Amiga? They are two different things you know, dumb people! JAMES RUTHERFORD, Norwich, Norfolk

YOB: If you check the history of CDs, you'll find that NEC made the first games related CD drive for the PC Engine. Now, I wonder who copied who? Next time you want to have a go at someone, get your facts straight so you don't look a complete grumpy. Also, the Magazine and the Amiga may be different machines but does that mean people can't compare them? What's wrong with saying a Porsche is better than an Anglia or a Renault Manningelope on its Moatworkhouse or a prestable operation is more fun than you?

## MORE AUSSIE ANTICS

Dear YOB,  
I have got a Nintendo and a Gameboy. Oh Nintendo I love Cobra Triangle, Gun Smoke, Wrestle Island, Kid Icarus and lots more. Oh Gameboy I love Tetris, Super Mario, Skate or Die and a couple more. I really enjoy CVD but we kids down under want to enter some of your competitions too. I mean, you guys have to think your magazine doesn't just sell in London - it comes to Australia too. Here are some questions for you: 1. Can you get some competitions where we can send in? 2. Can you try up something to get CVD more subscribers? 3. Please publish this letter - all the others must have got lost in the mail. 4. Try to include more Gameboy and Nintendo. Thanks YOB. C. LAYTON, Victoria, Australia



1. You ought to know by now that CVD often holds contests open so that best overseas types can get their entries in too. We've even thinking about a compo specifically for Aussies only. Whatya think? Drop me a line with your views. 2. I've had a word with Mr Groping and his comic partners are on a dose of steroids as I write. 3. They didn't get lost, I just threw them away. 4. What's GO! out of them? Don!



## I JUST GET HYSTERICAL

Dear YOB,  
I am writing to compliment you on your ever so funny YOB's Mailbag. Last night I was reading the latest issue of CVG and I must admit I was absolutely amazed. My mother was hammering on the wall of my bedroom and yelling at me to shut up. Anyway, my friend and I (stably) often dispute the dominance of the NES over the Master System. Could you please confirm the argument and send me £100?  
G TULIP  
Redburn, Tyne and Wear.



Yes I can confirm the argument, but I can't send you a hundred pounds. Does that answer your question? By the way, Mrs Tulip, how about hammering on his head next time - the last night got some sense that way.

## PORTUGAL? WHERE'S THAT THEN?

Dear YOB,  
Once I saw an British serial called Red Death's Day and with his crop circles were excellent I think they could be good license for a computer game - Cal and Holly in the quest for the radioactive cheese that could make them level 3 million years ago!  
PSYCHHEAD,  
Tavine, Portugal  
YOB: Words fail me. Obviously they fail you too...

## BIG BUSINESS BABOONERY

Dear YOB,  
I'd just like to have my say on the Amiga VS Megadrive debate. They are both very high quality machines, but if you like business software then the Amiga is heaven-sent.  
DANNY POTTS,  
Bristol

YOB: If you like making fun of dead people who like to run business programs for fun, Danny Potts is your man. Why are business programs almost as rubbish as Bril-10? Answers on a used letter please...

## A WELSH WALLY WRITES...

Dear YOB,  
I'm not actually from Australia so I don't know anything about Kangaroos. Furthermore, I've been disgusted by the lack of biscuit articles in your magazine. Please rush me my hundred quid to avoid the Christmas rush.  
SAD KID,  
Dyfed, Wales  
YOB: Does it echo every time you tap your empty head?

## SAD STU ON THE BOIL

Dear YOB,  
For my birthday I got a Megadrive and I think it's wicked. I've got some good games as well, such as The Revenge of Shinobi, Streets of Rage, Madden's 90 and EA Hockey. So what's the problem? Well, without a joystick, these games are very difficult. My jolt came up about a month ago and spilt Coke on it. I've looked everywhere for a joystick, but can't find one. Please, please could you send me one seeing as you're so cool.  
STUART HARMON,  
Horton, M Sussex



YOB: Oh dear, oh dear. What a stupid little Stuart you are. So your mate spilt his Coke on your joystick, eh? Why didn't you accidentally throw your fat into his gob, unintentionally smacking him round the head and completely by accident knock six belts out of him until he coughed up for a new one? That's quite mistakenly what I'd do the next time you write a chin-uppiner like this and try to slag a second joystick out of me...

## SLIME RYMES

Dear YOB,  
The boy stood on the burning deck,  
His feet were full of blisters,  
The flames came up and burnt his pants,  
And now he wears his sister's.  
BEN 'Culture Machine' TWDMAS,  
Aberystwyth, Wales  
YOB:  
Said Ben stood on the burning deck,  
Being crispy crackers,  
Yob crept up behind the lat,  
And kicked him in the knackers.



## I'M JUST A MUMMY'S GIRL!

Dear YOB,  
Give me a hundred quid or I'll set my evil, gross, well built, smart, hungry mother on you, or would you prefer Kylie Minogue singing 'Give me just a little more love'. Um, that's what I thought...  
Laura Salmon,  
Fareham, Hants  
YOB: Just what I always thought: girls really are as thick as mud. You've most have a brain the size of a stickleback if you think I'm going to be scared by anything a wimpy girl's got to say, especially when she lives in Fareham and buys crap Kylie records instead of computer games...



## SOME SERIOUS ANSWERS



## I'VE GOT A QUESTION

Dear YOB,  
Just a couple of questions to keep your brain in order. I would be grateful if you answered: 1. Will Kool Oh come out on the Lynx? 2. I have seen John Madden for the Amiga in the shops? 3. When will Microphone Grand Prix be out on the PC? 4. When will NFL come out on the Lynx?  
Gavin Thomas,  
Cuckham, Leice  
YOB: 1. Anything's possible, but nothing definite as yet. 2. It should be out now. 3. Very soon. 4. Right now.

## PITIFUL POVERTY

Dear YOB,  
Ever since I bought a brand new Amiga 500 Plus I have been buying games from my mates with older Amigas. The problem is that none of them seem to work on my Amiga. What am I to do to remedy this?  
Mihaim Choudry,  
Sheffiel  
YOB: In their infinite wisdom, Commodore brought out a machine which was incompatible with certain games. They say these games were the ones that 'break the rules' which, incidentally, just happen to be the best games as well. The sad fact is you're up the creek without a paddle.

## MY STUPID PAL

Dear YOB,  
I have got a Mega CD and a Jap Sega Megadrive cannot get on of properly. Why is this?  
Anwar Idriss,  
Eurythmos,  
YOB: The fact is that Jap and other Sega UK machines run at different clock speeds, which is why your mate have to wait until the official release later this year. Until then, just give him a Sega Phil Collins CD, and tell him it's a Mega CD. He won't know the difference...

# MORE BIG RELATED BANTER NEXT MONTH

## I'M A LITTLE FIBBER

Dear YOB,  
You lying get  
Alec Holland  
England, Sussex  
YOB  
YOU lying get



## DIRTY SHIRTIES...

Dear YOB,  
Why don't you print up some YOB T-shirts, use I think they'll be really smart. Also, could I have a hundred?

Smart T-shirt!  
Nonsense!

YOB: What's the point of getting hundreds of old ones I don't use from the government come round wearing a gas mask on and send special ammunition because they hurtled worse than a husband of Rudniks...

## GO FOR A JIMMY

Dear YOB,  
Well, well, what can I say about him I've never heard so much bull from some one in my entire life. You sound as if you've had your head stuck up your back since you were born and as for being witty, the only thing you can outlet is your own Y-Forms. Mind you, I am a CVG reader and so you must like me (and give me a hundred quid).  
Jimmy Patchey,  
Newburyville, Arizona.

YOB: The fact that I can't outwit my Y-Forms is nothing to be ashamed of they're so witty they've developed intelligent life, which is more than can be said of you. You may be a CVG reader, but I don't like anyone who just tries to blag a hundred notes without even bothering to ask a games question.

## NEW SKIDS ON THE BLOCK

Dear YOB,  
You are intelligent and honest, so why don't you run for President this year? Thing is, someone told me there's a device for the Game Gear called the Game Gear. This American contraption allows you to run Game Gear games on a telly. Will this ever come to England?  
Adrian Snel,  
Bournemouth, Dorset

YOB: Whoever told you that was obviously a sad and lonely wreck, because there's no such thing. Think about it, you could buy a Master System for about sixty quid and play almost all the same games. Write again soon when you've grown a brain.



# REVIEW

## RACE DRIVIN' AMIGA BY DOMARK £25.99

# RACE DRIVIN'



### HEAD TO HEAD ANTICS

If you're dead clever and have oodles of cash you can get hold of a thing called a Fiat Modern, which allows you to link two machines and race head to head - provided you've both got machines and a copy of the game. You can race in any car and on any track you please and the only drawback is that the modern isn't as fast expensive, 580, if you've got more money than sense you'll have a ball.

### THREE CAR PILE-UP

As in the arcade game, the Amiga version of Race Drivin' gives you a choice of three cars. These come in both automatic and manual gearshift combinations, so there are really six to choose from. The experienced players will try to complete all the tracks with all the cars. They are: **The Speedster:** built for sheer top speed and acceleration, but handling suffers as a result. **The Roadster:** a real toughie, with brilliant handling and cornering, since certainly the best choice for stunt tracks. **The Sportster:** a good all rounder. You won't go far wrong on any track with this baby.



### FREAKY PHANTOM FUN

In Race Drivin' your big opponent is one. Unless you're really good, of course, in which case you can take on the Freaky Phantom. This bloke's a bit good, and just keeps getting better and better. In fact, if you beat him in a race he ghosts your better effort in the next round so you have to keep getting better and better. Racing against yourself is a bit weird, but great fun!

### THE TRACKS OF MY TEARS

There are four tracks in Race Drivin', including the original two from the first game. The extra two are as follows: **Super Start:** a massive and complex course, featuring a mountain climb, a carcrash and the extremely perilous broken loop. **Autosense:** a course for real hard drivers and a test of speed and cornering prowess. This track separates the men from the boys. The original two tracks from the arcade are a **Speed Track** and a rather groovy **Steer Track**, not quite as tricky as the new ones but fun all the same.

It's big, it's red and it's admired by just about everyone. No it isn't the Labour Party, it's a Ferrari Testarossa and you get to drive it in Race Drivin'. This sequel to the original Atari coin-op has been doing the rounds in the arcades for quite a while now. This conversion from Domark has turned up in the nick of time and features quite a few improvements over the first arcade game as well as the home conversions. The game sees you in command of an assortment of vehicles - and the car you drive depends on which of three tracks you choose - all are different, requiring specific skills and talents to complete a lap. The cars perform differently too: some are built for comfort, others for speed. Whichever style you opt for, put your foot down and prepare to race.



The first Race Drivin' game was more of a novelty than anything else and as an arcade conversion it ranked very highly. This sequel is very similar, and to its credit, there's a lot more variety. The main problem with all versions of

Race Drivin' is the lack of a decent control method. You simply can't hope to recreate the arcade machine's steering wheel and three pedals on a mouse or joystick. The clutch system is a bit disappointing too - you simply brake and then change gear. The tracks are fun though and the choice of cars makes things that bit more interesting. One major plus point in Race Drivin' is the two player option. The chance to link two machines for head-to-head racing is excellent, and it's a bit sad that next to no-one will get to play it! Unfortunately, for one player things can get very tedious very quickly. The graphics aren't too bad, but I've seen better vector routines, and sound is very basic apart from the brilliant guitar riff on the intro screen. An ambitious game which is well presented and well designed but ultimately disappointing.

FRANK O'CONNOR

AMIGA

CRONICS 81  
EDWARDS 80  
PERALTA 78  
LASTARITA 89

OVERALL 75



# REVIEW

PC ENGINE £35

BY KONAMI

It's time to blast some more alien scum out of the universe. They're terrorising poor little planets all over the solar system, and it's your job to sort them out and kick some ass. Armed with a mere machine gun you need to jump into your mega space ship and put it into hyper drive to reach the rotating scumoids far, far away - in the hope of finding some decent weapons and earning some respect for your shooting abilities. Some of you lot may have already seen *Con-ops*, which was released in 1988. Since then it's been converted quite a bit, earning an all-round reputation as a cool blast. Now the game has emerged on the PC Engine, and it's one of the strongest of the lot! Get it to it and blow some space biots away!



