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AUGUST '91 ISSUE 117

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NEWS

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LYNX SPECIAL

We put our power on the latest games for detail's sake, then
and tell you exactly what we think of 'em.



1. **Introduction**

Jonathan's wife and young daughter
for CVD is a level 3 stroke clinic,
which with nursing teams, manage
ing his medication for play. (An
Edward's wife) and played and eat
ing. The all-time low score on
the office Blue Chart, from 1-
1000 is being met. Lucky for the re-
spondent's wife, son, and

YOE'S WALBAG

The man with the hat is back - except he's lost his hat and we're not sure whether he's a man, or even human. Still, he's got more Matilda mayhem to make you laugh!



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Journal of Internal Medicine 255: 101–108

Gifts papers are all the rage for our Shepherd Dog fan, shopping in to help out those Machines. Machine One, some Paper One and, of course, One More. The 17. Actually, we have that that Machine is a set of identical magnets - and some of them are sitting on...

JAZZ & ARCADE ACTION

An absolute whopper of an article anchors this issue, including a report on the mind-blowing new Bantecatch cloning and reuse of Clonport's incredible three-in-one arcade system! And what about



ART EDITOR
JOAN MARCUS

It's funny, happened. Don's moved out of his dark corner and into the limelight to show his gutsy ideas with all our funding. He's even brought himself to Germany, managed to find the difference in the right way (and which I am without having his notes). There's definitely something wrong.

PREVIEW

What a lot we've got! An incredible four-page *Flighter* portrait, Mega Twins, Turbo Outrigger and the computer versions of *Final Flight*! **Count 'em!**

ADVERTISING MANAGER, James Owens Deputy: ADVERTISING MAN AGENT, Mark Montgomery SALES EXEC: Greg Watson PRODUCTION ASSISTANT: Emma Soper CREATIVE DEPARTMENT: JESSIE WINTER, Rob Brown-PUBLISHER: Graham Taylor SUBSCRIPTIONS: INQUIRIES: CHS BUS. DIRECTIONS, PO Box 100, Leicester LE9 4AA TEL: 0534 411 100 TO EDITOR: TEL: 0534 411 100 FAX: 0534 411 101 FROM: 0534 411 102 50-53 Rivington Lane, Leicester LE11 2AU TEL: 011 265 8222 FAX: 011 265 5555

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POSTER PULLOUT SPECIAL

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Many teachers and subject leaders will be able to find a copy of this book in their own collection. It is a well-used book and has all the usual features of a book of this kind. It is a good book to have in the school library.



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ANOTHER THRILLING INSTALMENT OF ED-FIRST



HELLLO? Are we punch drunk or what? Not only does CVG go thumping lobby this month with another Mega Exclusive - Pelighter II from Denmark - but we've got two (count 'em) pull-out posters to boot!

First off you'll find our fantastic Pelighter pull-out poster preview at the centre pages. Pull that out and there's Sonic The Hedgehog bursting out of the page and ready to jump onto your bedroom wall!

So how many extra pence do these power-packed poster pages set you back? None. How much extra do they cost? Nothing. Zero. Not a jot. Not even the slightest squirt.

And if that's not enough, check out all the great giveaway comps this issue. What with a Video Walkman on offer from US Gold, a Famicom from Console Concepts and all sorts of baseball brilliance from Denmark - not to mention all those brilliant Hotline giveaways - we're amazed we've got so much space left to show off all the great games!

On that score we've got a four-page review loaddown on Sonic the Hedgehog, four (count 'em) reviews of brand new Lynx games, we do the business with three pages on R-Type II and Zero Wing, together with Previews of Out-run Europa and Ultima to name just a few. Phew!

Picking through the mag you'll probably notice a few tweaks here and there. Yoko's mailbox takes on a new look, and goes all international this month - and it's a third bigger! Well, what can you do when Britain's most 'onible' ok threatens you with a week-old survey? The less said about that the better, so until next month...

Byeeee.

**TIM
BOONE**

WANTED: ANOTHER CVG HERO REWARD: DEFINITELY

Have you got what it takes to help produce the best all-format games mag in the known universe? Can you write and edit to our standards while setting a new high score on the Gameboy and making four cups of coffee - all at the same time?