# SALAMANDER

## PICK 'EM UP PAL

The follow-up to the excellent *Nemesis*, *Salamander* is packed full of fab power-ups. Initially you're equipped with a puny machine gun, which can easily be powered up by shooting an entire attack wave of aliens, revealing an extra weapon. Take your pick: **SPEED UPS** - Feeling a bit sluggish? Is life just getting you down? Pick up a few of these little darts for super speed thrills 'n' smiles! **LASERS** - red hot wonders which blow away anything in their path; **HOMING MISSILES** - alien scumbags have been seen to turn green and poop themselves when one of these little babies gets on their tail;

## GUARDIANS A GO-GO

In true shoot 'em up style, there are numerous massive guardians at the end of each stage. On the first stage you have to pit your wits against a huge brain that's equipped with two potent shooting arms. Once you've defeated this means it's onto the insectoid storm. Make your way through the manorites and you'll end up in the company of a vicious twiling electrical fan which will eventually result in its death.

The best way to defeat all guardians is by powering up your ship to the maximum before you confront the big means, if you're only equipped with a puny gun you'll be there forever - and you'll probably die of boredom before he finishes you off!



I just don't believe it! The PC Engine has flipped me done it again, with another arcade perfect conversion to add to its massive catalogue! Basically this is virtually the coin-op machine squeezed into a little box, and all the features we've come to expect are there. Super smooth scrolling is the first thing you notice, then it's the gorgeous graphics faithfully reproduced from the arcade daddy. Gameplay has got to be where the game scores highest, though - it can be one tough nut to crack and some of the end-of-level baddies remain awesome after all this time! I must have pumped a farkus into *Nemesis* in the arcades, and a small rant into *Salamander*. Now I don't have to spend a penny (no-er!) because *Salamander* on the engine is just the top! Buy it and discover a total arcade experience in the comfort of your own home! Is there anybody still out there who doesn't realise what an incredible machine the PC Engine is - and it only costs about a quid! Dighe slowly this is another Engine classic and another must-have!

TIM BOONE

## PC ENGINE

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

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



*"Thanks to Knights of the Sky"*



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**SMASH**

**TV**





He's small, he's spiky, he's blue and cor blivvy! He's brilliant! He's Sonic The Hedgehog and he's taking over the world! It seems like the whole planet's gone Sonic bonkers over Sega's spiky blue superhero. He's on Megadrive, Master System and Game Gear and soon you'll be able to buy Sonic hand-held LCD games for more hedgehog-related laffs! So what does the galaxy's greatest games mag do about it? Simple. By popular request we print the first complete guide to Sonic with everything you need to know about the game and some brand new pics of the lad himself. Is this the business or what?

## THE SUPER SONIC STORY

For sad shuffleers who don't already know, Sonic is a hedgehog with a mission. Whichever machine he's on, Sonic's task is the same: to free his furry friends from the diabolical clutches of the evil Dr Robotnik. This seriously bad lad has captured all of Sonic's pals and encased them in biomechanoid armour - programmed to terrorise the world! To free his pals, Sonic has to race through a series of zones each consisting of huge scrolling areas packed with hazards and potholes and all sorts of other things very bad for hedgehogs. But fear not because our hero can fight back in a number of ways - he can jump on his feet or curl into a ball and leap onto any enemy, skewering them on his spines! By collecting the magic rings which lie scattered around, Sonic is further protected - contact with an enemy is neutralised by the rings, but all the rings in Sonic's possession are dropped. Any rings remaining at the end of the level are exchanged for bonus points - and if Sonic collects a certain number he'll be transported to the bonus level! At the end of each zone, our sky-blue spiky-top is confronted by the doctor himself, armed with various weapons and intent on turning Sonic into hedgehog pie. Are you a hard enough hedgehog to survive?

## BONUS HEDGEHOG LAFFS!

Whichever version he's playing in, if Sonic manages to collect enough rings before reaching the end of an area he's whisked off to a seriously strange bonus round. On the MegaDrive it's a amusing rotating maze filled with rings and enemies, while the Master System and Game Gear versions put our hero in an incredible bouncing room full of goodies! Both of them are a sight to behold as the lad swirls and bounces all over the place - and lots of people reckon the Master System bonus round is better than its Megadrive counterpart!

## THE SONIC GAME GUIDE

Here it is - the most definitive list yet published of all the tips, cheats and hints to help you get the most from the game. Note that there have been quite a few versions of the game on MegaDrive, and therefore you might find that some of the cheats don't work with your copy. Oh well, that's the way the cookie crumbles...

First up, the Level Select cheat that everybody should know. On the intro screen press UP, DOWN, LEFT and RIGHT. A sprite will tell you you're on the right lines. Then press A, B, C and START together to access the Levels Menu and play whatever part of the game you like!

## SUPER SECRET STAGES

On the intro screen press these combinations to select secret stages:

1. UP, DOWN, LEFT, RIGHT, A, C, B, C, A, START
  2. A, C, B, C, A, UP, DOWN, LEFT, RIGHT, A, C, B, C, A, START
  3. UP, DOWN, LEFT, RIGHT, A, C, B, C, A, A, C, B, C, A, START
- Instead of a score there should be some code. By pressing B Sonic should change into a ring, press B to make him turn into another sprite and press C to make your chosen sprite permanent, giving you infinite lives! While cheat mode is on press pause, press B to see action in slow motion and C to get frame by frame animation, but be careful because it can crash. If you reset the game by getting it again by pressing A and START and holding them down for a few seconds, select Green Hill Zone act 1, which will bring up a different screen every time.





## JOLLY JEWEL JAPERY

Access the stage select screen (UP, DOWN, LEFT, RIGHT and A, B, C and START together). Now, select the special stage and collect the jewels. When the words CHAOS EMERALDS appear, press RESET and enter the special stage again. Collect the jewel and reset when the words appear. Do this six times in all and start the game - you will find that you possess all six jewels needed to complete the game!

## BEATING THE BAD BOY!

Here's a level-by-level guide to beating the evil Doctor Robotnik. It's crucial info and could help you complete the MegaDrive version without cheating!

**GREEN HILL ZONE:** As Sonic runs past the lamppost he will arrive at a screen on which are two floating ledges. Jump onto the right one first and wait for Dr Robotnik to appear. As he comes to ward Sonic, jump up and hit him three or four times. Robotnik will then release a huge ball and chain which will start to swing to the right. Jump over the ball and Sonic will probably bash the doctor's craft again. Then jump onto the left hand ledge and, when the ball starts to come Sonic's way, leap over it, hitting the craft. Keep doing this until Robotnik is defeated.



**MARBLE ZONE:** There are two rock mounds on the end screen - jump onto the right one and wait for Robotnik to appear. Bang him as he comes from the right. He will fly to the left and release a fireball. Wait for him to return to the right and then bash him again and jump over to the left ledge as the final five spark falls off the mound and into the lava. He then releases another fireball on the right ledge before flying over to the left, at which point, bang him again. Continue to do this to detach him easily.

**SPRING YARD ZONE:** As he crosses the moving steps, Sonic will encounter Dr Robotnik. This time, a large spike protrudes from the base of his flying machine. Move to the left of the screen - the Doc will follow and try to impale Sonic on the spike. Move a little to the right, so as not to get pierced, and jump up to bash him a couple of times. Try to keep to the edges of the screen and lure him into destroying the blocks at the side. Using this method, Sonic will destroy the craft and progress to the next zone.



**LABYRINTH ZONE:** Once Sonic reaches Robotnik, bash him and follow him up the rocky ledges. Try to be quick in following otherwise the water will catch up (and it's a well-known fact that hedgehogs HATE water!). Also, be careful of the spikes, traps and fire-breathing heads on the wall, as if Sonic is hit he will fall a long way down! Robotnik cannot be destroyed on this level, but if he is kept up with he will go away after a while.



**STARLIGHT ZONE:** As Sonic comes to the end of this zone he will come face-to-face with three pinball bumpers, such as those found throughout the game. Wait for Dr Robotnik to arrive and start dropping spiked balls from his ship. When he drops one quickly jump to the other side of the bumper, so that it rebounds back and hits him. Ensure Sonic doesn't get hit by any of the balls, and remember that when a ball is left alone it explodes. Keep on knocking the balls back onto the Doctor to complete this zone with ease!

**THE FINAL ZONE:** Robotnik appears from metal and glass tubes protruding from the floor and ceiling. Sonic must bang eight times the tubes in which he appears. Watch out for two tubes popping up together, as he will be crushed. Once Sonic hits or misses a tube, a set of electric balls attempt to try the blue megajaw. They start at the top of the screen and slowly descend. Find the widest gap between the balls and, when they fall, jump upwards so as not to hit them. Keep doing this to complete the game and see Sonic rush to join his pals!

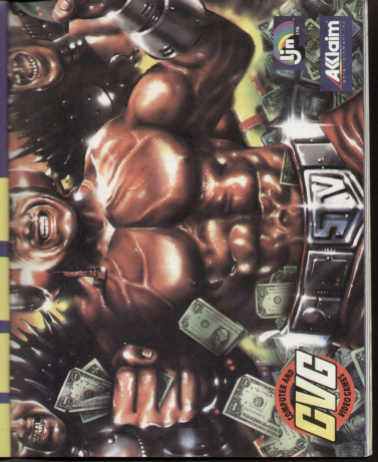
## HOGGING THE LIMELIGHT!

With a superstar like Sonic tucked safely under their belts, Sega are planning big things with the little blue hero. He's already made a guest appearance in the arcade game *Red Mobile*, and there are plans for more in the future, but everyone's waiting for *Sonic 2*. The sequel will definitely be available in December on Megadrive (other versions to follow) just in time to grab Christmas Number One.



The exact format the game will take is still a closely guarded secret, but we understand that the basic style of the game will remain unchanged. There are also heavy rumours of a Mega CD version of the game, which will be absolutely enormous and feature some role-playing elements to keep people at it for months. Many people complained that the original *Sonic* was a little too easy, and you can bet your bottom dollar that Sega have listened to the criticism and will make the sequel a bit of a tough nut to crack!







# CHEAT MODE



Hello! It's Easter soon (unless of course you're reading this after Easter has passed) and you'll doubtless be looking forward to those cheesy eggs and getting loads of dash off those vague headlines. No Easter fun for me, though - I'll be knocking out the next Cheat Mode for you lot. I hope you're all happy. To compensate, I'll be expecting some real tip-of-the-top tips, maps and stuff this month. Have YOU got any tips, codes or cheats for any games? You could win fame and fortune in these very pages, with the chance to star alongside yours truly in the greatest Cheat section in the world! So dig out those sheeting goodies and wangle 'em off to: **PAUL RAND'S FABULOUS CHEAT MODE, COMPUTER AND VIDEO GAMES, WICKY COURT, 30-32 PARRMOSON LAKE, LONDON EC1R 3AU.** If your tips are smart, you'll win £100 worth of games for your machine - just like Daniel Stewart has for his Monkey Island 2 solution. See ya next month for more of the greatest tips in the world!

## AMIGA

### ROBIN HOOD

Robin Hood, Robin Hood, riding through the glen, He was obviously accompanied by Leigh Jackson of Beverly, N Humberdale, because he's got these really cheats to customise the game to your (own) liking! Press the ALT key and type in one of the following:

- |                                     |  |
|-------------------------------------|--|
| 37D: OUTLAW STAG HUNTING            | 1E2: MAKE MARION FALL IN LOVE WITH ROBIN |
| 37E: OUTLAW ROBIN HOOD              | 1E6: MAXIMUM HEROISM                     |
| 37F: OUTLAW MERRY MEN               | 1E7: MAXIMUM HEROISM                     |
| 44F: CYCLE THROUGH SEASONS          | 80B: LEGALISE ROBIN HOOD                 |
| 214: MOVE TO SPYING NEAR THE WIZARD | 88D: CAUSE A CHURCH SERVICE              |
| 103: MAKE MERRY MEN JOIN UP         |  |



### HEIMDALL

It's that busy little beaver Leigh Jackson again, this time with a handy hint for those of you who keep getting killed in this rather tasty RPG from Core. Go to the SAVE option at the start of the game and, when it tells you to insert your saved game disk, click on 'NO' and you'll be back on the same screen with everything you had before your death!

### FINAL FIGHT

Leigh Jackson is certainly quite a CVS Hero this month. His final tip on the Amiga is for the US Gold conversion of Capcom's cracking beef 'em up. After loading the game, a map of the city appears. Wait until the telephone conversation comes up between Haggar and the criminal. When the buddy says 'Switch on your TV', quickly press 'HELP' and a cheat screen will appear!



### JIMMY WHITES SNOOKER

Snooker toady, nuts are we. Just like Adams Bowditch, who defines his place of residence as Dorchester, Dorset and has a great tip for this lobby sports sim. He reckons that when you foul the computer player practically always takes his shot instead of letting you have your frame yours. To overcome this, when the foul message appears on-screen hold down both mouse buttons until your shot is given!

## MEGADRIVE

### JOHN MADDEN'S 92

Yours truly reviewed this on GamesMaster and thought I was great. So does Craig Mack - apt surname, I think you'll agree. Anyway, he's from Anroid, Notts, and he's got codes to play some of the later matches in this American toady brawler!



QUARTER-FINAL: PDDG1SKJ  
SEMI-FINAL: PDB8L8X  
FINAL: PFEZL8DE

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(Sega Megadrive & Master System etc.) - Consoles **0898 330 903**

## THE IMMORTAL

More Craig Mack codes, centering the time of this exciting 3D role-gamer from those folk down Electronic Arts way.

LEVEL 2: 757F613066F76  
LEVEL 3: 6E1E671000E10  
LEVEL 4: 465FA31001E80  
LEVEL 5: 7AFFD43002E90  
LEVEL 6: 8CFEFS1918A1  
LEVEL 7: 9B18F61004A4



## NINTENDO



### MEGAMAN 2

Freddie Barrett is from Harls, and what a big-headed chap! He is - having lost in this Megaman 2 password out of the goodness of, um, heart! Way to go!  
PASSWORD: A1, B2, C1, D1, D3, E3, B4, 5C, E5

### GREMLINS 2

That man Freddie Barrett again. He's still living in Harls, but now he's got a password for the game starring those strange, Frank O'Connor-like creatures - the Gremlins!  
PASSWORD TO LAST LEVEL:  
WARD



## SUPER NES

### THUNDER SPIRITS

Yat Lau is a Nottingham resident. Not surprising, really - after all, it has been said that Nottingham folk are the business when it comes to finding tips for rock-hard shoot 'em ups. Look - here's one now!



Press **START** and **SELECT** on the title screen to access the options menu, with both joysticks plugged in. After choosing this game, a new set of options will appear with new selections to choose from.

## NEO GEO

### FATAL FURY

That Yat Lau dude you remember - comes from Nottingham, smart Thunder Spirits cheat! also whips away his time trying to come up with tips for his Neo Geo game: 'What a boy!



Perform a forward or backward jump and a special move while you're in mid-air. You will automatically come straight to earth and automatically perform the move a second time. This only works, however, if you are Andy or Joe.

## GAME BOY

### TERMINATOR 2

This brilliant cart received a staggering 97% when it featured in a SGT's review issue. And Dean Hawkins from Oltham has found this cheat. Good, eh?  
Hold down **SELECT** to slow the game on the reprogramming levels.



### NEMESIS

Take to the skies and meet some alien scum with Peter Drexler, who's got a tip for this excellent coin-op convert and isn't afraid to share it with you, the fine and lovely Cheat Guide from home. During the game, press UP, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, B, A to get full weapons.

### WHO FRAMED ROGER RABBIT?

Not me, that's for sure. But I think the chap from Rotherham, Kent who sent in these pass codes did - he's withheld his name to hide his identity. What a boondoggle!

SCENE 2: DL732YBY SCENE 4: M6CF9XKJ SCENE 6: RTJ6W4K3  
SCENE 8: 6PLD96RC SCENE 5: 80GTVKJP

### SUPER MARIOLAND

Robbie Beaman from Broadway, Wores, is such a fan of our Macca that, as we speak, he's growing a large moustache and putting on his dungarees. And good for him, that's what I say. Anyway, on with the cheat:  
After killing Talanga, hold down A and B together to warp to a new world with new monsters!

## GAME GEAR

### DRAGON CRYSTAL

Shane Drury is an Australian person. But I'm sure we won't hold that against him. Or will we? As soon as you switch on the machine, hit **START** many times until the game starts. You should now find yourself in a large room full of weapons. Good eh? If not, try again but quicker this time. Also, if you held down **START** in the game you have twice as fast!

### WONDERBOY

Jamie Bishop is from Romford, Essex. He's also sent this cheat which I can't try out - 'see some git has swiped my Game Gear. Please the joyed anti-dock-wise and press **START** continually after switching on the machine to access level select.

## SECRET OF

# MONKEY ISLAND II



## LECHUCK'S REVENGE

**AMAZING!** Loads of you have sent in solutions to this amazing Lucasfilm adventure - but the most detailed of the lot comes from Derrick Smeeth of Windsham, Surrey. His complete guide is so, um, complete that he's won himself £150 worth of games and we're printing the solution across the next few issues! Remember this solution will probably hold good for conversions of the game to other machines, so keep it safe! Are we good to you or what?



**PART ONE - THE LARGO EMBARGO.** Our hero, Guybrush, is stuck on Sooths Island and it's up to you to get him off. To begin with, pick up the stick on the beach before entering Takavood. One violent assault later and you're left penniless. Leave the town and visit the Swamp. Climb into the coffin and paddle over to the Voodoo Lady's skull shack. Once inside, grab the string from the skulls to the left and walk right to get briefed by the Voodoo Lady on how to do away with Largo. You've got to get a few ingredients for a voodoo doll of Largo - some hair, some body fluid, some clothes belonging to Largo and a piece of dead flesh from a member of his family! Once you have been given the shopping list, slink back over to Takavood and give the sign a nudge to get the shovel. Pay Wally the Cartographer a visit and wait until he puts his monocle down, then pinch it. Grab a piece of paper before exiting, but don't dawdle as Wally's pathetic amperings will soon turn you to a blubbling mess in front of your computer.

Now toddle off to the Bloody Lip Bar, but enter via the windows at the back of the ship. You'll now be in the kitchen. Grab a knife from the table and scarp through the window. Move one step along to the hotel and cut the rope holding the island with the knife. Once the receptionist has chased after it, you can enter Largo's room and take his wig. One ingredient down, three to go. Don't hang around as Largo will soon make an appearance if you do. Leave the ship, grabbing a handful of Cheese Squirrels from the bowl as you go, and head for the Laundry ship right at the back of the town. There'll be a rat scurrying around here. Put the Cheese Squirrels in the box and tie the string to the stick you found on the beach. Use this to prop open the box. Pull the string when the rat is reaching on the Squirrels to trap it. Open it again and you'll be able to pick up the rat and put it in your pocket. Before you leave, remember to take the bucket hanging from the beam on the left (when questioned by the pirates, just ask them whether it's theirs and they'll let you take it).



Play another visit to the Boudy Lip Bar, arriving via the conventional entrance this time around. Hang around until Largo embraces you with his pigrid presence. Before he leaves he'll spit on the wall. When he's left use the paper to scrape some of the phlegm off the wall. Now you've got two ingredients. Now leave town and go to the cemetery. Walk to the hill in the background and find the grave of one of Largo's relatives. Start digging with the shovel and, one dramatic (and revealing) moment later, you'll have the final ingredient in your possession: a heavy bone. Carry an bag to the swamp and fill your bucket with mud before returning to Tickwood. Go back to Largo's room and close the door. Place the bucket of mud on top of the door and quickly hide behind the screen. Largo will enter shortly, only to be slowed by the mud. After a quick sneek he'll leave - follow him to the Laundry ship where he'll order you to pick up his clothes for him. Return to his room and grab the Laundry Ticket from the back of the door. Go back to the Laundry ship and give the ticket to Marty, who will give you a stinky piece of Largo's underwear in return.



Now Pick up the Open Lock at Push Close Talk to Pul



Now Pick up the Open Lock at Push Close Talk to Pul



Now Pick up the Open Lock at Push Close Talk to Pul

That's the last ingredient, so go to the Voodoo Lady in the swamp and she'll make a voodoo doll for you and give you some pins. Pies Largo a visit in his room in Tickwood and use the pins on the voodoo doll. He'll yell a bit and leave the island, but not before getting the living head of a chicken from you! You'll end up back at the Voodoo Lady's shack where you can read the book on Big Whoop which she will give to you, as well as some bad news about LeChuck and his intended reappearance! Return to Tickwood and go to the Boudy Lip's kitchen.



**PART TWO - FOUR MAP PIECES:** Before you look at the map you will find yourself on Dread's ship. Pick up the empty bag of Peanut Chow next to the door. Once you've done this, go back inside the ship and behind Phat Island on the rug. Once there, you'll be captured by a Buggy Guard and eventually wind up in the clinic. To get out, have a look under the mattress in your cell. Now use the stick which you find there to get an appendage from the talkative neighbour in the cell. Use the leg bone to get the key to the cell from the dog. On your way out, pick the two envelopes on the shelf. Open them both to get your possessions back, not to mention Mr Corle's, too! Scourer over to the library and open the top of the inside lightstone. Inside is a lens which you need to grab, so get it quick.

Here, put the rat in the cooking pot. Now exit the kitchen and go to the bar. Ask the bartender for some food and he'll fire the cook. Accept the job of cook when he offers it to you and he'll give you a week's pay in advance. Escape from the kitchen via the window and get back to the bar where you'll be promptly fired, joining to Captain Dread's boat on the Peninsula, when he refuses to sell give him Italy's motorcycle and he'll agree to letting you charter his boat. You'll now find yourself on the deck of the ship as it sails off to sea. Before you enter the cabin, make sure you pick up the pearl seed bag.



Talk to the Librarian and get a temporary library card. Then get on the following three books by using the card catalogue: Book Of Hex (under WEASPEL), Great Shipwrecks (under DISASTERS) and any one other book. Now go to the first alley on the wheel. When the lucky guy leaves, follow him to the next alley down. Once he's left, use the gambel on the door. Now for the complicated part: keep on guessing the answers until you get one right. As soon as he tells you you're correct, save the game. If you don't get the next question right, just keep on re-asking until you do. Repeat the process until you have answered three questions correctly and he'll tell you the winning number on the wheel of fortune in the first alley. Go back there and place your bet. As a prize, select the invitation to Governor Marley's Island: Great Party.



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# REVIEW

PC ENGINE £35

BY KONAMI

出たな!!

# TwinBee



## THE BELLS, THE BELLS!

The extra weapons in this game are very peculiar indeed. Clouds with little smiley faces float around the sky and if you shoot them a golden bell will fall out. Collecting a golden bell will imbue you with a big pile of points, but (spoiler) there is a much better idea. The bell will bounce up the screen and if you're lucky it'll change colour. Different coloured bells do different things, but most give you some kind of power up. You can get ghost ships that work like multiples, shields and various kinds of laser. There is a down side to all this though, because the bells turn black if you shoot them often enough and collecting one of these is very bad news.



Hurray! More ridiculously funny shoot 'em ups from Konami! These boys in Japan have been taking advantage of the sudden resurgence in popularity of the PC Engine and released spot on conversions of all their best coin-ops. This is testament to that and it's a brilliant version of the Bells and Whistles coin op. The use of humour in video games has often been a bit crap in the past, but Japanese games seldom miss the mark when it comes to belly laughs. The graphics are as with most Konami games, spectacular - brilliant colours, hilarious sprites and smooth scrolling panels make this a visual feast. The music is silly and annoying, but the sampled screams of pain and delight are a right old laugh. The gameplay is awesome: an easy level it's a bit sad and pathetic, but crank it up to hard and you have an incredible challenge. With two players the game takes on a whole new light, with fierce competition for bonus goodies and extra weapons. To put it bluntly, only minor graphical differences separate this from the coin-op. Another essential PC Engine title from the masters of the art. Go get it!