Yes? Then why aren't you Deputy Editor for CVG? We're looking for a top man for the Number Two slot on Britain's brightest games monthly - and only the best will do. Ideally you'll have been working for another magazine (preferably a computer mag) and have a deep longing for something better.

So what are you waiting for? Get on the phone and talk to me pronto. No beginners please: producing everyone's favourite mag can be a busy old game!

"WHERE'S THAT COPY?" ►
It's tough being a journalist.



BATTLE COMMAND



Set in the future, in which you control a "Mauler" Assault Tank in one of 16 missions, in a war fought between two dominant races of the New World. Each and the defensive capabilities of the opposing armies that any offensive moves must entail "behind the lines" actions performed by elite troops in specially designed vehicles. The Mauler is the latest such machine capable of being lifted in and

FIRST INTO BATTLE ...

out of hostile territory and armed with the most advanced weaponry. Select your mission and the armoury you will require. The 360 radar sweep, in and out of cockpit views and area maps showing terrain, and complete

... LAST TO LEAVE

ocean

theatre of operations, all combine to give a full picture of the battle as you strive for victory in a 3D arena where tactics go hand in hand with lightning reflexes and a true-grit determination

SPECTRUM-COMMODORE-AMSTRAD
IBM/AMSTRAD PC & Compatibles
ATARI ST-CD-ROM ROMEGA

NEWS

SPECIAL REPORT

The Summer CES Show in Chicago has always been a launch pad for tons of new games which are shown publicly for the first time. And this year was no exception, with over 350 games on display! Julian Rignall jetted off to the "Windy City", stuffed himself with 60-oz steaks and "lemon shots" and got the low-down...

Nintendo have dominated every CES Show in recent history, which isn't surprising when you consider that they and their third-party games producers take an 88% share of the American video games market. This year their presence was as substantial as ever, but Sega and NEC also had very large stands, indicating that not everything is going Nintendo's way at the moment. Sega are on a high after recently selling their millionth Megadrive and NEC are celebrating a sales boost for their TurboGrafx 16 (the American PC Engine) after cutting its price to \$99.99 (\$59.99).

All three firms had a huge amount of product on display. Nintendo used the show to launch the Super Famicom, or Super NES as it'll be called in the States (they dubbed the SNES - pronounced "Sneaky" - by UK and US journalists). Sega displayed a range of Megadrive software for the Megadrive and NEC had a whole load of new CD-ROM games on display and also revealed their upgraded CD-ROM System Card which has 2 Megabytes of storage space.

What about computer software? Well, Amiga and STs are pretty much dead in the UK, and what few games there were have already been seen in Europe. The PC Compatible market is looking healthier, with plenty of "adult-oriented" games like Ultima VI, Wing Commander II, Leisure Suit Larry V and Police Quest II but few arcade-style games to get enthusiasts about, other than the Ninja Turtles Arcade Game and The Simpsons.

Could this be an indication of what will happen to the UK computer games market? We'll just have to wait and see...

MEGADRIVE MANIA

Sega's huge, wall-to-wall stand contained news and rows of Sega Sports displaying a wealth of new Megadrive titles. In the centre, Sega's own games were on display, and these included Toe Jam and Earl, a very wacky one or two-player arcade game which I reckon will take the Megadrive by storm. 688 Attack Sub, Decaportex (starring Chuck D) and, a guy who can take his head off and throw it at his enemies), Donald Duck, Joe Montana II (not as good as John Madden is), Ninja, Phantom Star II (hope you're playing masterful). Rocky is conversion or in price-but-grade coin-op), starring in the California, Wheels of Rage (this is answer to Final Fight, one very good it is too), Warriors (no subject to Mickey Mouse, and I reckon it's even better), Alien Storm (drivins) and Gaiden Ace II (looking very good indeed).



WE'RE HAVING A THIRD PARTY

Megadrive third party stuff was in abundance. Berlin Wall (Kamek) looked neat and Turbo Grafx 1600's conversion of the excellent racing coin-op is excellent. Sellers have four new titles - Test Drive, Mike Drake Power Football, Datasight and Runman, and Dreamworks have Jesse "The Body" Ventura Wrestling Superstars and Trampoline Terror.



Others are certainly better. Darkman (Kamek) looks like a real winner, and I reckon it's going to be a big hit. This is my favourite Megadrive game, and I reckon it's going to be a big hit. This is my favourite Megadrive game, and I reckon it's going to be a big hit. This is my favourite Megadrive game, and I reckon it's going to be a big hit.

NOT A GOOD GAMING ANGLE

Call me old-fashioned, but I found few new-looking games from Atari II, Black Blade and Blue Max, about as exciting as anything past it, but their shops are up. Dietz Hansen was a lot more fun.

Another five games that didn't provide much in the way of wow, but fun and thrills, were Runman II, Twin Eagles, Magic Darts, World Champ, Mr. Do's Gourmet Paradise and Thunder and Lightning. They're just a lot less ordinary.



MEGA COIN-OP DELIGHTS

The two big coin-op firms, Capcom and Namco showed off a remarkable gift-edged collection of gaming goodies. Capcom's *Little Merman*, *Little Heroes Dream Master*, *Telepolis* and *Onip 'n' Dale Rescue Rangers* are all graphically stunning - and play well too - but better still is *Megaman 4*, which starts new battles and some old favorites! Their collaboration of *Street Fighters* is also looking very good, as is an original and rather wacky game called *Yo Ho!*

At the booth over the way, Namco's big game was *Teenage Mutant Ninja Turtles II*, while *Comet Force* looked a pretty good bet for action fans. Where in Time is *Captain Sandiego* and King's Quest IV are both very good adventures, and *Monster in My Pocket*, *Tiny Toon Adventures*, *Bucky O'Hare* and *Laser Invasion* all have promise.



AND THE REST

Snow White and *Kashball* (*Speedball* to you and I) were seen at the *Sole* stand and *Big Jackson Baseball*, *Dream Team 3-on-3 Challenge* and *The Avengers* were *Cost*. Last is *Unlabeled*. At the museum hang-out catching the tonight were *Jackie Chan Kung-Fu* (superb stuff), *Adventure Island I and II* and *Pro*. *Teen* *Tommy* in the *Sat* Kingdom (my vote for *The Best*) *Harold* *Of The Show*, while AGC had *Natty Bane*, *Shack*, *Wave*, *Death Race* and *Chiller*.

TMG's line-up was impressive, with *Peter Pan* and the *Pinetop*, *Wayne Gretzky Hockey*, *Videomaniacs* (a battery-backed drawing and animation program which is a treat for the console scene), *Where's Waldo?*, *Attack of the Killer Tomatoes* (this, here, *Home Alone* based on the *James* film, but what I want to know is where's the game in that?), *The Flash* and *Gravitar* (this).

A nice lot of games were in evidence at *Amiga* - *Event* and *Lord of the Rings* *Tennis*, *Conquest of the Crystal Palace*, *War* and *Booster* it were all very good, and the *Amiga* *Lot* *III*, *Daydreamer* (*Game* and *Kabuki*) *Quantum Fighter* were all pretty neat.

Jeopardy *Marlin* from *Medias* was quite a find, while new Nintendo developers *Bony* were showing off two fine sciences, *Master* and *Master Hawk*. Yeah, I know I said *Dolan* were doing those two, but for some reason, *Bony* are as well.

Microprose's *F-15 Strike Eagle* is the best Nintendo flight sim yet. *Adult*, *Rescue* *Cats* is certainly unusual and *Dragon Master III* from *Emu* is a great RPG (they also did *Adventure* on the *Super Famicom*, in case you were wondering).

MEGAGRIVE MANIA II

On the very rare *Atari* stand *Speedball II* and *Battle Master* on *Amiga*, and *Novus* showed off two more *Disappearing Dragon* *Claws*, *Guardian Angels* *Sally* *Forest* and *Beast Ball* *Denry*.

At *Udd* fans will enjoy *Street Fighter*, *Troops* *Dragon* is now owner of the coin-op, and their version of *Harrier II* is also worth a look.