FRANK O'CONNOR



## TWIN TWIN BEES

As with all good shoot 'em ups, Bells and Whistles has a two player mode. Both players get to fly around the screen at the same time, blasting and competing for points. Playing in two player mode effectively doubles your firepower and as a result the game gets much easier. Best of all though is the heated argument when you snatch your mate's extra weapons just as he's about to collect them. When you both have a full complement of weapons, the screen becomes a mess of bullets and laser fire. You also have a beam up option (like in R-Type) which unleashes a massive burst of flame!

A Close-up of those little bells!



## PC ENGINE

GRAPHICS	88
SOUNDS	86
PLAYABILITY	89
LASTABILITY	88
OVERALL	88

# REVIEW

## MEGADRIVE £40

BY HOT B

In a parallel Universe, technology has advanced in quite a different direction. Computers and plastic are unheard of, although machinery is more sophisticated than our own. The result is a dark world of wood and steel in which massive airships and huge biplanes dominate the skies and air pollution is thick and poisonous, the result of thoughtless mining and manufacturing. The government has only one purpose: to keep the people from rebellion. One man has risen above all this. A lone, nameless warrior sick of the evil and repression in this dark world and seeking freedom for him and his family, he has built his own aircraft and armed it to the teeth and now must face the might of the lawless rulers of his planet. With nobody to help him, he takes to the skies in a battle to end all battles. Brace yourself, take your pilot's seat and man the guns. The war against the Steel Empire is about to begin...

Yea! Another horizontally scrolling shoot 'em up on the Megadrive! There are more than enough to choose from, with the likes of Thunderforce and Hellfire out there, but this game gives the genre a whole new slant. It's all down to the impressive and highly original graphics - the use of antiquated Sci-Fi ideas works brilliantly and the detail and attention which has been paid to the backgrounds and sprites is amazing - some of the end of level bosses are truly gobsmacking. Huge craft drift around the screen lashing off hundreds of bullets and creating menacingly as they approach and the backgrounds show a ruined and polluted city in perfect detail. The use of the two aircraft gives the game more than a little variety and the urge to see the next level is intense. The sound is, to be honest, a little disappointing. It's atmospheric enough but just not very interesting. Gameplay is excellent - lots to do, lots to see and lots to shoot. The extra weapons are not too inspiring but you'll need to collect them anyway. This is the first decent Megadrive shooter for ages and it's one that blast fans can't do without!

FRANK O'CONNOR

Pick those up for weapons and points!



Run for it dude!



Now this guy is...



What's there not to like?



# STEEL



## THE BIGGEST BADDIES IN THE UNIVERSE

One notable feature about Steel Empire is the sheer size of the baddies. Even the mid level critters are biiiiiiiig while the end of level baddies are a sight to be seen and they'll have you filling your pants with wet-wetting horror as they approach. One level features a massive flying warship which looks more than a bit similar to the third level of R-Type. This particular nasty takes about a million shots to destroy as you weave in and out of its various nooks and crannies. The most horrible baddies are the ones that run on tracks, as you have to get very close to destroy them, making life and limb in the process!

## AIRSHIP OR AIRPLANE?

One of the unique features of Steel Empire is the choice of craft. You can choose to control either a large and unwieldy airship or a smart and fast biplane. Each craft has different weapons and handling abilities:

**AIRSHIP** - a tad sluggish, presenting a large and easy target for the enemy. To compensate for this, it powers up quickly and has quite a beefy selection of weapons.

**BIPLANE** - fast and sleek, but not very powerful and a ship for real flyboys. You can switch ships as you please between levels, but you'll probably find a favourite and stick to it.

## FASTER THAN AEROBLASTER

Acade fans might remember a coin-op called *Aeroblaster*. It was a fairly run-of-the-mill horizontal shooter, but had one nice feature that made it stand out. At certain points in the game, the scrolling tripled in speed and you shot through a series of tunnels at a break-neck pace! This feature has been borrowed and used to good effect in *Steel Empire*.

The tunnel sequence scrolls from right to left, the opposite direction from what we're used to - it's a very disorientating but a real foot when you get used to it!

## PICK IT UP!

'Yes folks! A shoot 'em up with extra weapons! It's never been done before! Seriously though, to get anywhere in this game, you'll need to pick up boosting items that shot buddies sometimes drop. You start off with a machine gun and bombs, both of which can be fired either backwards or forwards. You can boost the machine gun in stages, until it finally becomes a massive wave of destructive bullets. Bombs too can be souped up, becoming more numerous, more powerful and larger in size. These are essential for destroying some end-of-level badies.



## WHO'S JULES VERNE?

Jules Verne was a top French author who came up with amazing science fiction concepts like 20,000 Leagues Under The Sea, Journey To The Centre Of The Earth, From Earth To The Moon and lots more besides. What all these books have in common with *Steel Empire* is the basic concept of what the future would be like. All the graphics are reminiscent of ancient illustrations that accompanied Verne's books. It gives the game a very peculiar atmosphere and it works a treat. Who says we don't teach you anything?

Uh oh!  
What's this then? ▼



Now that's a big gun! ▼



It's a powerful machine gun!



A bomb!



A boost!



Here's quite a novel twist on the horizontal shooter format, and a pretty darned good game to boot! *Steel Empire* is actually quite original as far as shoot 'em ups go, and most of that's down to the Pish Gordon Meets Jules



Verne odds worldie graphics which really make this cart stand out from the crowd. Somebody has spent a lot of time getting the look of this game just right, and I have to say I've never seen anything quite like it! Gameplay is very much what you'd expect - fly along and shoot whatever you come across - but you can't really complain when the background's as novel as this! The only thing that turned me off was the sound - it's an ambitious attempt to add atmosphere which doesn't really come off. That aside, *Steel Empire* is one of those games you'll probably love, especially if you're looking for something a bit different!

TIM BOONE



A Pished 'em up thing of course!



A flying machine gun!



## MEGADRIVE

GRAPHICS	90
SOUNDS	84
PLAYABILITY	89
LASTABILITY	90

OVERALL 90



# OFFICIAL U.K. HIGHSCORES

DEAR SMALLFRY—

Welcome to the new Official UK High Score Charts! I'm Sadie and I'll be your hostess with the mostess for this odyssey of high scoring fun. If you think you're up to the challenge of beating the scores in this chart, then get playing and send in your achievements. Hand Held, computer or console, just as long as your score is as inflated as your ego. I don't care how you do it, just do it!

*SADIE*



## MEGADRIVE

Sadie Lau is this month's Streets of Rage champ and 'No one-kicking antics have earned him a massive score. Of course I'll bet there are hundreds of players out there who reckon they can do better, so don't just sit there, send 'em in. I'd like to see some scores for Falling Thunder 2 next month, so get playing.

ALTERED BEAST	3,028,480
Alison Guinton, Baines, Middlesex	
STREETS OF RAGE	828,000 COMPLETED NORMAL
Sadie Lau, Payer, Middlesex	
GHOSTS 'N GHOSTS	180,000 COMPLETED
on Jacquith, Kneading, W. Yorkshire	
PIRE SHARK	1,705,110
Henry McGowan, Co. Antrim, N. Ireland	
GOLDEN AXE	COMPLETED
Alan James, Purley, Surrey	
SPIDER MAN	140,000
Steven Butler, Stevenage, Herts.	
AFTER BURNER 2	70,204,321
Marcus Whitbank, Stevenage, Herts	
NIGHT RESISTANCE	1,538,200
Luke James, Rom, Australia	
QUICK SHOT	833,000 COMPLETED
C. Norman, Reading, Leeds	

## AMIGA

Robocop 3 has seen a lot of punishment this last month, but there have been far more entries from WWF players. Winner this month using the British Bulldog, is Paul Daynard from sunny Bolton. Let's see some Hulk and Undertaker scores for next month dudes.

ROBOCOP 3	83078 CHURCH
Matthew Gordon, Clacton, Southbridge	
DOUBLE DRAGON	121,040
Hustard K., Thornton, Aveon	
WWF WRESTLEMANIA	COMPLETED BRITISH BULLDOG
Paul Daynard, Bolton, Lancs.	
LOTUS TURBO	200 HARD
Daniel Parkhouse, Taliesin, Devon	
ROBOCOP	8,731,000
J. Anthony, Nundy, Cornwall	
BLOOD BROS	565,000
Andrew Robinson, Vegg, Norway	
DISPONS	893,217
Prokud, Sarubud, Trenchy, Mid Glamorgan	

## NINTENDO

What I want to know is, what kind of a genius does it take to get such a massive score on Probotector? If you can beat it, then maybe you should drop me a line. I've always got time for video game heroes. Also, Double Dragon 2 gets the treatment from David Mackay who completed it with one life.

SUPER MARIO 3	1,520,740
Ethan Kennedy, Belvedere, Kent	
DUCK HUNT	ROUND 22
Andrew Norman, Bridgewater, Somerset	
PROBOTECTOR	1,308,070
Richard Lee, South Anson, Berks.	
DUCK TALES	COMPLETED
Bob Whitehouse, Park Farm Estate, Walsinghamton	
DOUBLE DRAGON 2	COMPLETED
David Mackay, Eastleigh, Hants.	

## SEGA

The Sonic scores have been flooding in this month as you finally get to grips with Sega's spiky haired hero. David Marshall is the dude with the best score this month though, but let's see if anyone can beat that magic million. Also, get those Line of Fire scores in!

SONIC THE HEDGEHOG	834,200
David Marshall, Weston Super Mare, Avon	
WICKED WOLF	856,750
Richard Wood, Cowesby, West Midlands	
WARRIORS	8,175,400
WUBBIE F. BUBBLE	
Kevin Stratton, Kinsan, Bournemouth	
OPERATION WOLF	330,217
Leslie Anderson, Co. Armagh, N. Ireland	
SUPER MONACO GP	COMPLET IN POINTS
Jonathan Goodall, Chappell, Kent	

## PC ENGINE

There are a ton of PC Engine owners out there, but it seems like they play nothing except PC K&L. Fearless is just out and it's a real treat. It didn't take you too long to complete it though! Oh well, perhaps Konami's awesome Salamander will keep you busy!

PC KID 2	1,155,106
Dave Allen, Livingston, Scotland	
GRADIUS	COMPLETED 1 LIFE
Evander Wilson, Fourtainsbridge, Edinburgh	
PARODIES	COMPLETED
Nike Scott, Bath, Avon	
NAMCOT BASEBALL	18-8
Kip Muffs, Irvine, Scotland	
VICTORY RUN	FINISHED NO CONTIGUES
Ryan Corbett, Sleaford, Essex	

## ARCADE

Connor still holds the top score on Streetfighter 2. Streetfighter 92 is in the arcade's right now and it's got a lot more to it than the first game. Let's see how you fare as you pit Ryu against Ryu, or Bison against Chun Li!

STREETFIGHTER 2	COMPLETED WITH ALL FIGHTERS
Petar Gunnarsson, Reykjavik, Iceland	
SMASH TV	356,490
Lee Dobson, Bury St Edmunds, Suffolk	
STARSLADE	COMPLETED ONE CREDIT
Frank Hughes, Birkenhead, Merseyside	
RAINBOW ISLANDS	26,081,696
Dr. Phil Carlin, Camboons, Cornwall	
TURTLES	COMPLETE
Robert Wilkins, Marston Green, Birmingham	

## GAMEBOY

It's a bit of a Super Mario special this month with an absolute flood of Super Mario Land scores dropping through our mailbox. Those scores are really getting up there, but Christopher Thomas is the man with the best this month. If you think his score is wacky or otherwise pathetic, then drop us a line.

SUPER MARIO LAND	364,880
Christopher Thomas, London	
MITCHEO GOLF	-30 ON JAPAN
Joseph McCree, Torquay, Devon	
ROBOCOP 2	COMPLETED
Adam Simmonds, Ashford, Kent	
TETRIX	123 LINES
David Lindsay, Kincardineshire	
NAVY SEALS	22,600
Sean Mihal, Gateshead, Tyne and Wear	

## SUPER FAMICOM

Joe and Maci asked for and Joe and Maci I got! A bundle of coveman related scores this month, the top the bunch though, was Sam Rikina from Horddean is the best of the bunch. What a guy! He managed to complete it with one life and no continues. Prospective Fanny heroes apply here!