More arcade stuff was seen on *Namco*'s stand. *Quack Challenge* is a two-player side screen version of the 4-Trax coin-op, and *Rolling Thunder II* is a brilliant variation of the arcade machine that's yet to be released in Britain. *Namco* also showed off *Powerball*, a game very similar in concept to *Speedball II*, but no where near as good.



SPECIAL REPORT

IT STARTED AT SAMMY'S

Atari also has a couple of impressive listings. *JetSet Willy* is simply coded, and *War on Wheels, The Last Ninja* came on the massively successful (in computer game), *Warlock*. In *Your Face, Marisa Marlowe* (1985, Playboy Games), *Amiga* is actually getting on a bit. Games loaded it. *Good, Truly Bad* and *Whoopee*. We were all on stage.



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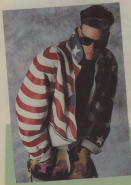
NEWS

SPECIAL REPORT

Big news at the show was the American launch of the Super Famicom, or the Super Max (SNES) as it'll be called. It's got a new shape - a squarer body and six control pads and exact buttons - and slightly updated internally (according to SNES' programming). Along with titles that have already been ported in Japan and on select in the US such as *Mario 4*, *Photomirage*, *F-Zero* and *Am. Brawler*, there were a whole new bunch on display - check out the list:

BIGGER AND BETTER

Life had a lot of tremendous titles. An early demo of *Smash TV* was shown, and that looks identical to the coin-op, with much explosions and gratuitous violence. South yams, *WWF Wrestling the Challenge* is a racket, with superlative graphics, great sound and real n' wacky gameplay. This is by far the best wrestling game yet seen, and stars all the most popular WWF characters, like Hulk Hogan and the Ultimate Warrior. Finally, there was a rolling demo of *The Simpsons*, showing excellent cartoon style characters that are apparently going to appear in the game. Thanks for all of



GAMEBOY A-GO-GO

The amount of Gameboy product announced and on display at the show was awesome. One at Ultra, *Blades of Steel*, Joe Hockey, *Star Trek*, *World Circuit* Series and *Operation C* were out and about, while Atari had two ports-in-progress, *Super Adventure* and *Amazing Ties*.

Ninja Boy from Culture Brain is nice, but *Choplifter II* from JVC looked like to stop and have a good look.



PALM-SIZED CLASSIC COIN-OPS

Coin-op fans will be pleased to hear that amongst many classics coming to the Gameboy, *Paperboy II*, *Scudman II* and *Marble Madness* will soon be available on the MiniStage label.

Battler have also taken a coin-op bunt, but are offering to go down the classic route, with *Asteroids* (1979 rock-blast fun) and *Missile Command* (1975 missile-blast totes). Both should be well worth looking out for.



BUILT TO WIN

A very early demo running on the first stand was *Built to Win*, a racing game which was very similar in style to *F-Zero*, but fighting racing cars instead of hovercraft. It certainly looks promising.

A big surprise was Data East's *Captain Nemo*, a flip-flop copy of their latest arcade machine, which features hilarious cartoon-style graphics (you should see the expression on the captain's face when he sees the giant monster at the end of level one - his eye pop right out). They also announced *Sanction Earth*, but didn't get to see it.

AND THERE'S MORE

Super Play Action Football was Nintendo's SNES game announcement of the show, while Ultra Games showed *Legend of Mystical Ninja* and the rather excellent *Castlevania IV*.

On the Hudson stand, Bill Leinenweber's *Comet Basketball* looked like it needed quite a bit of work on it, and the Wonderboy-inspired *Super Adventure Island* seemed like fairly island stuff.

Beastar was in evidence with Jakobs, as they showed *Super Beasts Loaded*, while THQ simply had press releases announcing that there were working on *Hells Arena*, *Swamp Thing*, *Pin-Fighter* (that should be great), *Vampire Ice* (passing), *Family Dog* (red?) and *Race Driver* (slow but will be interesting).

NEWS

MEGADRIIVE MEGA MACHINE!

After months of speculation, the Megadrive CD-ROM has finally arrived - and doesn't it look grand? Reports from Japan say the machine allows vast memory storage and improved graphics. There's a new chip inside the machine which allows more sprites and colours. It also allows the rotation of sprites - and even the Super Famicom can't manage that!

Sega Japan have set the release date for this mega-machine at October, with a totally astounding price of \$160 or less. How much it will cost when it eventually makes its way over here remains to be seen - but we've got high hopes for this little beauty and it's not like Sega is disappointed.



NARC SPARKLES AGAIN

Everyone's catching onto computer games, and even the music too! The current hit from the Pixies is 'Thirteen From Narc' as one of its tracks - the theme song from the Williams shoot 'em up! Whatever next - Jason Bonham can sing theme from Sonic? A number one shot, we reckon!

Pixies

PLANET OF SOUND



OCEANS OF HELPFUL HINTS

Just a quickie - Ocean have launched a helpline for those of you stuck on any of their tricky games! Call the Ocean Helpline on 0825 355533 for a breakdown on the company's releases from Balmain onwards. Good, eh?



KICK OFF SOCCER SHOCKER!

I could be a dream come true - the best footy game ever in the game of your hand! The hat trick is that those sporting folks at US Gold are planning to release Super Kick Off on the Game Gear in early 1990.

If portable Kick Off is anything like as fab as its computer daddy, this could well be THE hot cat of next year. Details are scarce right now, but we hear that veteran programmers Taitex will be handling the conversion.

Super Kick Off Games amongst a trio of Game Gear releases planned by US Gold, all converted by Taitex. The trio kicks off (going) with World Class Leaderboard, due for release about now. Indiana Jones and the Last Crusade will be following hot on its heels in time for Christmas.

On the Megadrive, World Class Leaderboard and the Godfather are set for 1990 release, with Indy doing his thing during the second quarter of the year, also taking the plunge on the Master System with Indiana Jones and the Fate of Atlantis.



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THE 100



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REVIEW

MEGADRIVE

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BY SGA

CVG
HIT

What a small, blue, spiky, and very, very fast! Sonic the Hedgehog, that's who! Sega's awesome answer to Nintendo's marvellous Mario has arrived - and here he's here to play!

Sonic is a hedgehog with a mission: to free his furry friends from the diabolical clutches of the evil Dr Eggman (a villain so nasty, he makes Al Capone look like Bonnie Langford). Yeah, Eggman's captured all of Sonic's friends, brainwashed them and encased them in biomechanical armour - programmed to terrorise the world.

To free his friends, Sonic has to race through six zones, each containing all three homonically scoring areas. These zones are packed with hazards and puzzles, not to mention Eggman's forces, out in force to turn Sonic into hedgehog pie! However, Sonic can fight back by curling into a ball and heading into any enemy, skewering them on his spines.

By collecting the magic rings which he 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 - if Sonic has more than 50, he'll be transported to the bonus bonus level!

At the end of each zone, our sky-blue spiky-top is confronted by the doctor himself, armed with various weapons (including a massive ball and chain, a fire-spitting cannon and a large spike), intent on turning Sonic into hedgehog pie.



The spiky one does his balancing

Watch out for the spikes, Sonic!



Sega said this was going to be good - but nobody prepared us for this! Sonic looked me sideways when he burst forth from the monitor and hasn't let go since, hogging the Megadrive headlines. Sonic may be as cute as hell and play like a dream, but rest

assured this game's as tough as your grandad's old boots. Sega have put a huge amount of thought into this, and it shows. The graphics are something very special - the best you'll see on the Megadrive. Sonic really looks the part as he changes around the screen, rolling into a ball and putting paid to all manner of bad guys as that superb Sonic theme tune blasts forth from the telly. Here's a game which absolutely oozes quality and one you'll return to time and time again. Sonic has thrown down the gauntlet to Mario in a big way and everyone's favourite Italian plumber must be feeling just a little washed out. I won't say he's necessarily better, but Sonic certainly gives the immortal Nintendo hero a run for his money. So, said up in three words - Brilliant! Brilliant! Brilliant!