JOE AND MACI	114,300
Sam Rikina, Horddean, Hants.	
JERRY BOY	190,890
Gareth Trotter, Edgeware, Middx.	
GEORAN WARRIOR	COMPLETED
Sam Rikina, Horddean, Hants.	
AREA 88	612,800
Roger Scott, Brighton, E.Sussex	
SUPER FORMATION SOCCER	9-1 VS BELGIUM
Michael Greenow, Solihull, West Midlands	

Ok guys, this is it, your chance to be up there with the best of the best. There's no room for excuses and absolutely no room for whimps. If you think you're up to it, get your joystick out and show me what you're made of and beat this month's scores. Fill out the form below and address it to SCORE WITH SADIE at the usual address. If your score is good enough, it'll be printed in the Official UK High Score Chart and you'll be admired and loved by thousands of gamers all over the land. If it's especially outstanding, you might even be called up to challenge the CVG boys at the game of their choice. Not only do you beat the boys at their own game, but you'll walk away with a rather stonky prize!

DEAR SADIE, I THINK I'M BETTER THAN THOSE SAD CVG DROMGOS ANYDAY, SO HERE ARE MY AWESOME HIGHSCORES:

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

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

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

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

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

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





**INCREDIBLE!** Our amazing competition to give away Arnie's T2 T-shirt really got you lot going over the last couple of months, so much so that we had to keep the comps open for an entire four weeks! Well, now it's over - and you wouldn't believe the quality of the picsies and lefts which dropped through our letterbox!

There's Terminators of all shapes and sizes flooded into CVG Towers, together with mountains of witty reasons why you lot reckon you're harder than Arnie. It took us ages to choose a winner, but choose we did - and the lucky fella who can now go out with Schwarzenegger's shirt on his back, waving that authentication certificate high in the air is... **DANIEL KITCHENER** from Wickford, Essex. Oooh, the lucky so-and-so.

There's his smart T-1300, taking pride of place alongside a selection of other Terminator treats which just missed out on first place - still, they do win the honour of a roll call in the world's greatest games mag! Congratulations to Daniel, who is no doubt erecting a big pile of sweets as you read this and should have Arnie's T-shirt in his possession right about now....

# TERMINATOR 2 JUDGMENT DAY

## ARNIE LAFFS AHOY!

Here are a few of the answers we liked: "I'm harder than Arnie because..."

- \*...I eat raw custard creams and own a sawn-off pop gun." Stephen Fletcher, Abingdon.
- \*...I do things that would make his doo dahn turn white with fear." Adrian O'Donnell, Co Limerick.
- \*...I eat my Weetabix." Ian Barnes, Northants.
- and finally, first runner-up...  
\*...I don't plump up the pillows before I go to bed." Neil Cropper, Staincross, Barnsley.

Wow! Ross Burg from Harlow, Essex, gets a new for this one. Like the gun too!

Here's a fearless Terminator from the hand of D. Meigh. Way to go, D...

Musing! Torben Andersen from Denmark is the skill fella behind this scary Terminator!





Neil Simon comes from Newport in Gloucestershire - which Aesop topped him painting this brilliant Terminator cartoon.

Oh dear oh dear! Well done too! Watched from Director, Clark, for the funniest entry of the lot!



.... ENGAGE

THE WINNER! Daniel Kilkenny scored the CIVG boys with his vividly imaginative Series 1300 Terminator and, we reckon Aesop could not kick the living daylight out of it - and so too could Daniel, when he wears his T2 T-shirt!

## SERIES 1300

Anyone remember the old Cadbury's Smash adverts from years back? This picture, from some silly lad who forgot to include his name and address, looks like one of the robots from that ad - except they didn't blast children with ads again.



CAPABLE OF INVINCIBILITY -  
BOTH IN ENHANCED TRANSMUTATION  
CAPABILITY TO THE T-1000

- IMPROVED RUNTIME
- IMPROVED SPEED
- IMPROVED FUEL EFFICIENCY
- CAPABLE OF BEING ABSORBED INTO ANY  
HUMAN TISSUE - THEN REFORMING IN  
EXCELLENT INSTANTANEOUS CAPABILITIES

THE ULTIMATE KILLING MACHINE  
OF A DARK FUTURE TECHNOLOGY



Quite what Philip Wright's creation has to do with Terminators we don't know, but it is good...

# REVIEW

NEO GEO £120

BY GSK

The Earth is ruined. Constant exposure to pollution and nuclear contamination has wrecked the planet completely. Children are born with two heads, five legs and other, more horrible aberrations. Only people in Yozeul fail to notice the difference. A crazed scientist has deliberately increased the level of radiation on the planet in an attempt to breed a race of super mutants and Earth needs a hero or two to save the planet from this menace. Who can they turn to? Who's hard enough to take on the challenge and survive? Enter Ken and Baz, both shop assistants in a Manchester Tesco's when the catastrophe happened. They decide there and then in the vegetable section to save the world and destroy the evil scientist boss once and for all and without pausing to stick the price label on another can of baked beans, off they go to kick some behind...



The Neo Geo has more than its fair share of this type of game and you're really spoiled for choice when it comes to scrolling beat 'em ups. This one features nothing new in the way of gameplay, but it does take a novel approach to graphical style. All the characters in the game, disgusting mutants the lot of them, are brilliantly animated mutants and graphics as a whole are quite outstanding, even by the mighty Neo Geo's standards. Music is a little disappointing, but the sound effects are groovy. One fault with a great deal of Neo games is the lack of attention to character animation, but all that's changed here - even the most unimportant sprites are fluid and lifelike. Gameplay is as good as you would expect from this kind of title, with basic punching and kicking the order of the day. The problem is that there are similar and better games on the Neo Geo and you'd probably be better off choosing something else. All in all, a solid and impressive release which is utterly lacking in imagination or originality.

FRANK O'CONNOR



## BLIMEY! THAT'S ORIGINAL!

No it's not. *Mutation Nation* is virtually the same as almost every Neo Geo beat 'em up so far! Yup, it's a Final Fight style game you're after, you won't go far wrong with a Neo. There are some excellent scrolling beat 'em ups available, including *Burning Fight*, *8 Man* and the superb *Sengoku*. Some of the older games are a bit cheaper now and you can pick up the likes of *Magician Lord* and *Global Patrol* for almost reasonable prices. If you fancy a one on one brawler then try *King of the Monsters* or *Fatal Fury* - both excellent.

# MUTATION NATION

## MUTANT MALARKEY

Play *Mutation Nation* and you'll quickly discover another variation on the age-old theme of *Street Fighting*. This time though, the smart bombs are mystical mutant psychic powers! To save these, you collect tokens marked A, B, C or D as they appear at various intervals around the landscape and let one off (pardon) by holding down the kick button while an energy bar rises to its peak. When it reaches the top, release the button and one of four (sort of) types goes off:

**BOMB A:** Your own body becomes the bomb - busting into flames and spitting ash!

**BOMB B:** A flaming fireball which blasts the baddies to kingdom come!

**BOMB C:** A lightning strike which builds up when you throw yourself to the ground.

**BOMB D:** This one's a big secret and very spectacular. We won't spoil it by telling you what it is!

**NO BOMBS:** If you don't have a token and try any of the above, your energy bar will be quickly depleted and you fire off a series of superfast kicks!



▲ Two player anti-kicking action!

## MAD MANIAC MORONS

The *Mutant Scientist* is a total loony - the sort of bloke who votes SNP and teaches media studies for a living. To reach him you'll have to defeat his mind-boggled creations on five different levels - but be prepared for a big surprise when you finally meet him face to face!



## NEO GEO

GRAPHICS	90
SOUNDS	85
PLAYABILITY	84
LASTABILITY	70
<b>OVERALL</b>	<b>75</b>

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# REVIEW

## MASTER SYSTEM

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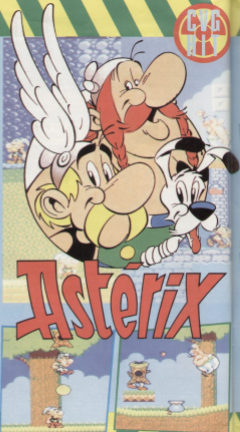
Asterix is hard. Well hard, in case you don't know, he's this small blond bloke who singlehandedly defended France against the Romans. At short notice he was the best the French could come up with, and seeing as the Romans were a load of old women anyway because this is complete fiction he actually did quite well. This near invincible comic hero appeared in countless cartoon strips, available in just about every language on Earth, and the game is basically an Asterix comic with platforms on. You take control of the top two characters from the comics, Asterix and big fat wobbly Obelix. Asterix can perform all sorts of feats - punching baddies and leaping chaams. Obelix can eat quite a lot and would probably be dead handy if you get challenged to pizza eating competition. Sadly though, you get attacked by vicious Romans and dangerous animals without a single Cheese and Tomato special in sight, so poor little Asterix had better get his skates on and save everyone!



Asterix was always a favourite of mine and this brings back lots of memories. The characters of Asterix and Obelix have been brought brilliantly to life in a real cartoon treat.

The game is more than a little similar to Mickey Mouse and Donald Duck, but that's not necessarily a bad thing. The graphics are superb. The animation of the main characters and the baddie sprites is amazing and the feel of the comic books has been transferred perfectly to the Master System. Music is a bit crazy, but the sound effects are decent enough. Playability is there in oodles, with the two player mode being a real treat. One complaint about Asterix is that it's a bit too easy - the levels themselves are fairly tough, but there aren't that many of them and the end of level bosses are fairly soft. For platform fans and followers of the Asterix books, this is unmissable. A groovy variation on the Mickey Mouse theme and a darn good looking game, this gets the thumbs up as a Master System treat to enjoy.

FRANK O'CONNOR





## OUR FAVOURITE TOONS!

**Tim** - "My favourite's Plug from the Bash Street Kids - he's got big ears, gains a lot and always gets into trouble... just like me."  
**Frank** - "Calvin and Hobbes is the top because Calvin's got an imaginary friend and everyone thinks he's mad. I've got lots of imaginary friends and I am mad."  
**Paul** - "I like Sid the Snake out of Vic because I thought him everything he doesn't know."  
**Jan** - "Garfield's the greatest because he's a fat, lazy, useless waste of space with orange hair just like me."



## PERKY POTIONS

If you're a fan of the Asterix cartoons, you'll be pleased to note that *Draskis*, the dastardly named wizard from the village where Asterix lives, has been kidnapped. He's an important boy because he supplies all the secret potions that make the Gauls invincible and without it the Romans can walk in and take over with ease. The potion endows anyone who drinks it with incredible fighting abilities and superhuman strength, which can come in a bit handy if you're a weak little character without any muscles at all.



Obelix gives the wall a Glasgow kiss!

Strange things are afoot at the camp!



## UNDERWATER ANTICS

Asterix is not only a little hard bloke, he's also a champion swimmer. There are several underwater levels throughout the game where you get the chance to carry out some scuba related may-kay! The swimming technique is exactly the same as in the Mario games, where you press the jump button to gain speed and height. There are plenty of aquatic baddies to deal with under the water and even more points to be gained. Getting out of the water is the hard part though, 'cos the control method goes a bit haywire when you try to jump onto dry land.



Kill the submerged Roman but don't waste the potion!

## SHORTY AND FATTY

The two player mode in Asterix is a bit novel. One player controls Asterix, and the other player controls Obelix, the big fat one. If one player gets killed, the other starts from the beginning of the level. If a player dies before he completes a level, the other dude has to take over and try to finish it. It all gets very confusing and you're never quite sure who's turn is next. In one player mode, you can choose either Asterix or Obelix at the start of a new level. Both have roughly the same abilities, although Asterix is a tad faster. Well, he would be, wouldn't he...



Asterix on the Master System? Mash. That can't be any good. How wrong I was. The first thing that hits you about this cart is the glorious style - complete faithful to the comic books. They're so cool they really draw you into the game, which generally plays well apart from the odd screen glitch here and there. The game itself owes an awful lot to Mickey and Donald, but that's not a bad thing at all! There's an awful lot to see in the game, but but you do tend to see it a tad too soon because the difficulty level could have been increased for older players. That aside, this is one of the best recent releases I've seen for the Master System and if you enjoyed the Disney games you'll certainly get your money's worth from this, especially if you're not exactly the greatest player in the world. Fans of the annoying little Gaul will have a whale of a time!