MONITOR MAYHEM 'N' MALARKEY

Hidden at various points around each area, he can putter monitors, which bestow Sonic with a special bonus once lusted upon.

WING: Gives Sonic an extra 10 rings.

SPARKLE: Encases Sonic in a glittering magic shield which allows him to race through hazards without getting a scratch! Careful, though, as this is only temporary!

SHIELD: Similar to before, but this surrounds Sonic with a large protective sphere, which vanishes upon contact with anything small!

MAGIC SHOES: Makes Sonic even faster than ever (however difficult that may be). Only temporary, but helps our spiky star reach parts of the level that other hedgehogs cannot reach.

SONIC: Gives Sonic an extra 10!



▶▶ REVIEW



SONIC v MARIO - WHO'S GOT THE EDGE?

Saga are pushing Sonic the Hedgehog as their answer to Nintendo's Mario. The sheer popularity of the round Italian plumber from Brooklyn gives Sonic a hell of a lot of work to do.

Comparing Sonic to Super Mario Bros 4 on the Super Famicom, it's obvious both have exquisite graphics and sound, although Sonic is a lot faster, brighter and more colourful. As far as depth of play is concerned, Mario 4 is a clear-cut winner - but Sonic is just so cute that at the moment you just have to call it a draw.

With these two superstars now in a head-to-head battle for supremacy, it's going to be fascinating to watch them try to top each other in all the exploits to come! As usual, watch this space.

REVIEW

GIVE ME A RING SOMETIME

If Sonic has collected more than fifty rings before reaching the end of an area, a giant ring will appear at the finish. Leaping through this will erase our spiky superhero off to the seriously strange bonus round - a rotating maze filled with rings and enemies! Mastering this maze is no mean feat, and soon your eyes will be spinning with the screen as Sonic strays all over the place!

Points are awarded at the end of this round, depending on how many are collected before Sonic falls into one of the exit portals. If enough rings are collected, Sonic gets a continue for his trouble!

Crushing the bonuses at the end of the level!

TIME 3:51

RINGS 15



LOVELY LEVEL LUNACY!

Sonic's world is split into six levels, each more treacherous and devious than the last.

1 - GREEN HILL ZONE: This may seem like a green and pleasant land, but don't be fooled - tonnes of crabs and flying adversaries are out in force to finish Sonic before he can start, as well as crumbling platforms which threaten to drop our hero into deep trouble!



He's finally heard Sonic here at last made it onto the Megadrive - and now! The quality of this cartridge is assured the moment you flick the on switch and are greeted to a quartet of dub-dub tones ringing out the Sega master file is this little blue milk guzzler the Mario

beater that everyone expects? Graspably there's no doubt - Sonic the Hedgehog is swash with liveliness, but never garish, colour, which complements the detailed sprites and backgrounds perfectly. The animation throughout the game is top-notch, with Sonic's legs going hell for leather the longer you keep him running, and rolling up into a tight ball as only a hedgehog could to tell those badies into oblivion. Sound plays an important factor, with stacks of catchy tunes and jingles and some absolutely brilliant spot effects! Sonic the Hedgehog is going to be an impossible game to beat, but you're sure going to have fun whilst you attempt it. Better than Mario? I honestly wouldn't like to say. What I will say, however, is that Sonic the Hedgehog is wheels ahead of every game of this genre currently available, and if for one are looking forward to the further adventures of this golden-blasting little tinker!

PAUL
RAND

CVG
HIT

2 - MARBLE ZONE: Above ground, the area is strewn with marble pillars and ruins. Great caution needs to be taken, as the floor has a nasty tendency to disintegrate into a lake of molten lava! Underground, a massive maze has to be negotiated - more lava here, but blocks can be used to create bridges which Sonic can travel over unscathed!

RINGS 17



▶ REVIEW



4 - Labyrinth Zone: A weird mixture of over and under-water mazes through which Sonic has to avoid mechanical fish and drill-nosed monkeys! The problem is, Sonic's only got small lungs, so can't hold his breath for long - air bubbles which keep up through the floor are his only hope!



5 - Sparring Zone: A Las Vegas-style level, filled with flashing neon lights, spinning wheels and sacks loads of hatches all with one thing in common - putting a nasty end to our game.