TIM BOONE

Kidnapper! A potion explodes in the drink. You'll have to use them more carefully than that!



## GREAT CARTOON HEROICS

The Franchises have only turned out two famous cartoon characters. Tintin and Asterix, but video games have been using cartoon heroes for ages. Mickey Mouse and Spiderman are both available on the Master System and are both excellent portrayals of the characters. Batman fans can try out caped crusader antics on every machine except the Master System. Donald Duck is now a top seller on all three Sega machines and Chip and Dale are now Nintendo superstars.

MASTER SYSTEM	
GRAPHICS	92
SOUNDS	80
PLAYABILITY	90
LASTABILITY	89
<b>OVERALL</b>	<b>90</b>

# TRUE STORIES

OF CUG (HONEST)

CUG AT 8:00-9:00 PM - MON-FRI - 11:00-11:30 PM - SATURDAY - 10:00-11:00 PM

He's mad. He's bad. His haircut's quite bad. He's RADION AUTOMATIC (or MEAN MACHINES fame) and here he is with a wicked new cartoon strip for the CUG boys! Think you can match Rad's incredible wit, insight and incredible appetite for More Bars? Send in your own CUG strips and you could win a Megatron! Meanwhile, here we go with CUG's first Automatic Guide to the, the universe and, well, nothing at all actually...



Panel 1: "WELL, RAD'S IN THE BUILT BARCODE!"

Panel 2: "WELL, RAD'S IN THE BUILT BARCODE!"

Panel 3: "WELL, RAD'S IN THE BUILT BARCODE!"

Panel 4: "WELL, RAD'S IN THE BUILT BARCODE!"

Panel 5: "WELL, RAD'S IN THE BUILT BARCODE!"

Panel 6: "WELL, RAD'S IN THE BUILT BARCODE!"

Panel 7: "WELL, RAD'S IN THE BUILT BARCODE!"

Panel 8: "WELL, RAD'S IN THE BUILT BARCODE!"

Panel 9: "WELL, RAD'S IN THE BUILT BARCODE!"

Panel 10: "WELL, RAD'S IN THE BUILT BARCODE!"

Panel 11: "WELL, RAD'S IN THE BUILT BARCODE!"

Panel 12: "WELL, RAD'S IN THE BUILT BARCODE!"

Panel 13: "WELL, RAD'S IN THE BUILT BARCODE!"

Panel 14: "WELL, RAD'S IN THE BUILT BARCODE!"

Panel 15: "WELL, RAD'S IN THE BUILT BARCODE!"

Panel 16: "WELL, RAD'S IN THE BUILT BARCODE!"

Panel 17: "WELL, RAD'S IN THE BUILT BARCODE!"

Panel 18: "WELL, RAD'S IN THE BUILT BARCODE!"

Panel 19: "WELL, RAD'S IN THE BUILT BARCODE!"

Panel 20: "WELL, RAD'S IN THE BUILT BARCODE!"

**IN NEXT MONTHS TOP QUALITY STRIP:**  
**THRILL** TO MORE TRUE ADVENTURES OF THE CUG TEAM!  
**CHILL** TO THEIR MANY DRINKY-RELATED ACTIVITIES (OR, WELL, PARTS OF THEM)  
**BEG FOR MERCY** AS PAUL REPEATS HIS ELVIS IMPERSONATION YET AGAIN!

WELL...





# JAGUAR XJ220

Race your Jaguar XJ220 against other super cars including Ferraris, Porsches and Lamborghinis over thirty six circuits through twelve different countries. Speed through variable weather conditions whilst tackling waterfalls, tunnels, cliffs, bridges and mountain passes.

- Fog, snow, wind, rain and sandstorms.
- One or two-player split-screen option.
- Joystick or mouse control.
- Map editor - Create your own circuits.
- Financial Management strategy.

*Will you run out of bottles before the throttle?*



Available on Atari ST  
and Commodore Amiga  
(both 1 Meg only).

Under license of Jaguar  
Cars Limited, UK.

## CORE

TRADING HOUSE, 68/71A ASHBORNE ROAD, DERBY DE2 3FS.  
TELEPHONE: (0222) 297797 FACSIMILE: (0222) 281311

Screen shots taken from  
Amiga version



## FREE MICROSELL ADS!!!

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

### THE MICROSELLS

UK MEGADRIIVE with 14 games incl. Santic, PGA Tour and many more. Call Charlie on 041 940 8892 with offer.  
BRITISH MEGADRIIVE with PGA Tour, James Bond 1 and 2 plus many others. In good condition, still boxed & works old 650 Phone John on 041 632 1727

FOR SALE Amstrad CPC464 great condition, many games, full colour monitor, £200 now Call after 3.00pm ask for Wayne 081 648 2163  
SUPER TENNIS FOR SALE £8 or will swap. Phone Ashley on 0130 64 388

WELL YOU SWAP your arcade power stick for my Atari2600 joystick and Strider. Call me on 0471 822681.

SWAP UK MEGADRIIVE with 2 control pads and 36 games worth over £600 for Amiga 500 or will for C64.

Call 0272 624960 and ask for Colin  
14P MEGADRIIVE with Robocop, Top Gun, Strider and Fatal Runaway. All boxed in great condition. Bargain at £170 now. Call Stuart after 4.00pm on 081 366 0075

ATARI LYNX FOR SALE incl 4 games, headphones, cartridge, AC adaptor. Sell £150 Call Craig on 0132 682648

SWAP MY MEGADRIIVE + 4 games and lap connector and loads of mags. for Famicom or sell for £160 now Phone Andy on 0592 771189  
PC 68020 for sale + 3 games incl. Europa £120 now Contact Ben on 0278 683818  
IBM PC COMPAT with 3 games, plus 2 controllers. And Gameboy with 2 games and accessories. Will sell for £750 tel: 9483 713029 after 5.00pm

AMSTRAD CPC 466 GOOD CONDITION with green screen colour TV  
Midlander joystick and £200 worth of software. Will sell for £120 now Tel 0943679621

SWAP NINTENDO NES with 2 games for Megadrive Call me on 021 387 3897  
SEGA MEGADRIIVE FOR SALE with 10 games. If interested call John on 061 338 2596.

### THE MICROSELLS cont.

FOR SALE PC Engine plus 2 games £750 now. Ring 071 628 2953 and ask for rosen 628

I AM SELLING AN ATARI SITE subpack with two joysticks, stereo speakers 190 Starfighter Many games, all boxed, all original £125000 please call David on 0215 723612

FOR SALE - AMSTRAD CPC464 computers with 86 pieces of software. Ideal business computer because of word processor £200 now with printer and monitor. Please phone 0298 78751 and ask for Lee

GAMEROY GAMES TO SWAP Jaws, Snake, and Bubble Bobble, swap either for Batman or Road to Avonlea, will consider others. call 1.Emajo on 081 781 5129 after 4pm  
SUPERGRAPHICS-16 BIT 4 games, 2 player adaptor, Turbo joystick and joypad £250 call Mark on 0850 823241

FOR SALE-SEGA MASTERSYSTEM With 8 games. £120 now call Matthew on 0523 772933

1 MONTH OLD JAPANESE POWER MEGADRIIVE for sale £115 call Steven on 071 469 7734

HEL, I'LL SELL MY SEGA MasterSystem with games. Worth £115 but will sell for £90 or swap for Gamegear with game. Call Keith on 0908 563603

A SUPER FAMECOM with a TV, 3 games incl Mario 4 and Final Fight. Sell for £750 Ask for Ian on 081 967 3033

SPECTRUM 128K + 2 includes lightgun, joystick and over £100 worth of games. Sell for £180 now Please phone 0752 848213  
WANTED SUPER FAMECOM + 2 games. Willing to pay £200 Call Martin Crawford on 0733 328873

MEGADRIIVE CARDS, Battle Squadron, Joe Muscato, John Madden, James Pond and many others for sale, also Gameboy with 3 games or will swap for an Atari Lynx Call Lee on 0923 243871

2X SPECTRUM 4+3 disc drive, joystick, instruction manual, 16 games, £85. Phone 0366 78308.

### THE MICROSELLS cont.

AMSTRAD CPC464 with colour monitor for sale + 300 games and joystick. All incl condition £120 now

Call me on 0827 58955  
ATARI 800 SYSTEM, 15line computer + 1000 disk drive, 16 line recorder with cables, 35 disk-based games with disk storage unit, 100 different programs on tape. Over 50 magazines £160 now Call 0483 64777 - 01 Peter

SPECTRUM +2 tons of games, midlife. Also with magazines. Phone 0442 67901  
SEGA MEGADRIIVE + 3 games incl. Mercs and Japanese converter. Incl cond. £180 now Phone 021 628 4056.

JAPANESE MEGADRIIVE FOR SALE £70 Also games at various prices. Call me on 0222 797312 and ask for Wayne

SEGA MASTERSYSTEM, inc. 3 games and light gun. Phone 0646 882550

SWAP sega control car worth £120 for any hand held with games, preferably Gameboy. Contact Stephen on 0709 367047

SPECTRUM +3 disc drive, boxed, joystick, 12 games, 2 years old, as new, £180. Stuart, 0489 377 300.

NINTENDO games wanted, pay between £10-£20 for required. Phone 885 876 5488.

NINTENDO SUPER FAMECOM with seega headphone socket, 5 games including Mario 4 and Final Fight. Excellent condition. £200. Phone 0292 77136, David.

SUPER FAMECOM SKAET plus 4 games, unwrapped Christmas present £300. Telephone 081 643 1560, Gary

COMMODORE 64 with laser gun and load of games, £150 now. Phone Charlotte on 0223 313605.

SEGA Commodore 64 and disc drive cost £200 worth of games plus a Nintendo only 3 weeks old for any decent Amiga with no games necessary. Please contact on 0224 780511, Gary

NINTENDO SUPER Famicom + game of your choice, 2 joysticks, AC adaptor and all other loads £200. Ring 0242 513439

# DIAL-A-N-AD NUMBER

## 0 8 3 9 5 0 0 8 4 8

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

### THE MICROSELLS

COMMODORE 64 plus 30 games, £80 cash, call after 6 pm on 0834 284 532.

SUPER PAMCOM PAL with 12 games and 8 months warranty. Call on 061 868 4876.

SWAP SIGMA Megadrive, 3 games, £22 monitor, 2 joystick, will swap for Amiga 500 and games, or Atari FT and Games or will sell for £150 cash. Call 0323 878 289, late.

COMMODORE 64, 2 joystick, over 60 games, some very late, cassette recorder, £120 as will swap for lots and games or game. Call on 0323 878 289, late.

FOR SALE SUPER NINTENDO world and Final Fight, 1 with old. Also with super extension, 80 joystick extension leads £250 one call Neil on 0780 3948

COMMODORE 64 (NEW STYLE) with £300 worth of games new tape deck and newer unit, loads of magazines, good condition worth over £500 but will accept £175. Please Toby on 0692 580285

AMIGA 500 WANTED will swap for Sega Megadrive with 3 games, plus 2 controllers, Am and Gameboy with 2 games and accessories. Will sell for £250 sat: 0483 715200 after 5.30pm

AMSTRAD CPC 464 G000 CDMITTREX with green screen colour TV, machine, joystick and £250 worth of software. Will sell for £170 sat Tel 0943 873611

FOR SALE 1st official Megadrive with 8 official games, incl Super Monaco £260 one. Please ring Chris after 8.00pm on 0734 816475

NINTENDO FOR SALE 5 games incl SuperMario Bros 3 and Tactics 2 the arcade game. £180 one. Contact 6 Chalfont Road, Oxford Tel: 72737

DONALD DUCK FOR SALE £20 580 cash only. Call James on 0992 711802

PC ENGINE + 4 games. Sell for £180. CD + 4 games will for £220. Please contact James on 0783 773623 after 4.00pm

### THE MICROSELLS cont.

NINTENDO NES VERSION, super condition with virtually brand new 12 in colour TV.

7 great games incl SuperMario Bros 3, Simpsons and Grandin 2. All for a brilliant price of £300 one Ring Paul on 0345 315613 CPC 628 with colour monitor, loads of games incl: Final Fight, Terminator 2 and art package, disks and mags. Worth over £700 but will sell for £260. call me on 081 950 8432

I HAVE AN AMSTRAD CPC644 with a colour monitor and loads of games incl:

Turtles the coin-op and Hurricane plus many more. Will swap for Atari Lens or PC Engine GT Call Ian 0934 727734 after 4.00pm

FOR SALE Final Fight, Manchester United Europe, Shadowrunners and others. £80 the lot. Call Paul 081 337 0809

ATARI 520 for sale + over £200 worth of games. Sell for £275 one. If interested call 0782 613088

COMMODORE 64 disk drive, tape deck, printer, action replay, millions of games. If you're interested ring me on 0385 786213 and ask for Ian

ATARI ST FM with double sided disk drive, joystick, mouse and many games. Black and White TV also included. All boxed. Will accept £290. Call 091 339 0311 and ask for Anthony.

SWAP SEGA MEGADRIVE with lap converter and 17 games for an Amiga 500 with games. Call Steven on 0376 4814

AMSTRAD CPC464 with colour monitor, all for sale. Call me on 061 430 3262 ask for Mark Godfrey.

COMMODORE 64 + £100 worth of games, 2 joysticks, 800 pins. Will swap. Call me on 0495 330823 and ask for Joseph.

SWAP GREENLINS 2 and Duck Tails NES for Megadrive, Megaman 1, Mario 1, Simpsons. Call Gavin on 0302 730837

### THE MICROSELLS cont.

I WANT TO SWAP a Nintendo with 4 games. Chop a Dale SuperMario 3, Double Dragon, SuperMario 1.

For a Super Famicom with SuperMetroid on it. Phone Nicky on 0798 16432 weekdays only.

FOR LOTS OF GAMES TO SWAP incl B-Swat, Atomic Robokid, and many more. If you're interested call me on 0733 64863 and ask for Chris

MEGADRIVE includes extra joystick, lap converter and 16 games in new £300 Phone Traine on 0306 578842 SWAP NINTENDO NES with 2 games for Megadrive. Call me on 021 382 5897

SIGA MEGADRIVE with 10 games £300 one. If interested call John on 041 138 2366

FOR SALE PC ENGINE + 2 games £150 one call 871 628 2953 and ask for Bruce 628 I'M SELLING an Atari STB

Turbochip with 2 joysticks, stereo speakers 6-40 Squaldlighter, Golden Ace, Lemmings and many other games - all boxed and all original. Sell for £125

Call David on 0213 713612 FOR SALE AMSTRAD CPC464 with 86 pieces of software. Ideal business computer. It includes word processor and spreadsheet package. £290 one. Please call 0284 367511 and ask for Lee

NINTENDO NES FOR SALE incl 2 joypads and 6 games incl Double Dragon 1, Turles, WWF, Castlevania 2 and Probotector. Sell for £120 one Call Paul Brighton on 061 665 3822

PC ENGINE with 1 game £200 Call 0923 762788 - Mj Parker WANTED AMIGA 500 or 1500 maximum price paid. Please ring Gary on 031 664 2161.

WANTED Sega MasterSystem willing to pay £10 on no games, ring James on 0734 508 249 after 4pm.

AMSTRAD CPC 464 with colour monitor, very good condition, joystick and over 400 worth of games will sell for £250. Please 0678 256 889.

# DIAL-A-AD NUMBER

## 0839500848

Calls cost 2p (Cheap rate) and 4p (all other times) per minute. If you don't pay the phone bill ask for permission.

### THE MICROSELLS

**SWAP SUPER FAMICOM** with 5 games for a **Nes Gno** with games please call 051 90 1173.

**WANTED MEGADRIVE** and Disk Races for Megadrive will pay £15 each. Please Mark on 076 55801.

**ENC B** with monitor, disk drive, built in word processor, joystick, manual and software, £250 min. Telephone Dina on 0243 602 512.

**ATARI FT** for sale with discovery pack, £390 worth of software, plus joystick, mouse mat, all boxed all for only £220. Please call 081 449 3362 after 5pm.

**SUPER FAMICOM SKART** with games please ring Simon on 0648 84772.

**COMMODORE** games for swap contact James on 0227 453084.

**WANTED MEGADRIVE** games, call Tyrone on 0302 760 813 after 5pm.

**SWAP MEGADRIVE** games, Kikkidog, Streets of Rage, Crackshot John Madden Football, Music Defender. Telephone Peter on 0802 773106.

**WANTED on the Amiga**, Rodland and Smash TV offered Robyn 7, Toyota Felcia, silk mouse, straight swap any 5 games for you 2. Telephone 061 485 6366.

**ATARI 85 XE** with games, selling for £75. Call Paul on 071 794 9035.

**SEGA MEGADRIVE** for sale including 2 joypads and 7 games, will for £230 cash or swap for Atari FT or Amiga with games call Will on 0422 844 837.

**SWAP PC ENGINE** game for any game ring 0733 64779.

**PC ENGINE** portable GT with 10 games only £350 please contact Steve on 061 362 9388.

**COMMODORE** 64 data cassette, joystick, manual in excellent condition plus approximately 30 games, will for £35 cash or swap for Gameboy. Contact Stephen on 0346 232653.

### THE MICROSELLS cont.

**GAMES**, Sega Masterystem games for sale inc. Sonic Spideerman Paperboy, Ghosts and Ghosts and more. Phone Philip on 061 485 8717 after 5pm.

**COMMODORE** 64 plus games etc. £130 cash or swap for Gameboy telephone 0623 828861.

**ATARI 520 FT** worth upto £1200 sell for £580 cash. 0446 798 115.

**NINTENDO ENTERTAINMENT** system, 2 joypads, hardly used life time

subscription to Club Nintendo, 4 games, all boxed all for £150 cash. Contact 0474 365 482.

**ZX SPECTRUM** with all leads, light gun, user manual also over £200 worth of games and £30 worth of computer magazines, contact Michael on 0642 870 196.

**FOR SALE Super Famicom** game Popolno in swap for any other game apart from Final Fight, contact Matthew on 090 581 838.

**ATARI 520 FT/EM DSDD** with £250 worth of software, 2 joysticks and mouse etc. Please 0306 681807.

**3 MONTH OLD MEGADRIVE** with 2 games and a Gameboy, would like to swap for an Amiga. Please call James on 0242 414578.

**NINTENDO ENTERTAINMENT** system for sale also with joystick, 5 top games including Star Wars, 3 months old still boxed, unopened gds, £145 cash. Telephone 0628 781814.

**SWAP Super Mario 2** for any of the following games, Ducktails, Batman, Robocop. Please phone Gavin on 0246 297 598.

**SWAP AMIGA GAMES** and cover disk for a Sega Megadrive with at least 2 games, and 35 disks. 0743 536884.

**FOR SALE** 45 C64 games, various titles including the Simpsons, Robocop 2 as well as many more top titles, all for £50. Please 051 380 3457 ask for Alan.

### THE MICROSELLS cont.

**SWAP ATARI FT** with 40 games for a Commodore Amiga plus games. Contact Daniel Higgins 0309 483 356.

**SEGA Masterystem** plus all accessories plus laser gun and 12 games swap for Japanese Megadrive with upto 3 games. Call Andrew on 061 737 6344 after 4pm. C 64 games all for £80, worth much more. Please 051 380 3457 after 4pm, ask for Alan.

**MASTERYSTEM** computer games wanted, new or old, please ring 033 762.

**COMMODORE** 64 C, 2 joysticks, printer lead, £170 worth of games, everything boxed as new, plus book and white diversion sell for £140. Please Nick 0344 483 389.

**C64 disk drive** for sale, never used with 5 games, fully boxed with instruction phone Blackpool 0253 395 496 ask for Craig.

**FOR SALE SEGA MEGADRIVE** with 6 games, 3 control pads with lap connector, will sell for £280 cash. If interested call 5rs on 0382 638 358.

**JAPANESE NINTENDO** for sale, price negotiable with over 300 games. Call 081 573 9021 ask for Eddie.

**2 NINTENDO SUPER FAMICOM** games for sale, good condition will sell for £20 each. Phone 08190 036.

**JAPANESE SEGA MEGADRIVE** with 2 joypads, with 2 games will sell for £390 please ring 081 903 8066.

**AMIGA** for sale with 60 games, mouse, joystick all for £300 or will swap for Famicom with 2 games. Phone 0974 279 581.

**COMMODORE** 64 for sale plus disk drive, printer, data cassette unit, joystick, 40 games. Bargain at £199 or all around the price. Phone 081 656 6436.

# DIAL - A N - A D N U M B E R

## 0 8 3 9 5 0 0 8 4 8

Calla code 01p (Cheap rate) and 41p (all other times) per minute. If you don't pay the phone bill ask for permission.

### THE MICROSELLS

ATARI LYNX for sale, boxed as new, 3 games all for £70 call 0200 268846.  
FOR SALE Commodore 64 light fantastic pack with over £250 worth of software sell for £110 call them on 0306 821 510 after 4pm.

NINTENDO with 8 games, inc. Super Mario Bros 3, Snake Rattle and Roll and Shadow Warriors, sell for £130 inc. shipping kit. Call 081 902 6771.

PAL MEGADRIVE, boxed good condition with 6 games, 2 joypads and a Japanese converter worth £200 sell for £220 one or swap for an Amiga 500 phone 0352 519 382 ask for Jonathan.  
SPECTRUM 128a for sale, billions of games, box of studies and rum music machine, worth about £1,000, sell for £200.  
Contact Ben on 0628 481 495.

SUPER FAMICOM SKART for sale of swap. Phone Martin on 081 788 9930.  
SWAP MEGADRIVE with joystick, PPU, 5 games, still boxed as new, for Atari PTE or Amiga with games. Phone Hugh on 0306 830 497.

SWAP SEGA MEGADRIVE with 4 games, 2 joypads for AMIGA 500 with good games, must be in good condition. If interested call Simon on 0799 547926.

AMIGA games for sale, phone 0952 64572.  
SWAP ATARI 2600 and 6 games for a Gameboy no games needed. Phone 057 187 686.

AMIGA 500, 10 games all original, £80 or will separate, 50 games not boxed £1 each, demo disks 2 disk banks 25 pair, 1 joystick £5. Telephone 075 403 6477.

COMMODORE C64 about 30 games, disk drive, joystick, key board, £200 one. Call Paul on 0172 325063.

PC ENGINE FOR SALE with 4 games, 2 joypads, £135. Call 081 686 5053.

### THE MICROSELLS cont.

FOR SALE AMSTRAD CPC 464, disk drive, 110 games, 150 magazine, 10 books, 2 joypads and lightpen. Telephone 081 15196.  
WANTED AMRGA AN50 with at least 20 or more games will swap for a Japanese Megadrive with 5 games and 2 joypads, and a Gameboy with 6 games and a hard case, or will consider selling for £400 call 071 3281648.

AMSTRAD CPC 464 with minor cosmetic joystick, 250 games, £250 one. Ask for Alan on 091 549 4963.  
FOR SALE UK MEGADRIVE, 10 games, 2 joypads, Japanese converter worth £240 will sell for £300 one. Phone Chris on 0582 592 910.

ATARI PT FM, 35 boxed games, 4 player adaptor, 3 joypads, £6500 worth over £300, worth £200 will sell for £250. Phone 064 128 3086.

ATARI PT for sale with loads of games, 1 year old, still in original packaging, price £110. Phone 0754 737586.  
BOXED AMIGA 1000 plus 2 years warranty, 3 joypads plus accessories, £800 worth of games, mint condition worth £900 will for £600. Contact Patrick for details 0522 528 365 after 5.30.

SUPER FAMICOM for sale, with 11 games, only £495 ring 061 762 9188.

FOR SALE Atari 26 boxed with 3 games. Sell for £50. Ring Chris after 4pm on 0693 883 145.  
OVER £800 worth of very highly rated Atari PC software. All boxed sell for £50. Telephone Thomas on 0783 87353.

NINTENDO ENTERTAINMENT system for sale for £110 one with 9 games. Paul on 080 306 1912.  
SWAP SEGA MEGADRIVE, with 3 games, all boxed. For a New Int Pal with 2 games. Phone Simon on 0452 560 754.