3 - Springyard Zone: Here the level becomes a football game of pinball, with Sonic being bounced around all over the place on contact with springboards and star-spangled bumpers! Loads of secret rooms can be found, filled to the brim with magi-rings and bonus monsters!



6 - Clockwork Zone: With lots of long drops, tunnels, traps, and finally the not-so-good doctor himself, this is the level to beat the lot! Crack this and you're well on the way to superstar Sonic status.

A defeated Doctor Eggman appears on TV!
▼ to Marble Zone!



TIME 0:30
RINGS 50



MEGADRIIVE

GRAPHICS	96
SOUNDS	83
PLAYABILITY	94
LASTABILITY	91
OVERALL	94

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REVIEW

PC

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BY ELECTRONIC ARTS

Mario Andretti - what a name! He's established himself as a champion in all forms of automobile racing since the 1950s. Now this game lets you replay his driving career with yourself in the driving seat.

Like all young hopefuls you have to start your career by finding a cash backer. Your first sponsor donates \$50,000 to finance your first car, but all you can afford with that is a tiny Sprint car to race on the oval dirt circuits of North America.

In each state, you get a driver's-eye view through the wind-screen of your race car, which is controlled either via keyboard or joystick. Either way, you only have to wrestle with accelerator, brake and steering controls, plus the optional cruise control.

There are top money prizes awaiting top drivers, and if you win enough slots in the season, your sponsor will up his stake, allowing you to afford a different class of car and move your career one rung up the ladder. The best drivers end up racing 500 horsepower Indy cars in races which are the high point of the American season. Think you can make the grade?

The Sprint car gives you the first



ANOTHER DISTINCTIVE RACING GAME

The programmers of this epic race game are Distinctive Software Inc, based in the USA. Name sound familiar? It's not surprising if it does, as DSI have produced a couple of other racing games on the PC, namely the excellent 4D Sports Driving, published by Mindscape, and the not-quite-as-excellent-but-still-pretty-good Test Drive 3, which was released by Accolade. Both these games used similar 3D vector graphics routines to Mario Andretti's Racing Challenge, and if you like the look of what you've seen here you might want to turn to a sign.



Electronic Arts have produced some stunning 3D games in the past, not least of them being Indianapolis 500, and while that was a great game it suffered a little from the fact that there was only one track, and consequently not that much to do. Mario Andretti's is the

next logical step on from Indy, and it has as much hard racing action but it also has the depth of gameplay that Indy lacked. All the different tracks and the inclusion of the different racing classes make playing really compulsive, because you're just get to get to the next stage of competition. The different car handle gives you a real sense of speed and the skill of the other drivers makes this feel more realistic than any other race game I've played on a PC, or indeed any computer. Great graphics, excellent sound and brilliant gameplay at a good price make this an unmissable buy for power PC owners. Try it and see!

PAUL
GLANCEY



◀ Take a fly-by view of the track



◀ The infield camera catches a spiral-car collision.

LET'S JUST SEE THAT AGAIN

Like a lot of recent driving games, Mario Andretti's lets you watch a replay of the last 20 seconds or so of action from a variety of angles. In Electronic Arts' other 3D race game, *Indianapolis 500*, this provided some many sport amongst the CMC series who would speed around the track in the wrong direction in the hope of creating some spectacular re-playable crashes. The replay feature in Mario's isn't quite so sophisticated but it has much the same fun value, even if the game won't let you drive down the track the wrong way.



UPDATE

No other versions planned at the moment, but that's what they said about *Tron: Evolution*. EA say they might well produce an Amiga version of Mario Andretti's *Racing Challenge* if the PC version goes down well.

REVIEW

MARIO ANDRETTI'S RACING CHALLENGE

SPRINT CARS: This is what you start with - a tiny buggy with a 400 hp engine which can reach speeds of over 100 mph on the dirt circuits. All that power can mean you end up spinning on two wheels, so be careful!

The sprint car goes in for a roll.



One modified in all its garish, yellow glory.