### THE MICROSELLS cont.

SEGA MEGADRIVE for sale, plus 3 games and joypad. Phone Simon on 0670 828 130.

SWAP 1 will swap my 30 Commodore 64 games, for 1 Gamegear game. Phone Simon on 0753 5278.  
AMIGA 500 with 20 games and joystick, will sell for £250. Call 081 517 1052 ask for Denis.

COMMODORE 64 with data cassette and joystick, all leads, light gun, 50 great games. Sell for £110 one or swap for Sega MasterSystem with games. Call 0224 77063.

SEGA MEGADRIVE, unwanted Christmas present, boxed as new with 4 great games. Worth £240 will sell for £100 one. Call Neil on 0324 724 796.  
FOR SALE Spectrum 128a with over £400 worth of games, all this for just £750. Telephone Simon on 0915 824 080 after 5pm.

# GET YOUR GEAR HERE!

**ENGLISH MEGADRIVE 4** games which include Sonic and Quackshot. Excellent condition all board, unopened. Nice present. Hardly used. £200 incl. Contact Wayne on 0863 39489

**GAMIBOY** with 8 games, and N64s, Turbo 2 and Super Nintendo. Full board and comes with Lightbulb Watch £700

Swap for Super Famicom with 1 game. Contact

Andrew after 4-30pm Banbridge, County Down, Northern Ireland. Call Banbridge 23000

**MEGADRIVE GAMES** for sale. John Madden 92. EA Hockey. £30 each. F22, Popolans, Morris, RoboCod

and Sonic £25 each Ring Army on 0432 646565 SPECTRUM 128

178k for sale, with 100 games incl. 10pin and joystick. Sell for £1400 Contact 0900 644447 if interested.

**MSX-GAMES FOR SALE** £17 plus p.p.p. Pepsy, Damon, Alan White and Also F22 and Starflight for £25 each, or all for £70 Contact 0223 316660 after 5.00pm if interested.

**MSX FOR SALE** incl Turbo, Lark, Turbo, Bubble, Matrix 3, Cavalon, Proball, joystick, 3 books. The lot for only £200 call 0252 409958 and ask for Tom

**CONVERTED NINTENDO** with American SMOG, Best Stingers, Yaris and LRK Monopoli, with 2 controllers. In good. North £210 will accept £180 incl. will swap for Gamegear. Call Ben on 0736 429182 after 4.30pm

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**PRE  
VIEW**

# DARK SEED



## DARKSEED MIRAGE

Now here's something a bit special! Fans of the Alien movies will spot these screenshots straight off as the work of H.R. Giger - the artist who designed all those 'horrible Alien things!' Now he's been used as art consultant in one of the first releases from brand new software house Mirage, set to unleash *Darkseed* on an unsuspecting world very soon!

As you can see from these shots the game looks absolutely stunning, featuring graphics so fab we almost fell off our chairs when we first saw 'em! In the game, a sort of animated art adventure, you play a soft-fell writer who buys a mysterious house and gets plagued by all sorts of weird and wonderful nightmares!

The game features a fully digitised main character who moves in and out of the scenery in perspective together with reflective metallic sprites and a 'three-way' control system to come as close to virtual reality (or unreality!) as possible. Due for release soon on PC, with an Amiga conversion to follow later, this looks like one to watch out for. More news as soon as!

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YES! Here we go again with another CVG competition as unbelievably good you won't be able to believe your eyes. It's true, we're offering some lucky so and so the chance to win the holiday of a lifetime - watching England go for glory in the UEFA Cup.

Yes indeed - instead of watching the boys battle away at the telly, you could be right there in the thick of the action with our incredible giveaway prize worth a staggering TWO THOUSAND POUNDS!

This spectacular prize comes courtesy of the games heroes of Tecmagik, proud as punch of their forthcoming Champions Of Europe: UEFA 92 on Master System - the game which could set new standards for console footy games when it's released on June 1!

This is Tecmagik's first football game for the Master System, and judging from the quality of their past releases it's going to be a goodie! These are the people behind Master System megahits PacMania, Populous and Shadow of the Beast and now they're also busy heaving ivory on a Master System conversion of the ace coin-up New Zealand Story!

Now they reckon they've come up with another winner in Champions of Europe. The game packs all the features you'd expect, together with a stackful of new ideas including 34 teams to choose from, spirit mode, penalty practice and official UEFA rules in a faithful reproduction of the whole tournament!

How would you like the chance of watching England in action in at least two matches during an amazing five-night free stay in a swanky hotel? The price, for two people (which could be you and mum or dad) includes flights to Sweden, accommodation at a Three Star hotel for five nights, travel expenses and tickets to at least two England matches while you're there, which all adds up to a Two Thousand Pound treat!

So what do you have to do to stand a chance of winning? Easy - just draw us a picture from any Tecmagik game (all the games are named on this page) or write to tell us which you reckon is the best and why. Whoever comes up with the best entry wins the prize - it's as simple as that!

So grab your stuff and fax those entries off a bit sharpish to: ON ME ZAD SGM, INCREDIBLE TECMAGIK COMPY, COMPUTER AND VIDEO GAMES, BRICKY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3JW. All entries must reach us by Monday May 11, because the matches begin on June 10 and we have to sort you out with tickets and stuff! Get to it!

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## WANT TO WATCH ENGLAND IN STYLE?

The lucky winner's tour will be organised by Travel Management who are based at Cambridge House, 5 Newbold Street, Royal Leamington Spa and are official UEFA Club tour operator for the England Travel Club and The Football Association. Call them on 0996 313112 for more information on tours which start at £275.



## CHAMPIONS OF EUROPE



**A SMALL PRINT:** OK, listen up - all the usual CVG rules apply as don't do anything stupid like work for Technic or EMAP and try to enter 'cos you'd just waste a stamp and peeve the postie. Special note: the prize is for two people, and if you're under 18 you must be accompanied by a parent or guardian. That's no problem though, 'cos if your dad doesn't want to go on a trip like this must be the saddest man since Robert Maxwell's bank manager...

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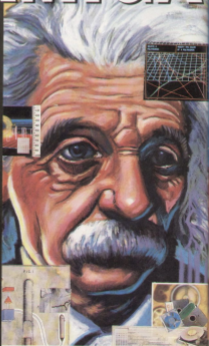
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# SUPER OFF ROAD

PRE  
VIEW



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OFF ROAD



## SUPER OFF-ROAD MEGADRIVE

Fancy driving a truck round a track at breakneck speed, smashing everyone else out of the way and winning gobs of cash into the bargain? Well now you can, thanks to the boys at Realistic - all set to unleash Super Off Road onto the Megadrive!

CVG heroes will remember we carried a review of Tradewest's tabby Super Nintendo conversion of the coin-op a couple of issues ago, but how does the Megadrive version measure up? We've seen a pre-production version of the cart and already it's looking the business. Up to two players will be able to nose head to head around the eight tracks against computer controlled opponents.

As with the coin-op, a crucial factor of the game is earning cash to buy up goodies for your truck as you battle for first place and the chance for a hug from the beauty in the bathing suit! Already Super Off Road looks set to become one of the hottest Megadrive releases this year, so watch CVG for the full Review pretty soon!



VERSION	DATE	PRICE
MEGADRIVE	JULY	£24.99

PRE  
VIEW

HUMAN

MIRAGE

HUMANS

The world's most gullible and bewildered inhabitants are not, as some people would have you believe, Lemmings. Nope, it turns out that duffer still are Humans. These daff little monkey descendants have finally reached the stone age and they're the main subject of the first game from new software house Mirage! The game is more than a bit like Pygmalion classic Lemmings - you have to guide the hapless humans across a hazard-filled landscape using their existing abilities to help them and these talents can be improved by "inventing" things.

You'll have to invent fire which can be used to destroy obstacles as well as warding off unruly dinosaurs and you'll find that the Humans have lots of different climbing abilities including ropes and ladders. Inventing the wheel can be handy - you can roll it, ride it or just look at it if you like.

Like Lemmings, the object of the game is to rescue as many characters from each level as possible - you'll probably lose more than you save, but you can meet other Humans and make them join your group. Humans is looking very much like one to watch out for, and it's due to come out on just about every machine known to man! Watch this space for more details!

VERSION	DATE	PRICE
AMIGA/PC	TBA	£ TBA
CONSOLES	TBA	£ TBA

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# PRE VIEW

# LAST RESORT™

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## SNK

If you haven't played R-Type you can count yourself as a bit of a shmuck who doesn't get out much. We forgive you though and we think that you should check out *Last Resort* from SNK. A blatant R-Type rip-off, this should be in arcades and Neo Geo importers by the time you read this. *Last Resort* tells the tale of a world invaded by tented alien space creatures. As a last resort (hence the title), Earth launches its secret weapon. The last resort is a pair of starfighters, top secret and very dangerous. The fighters are capable of recycling exploded enemy aircraft and turning them to good use. The air collectors at the front of each ship turn the raw material into incredible weapons which include multiples, homing missiles and best of all, ripple lasers! This is the first real shooter that SNK have produced since *ABO 2* and so it should cause a fair bit of interest. R-Type fans should love this and CVG will be the first there with a full review... watch the skies!

VERSION  
NEO GEO

DATE  
TBA

PRICE  
£ TBA



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SOFTWARE 2000's

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- Select your favourite team and choose from a 7 year, 3 year or unlimited game.
- 3D animation sequences let you watch highlights of your team in action.
- Manage your money as well as your team: - upgrade your stadium to encourage better spectator attendance - earn extra revenue by selling up - a sponsorship deal - wheel and deal on the transfer market to replace your team.



Up to 4 players can take part - choose your team from the top 3 current league divisions.

© screenshots from Amiga version.



Start your team members and train them according to the strengths and weaknesses of the opposition.

Available on:  
Atari ST,  
Amiga & PC  
(VGA only).



SOFTWARE 2000

U.S. GOLD



The main menu - click on icons to select the various options.



It's match-day! Liverpool have just scored against Coventry in the 34th minute.



Upgrade your stadium by installing covered seating.

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# BUT IT'S TOUGHER AT THE BOTTOM

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# PRE

# CORPORATION



## CORPORATION VIRGIN

This is the future. Advances in Robotics and computer technology have led to the Rebel becoming a household item and one company has a monopoly on domestic and industrial Robots - UCC. This massive corporate plant sets robots for everything from cleaning the bathroom to playing tennis. One area of robotics that has proved highly profitable is that of military hardware. Human lives are too valuable to expend in military conflict and druids and the soldiers of the future. UCC has a reputation for being reliable

and steady, but behind this seemingly pleasant facade lies a web of deceit and honor. Genetic engineering has long since been outlawed, making genetic differences become far too common and the risk of such a virus was too much. However, in your capacity as a top secret agent you've discovered that UCC has been messing around in the lab and their genetic research programs have doubled in size and intensity. It seems that UCC have discovered a way to combine organic elements with robotic parts to create a legal and dangerous cyborg. Go get 'em and reveal UCC's secret for the world in Virgin's Magazine conversion of the Amiga version!



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# NEXT MONTH



A landscape scene from a video game. In the foreground, a dark road with a glowing blue line down the center leads towards a building with a glowing blue square on its roof. The middle ground shows a desert landscape with a bright sun setting or rising over a range of low mountains. The sky is filled with soft, wispy clouds. The overall color palette is dominated by blues, oranges, and yellows.

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# CREEPLY, KOOKY, OOKY, SPOOKY!



## They do what they wanna do...

But not now that they've been exiled! Morticia, Lurch, Gomez, Pugsley and Wednesday have gone back to their creepy abode to regain possession.

## say what they wanna say...

But not now that they're disappointed! As Gomez you must find your long-lost ones in their spooky mansion house.

## Play how they wanna play...

But watch out for Lulu - he plans mean. Lulu is the treacherous lawyer intent on stealing the family fortune and who has many a dirty trick up his sleeve.

## dance how they wanna dance...

And you'll be stable, riddle and rattle when the spiders, monsters and ghosts save the last one for you! If you solve the puzzles and follow the clues you might just save the Addams Family so that they can...

## live like they wanna live!



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# ocean

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