STOCK CARS: Though these cars are the featured racers, their mighty 16 engines produce enough horsepower to drive them around their concrete, oval courses at up to 200 mph. Of course, polite driving is contrary to the spirit of this sport.



▲ The stock car models that "resemble" each other.

PROTOTYPES: Experimental engines, bodies and tyres are the order of the day in Prototype racing. A lot of major motor companies have a hand in the sport, so there are major investments being made and large purses for the winning drivers.

FORMULA ONE: A big money sport which attracts the best drivers from 26 countries in the international races. The cars are light and aerodynamically designed to be supreme driving machines, which will take the driver to almost 250 mph.



▲ The Prototype, which about like a hungry piranha when it goes!

INDY CARS: These are even faster than Formula One cars, though not much. They burn up the tarmac on one different track worldwide in some of the most demanding motor races on the planet. This is the real test of a driver's skill!



MODIFIED: Bigger, more stable and slightly faster than the Sprints, but naturally acceleration and responsiveness aren't as good. Built for tough racing, so don't be scared of showing other cars aside on the corners.



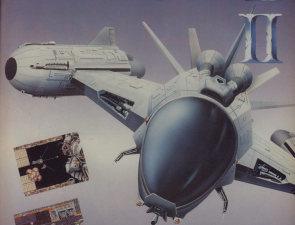
You're truly fancies himself as a bit of a driver - so how come I'm so rag? Simple - Mario Andretti's Racing Challenge is one tough nut to crack. As a 20 year, and probably the most fun you'll have without a helmet on! Racing with everything from buggies to super swift racers, you'll soon find the opponents are tough little trackers whose idea of a good time is to hear you curse them from way, way behind. Graphically excellent, the programmers have done their damndest to get as much detail as they can into the game. The playback mode is particularly brilliant - watching one of your numerous cock-ups in tracking made you can almost hear Murray Walker screaming in the background! Thankfully, Andretti's the main man here, popping up from time to time to report on your progress - or distinct lack of it! What with Chuck Yeager's Air Combat last month and Mario this, EA are coming up with some incredible 3D product lately - and this is another Must Have from the maestro. Hurrah!

TIM BOONE

PC	
GRAPHICS	92
SOUNDS	89
PLAYABILITY	93
LASTABILITY	95
OVERALL	94

R•T•Y•P•E

III



THE FIRST WAVE WAS EASY. THE SECOND WILL DROWN YOU.

Emergency News Bulletin 07.63..... Attention all Starfighter pilots.....The evil Bydo Empire is out for revenge..... Stronger, faster and more dangerous than before.....the attack waves have started.....a remodeled "R-9" Starfighter is armed and ready for you.....proceed to the battlefield immediately.....the nightmare has returned.....

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ACTIVISION

ALIEN STORM

What's big, very bad and goes bump in the night? The amazing CVG Alien Storm competition, that's what! Here's a compo so big you'll go goosepimpily just thinking about it and a prize so brill it'll send shivers right down your spine...

Call us monster raving loony, but we've got an incredible Sony portable TV and video player to give away! Amazing or what? It's all thanks to US Gold, celebrating their conversions of the monster arcade hit!

Just imagine: watch all your favourite monster movies in the palm of your hand and scare your friends silly as those 'orrible aliens jump out of the screen!

This incredible little piece of techno-gadgetry would normally set you back a cool £200 (just count those quids!) but we're giving one away free, gratis and for absolutely nothing! Amazing, eh?

We've previewed Alien Storm in last month's issue, and it's looking absolutely brilliant with all sorts of scary monsters to take on in a Golden-Ave style romp with big guns and laser whipl! Converted by Tiertex, the team behind MERCS, Alien Storm looks set for stardom on home computers.



The Divxoo Video Watchman with a" LCD screen, VHS / Hi-Fi tuner, APM Hi-Fi player, preset tuner and multi-Pal (VHS)



So what do you have to do to win US-Gold's incredible prize? Here's the gist: we want you to draw us a truly monstrous alien. Not just any old extra-terrestrial but a truly horrible out-of-this-world fiend so scary we'll run screaming for refuge the moment we clap eyes on your creepy creation!

So get out your drawing stuff, create that creature on a nice clean sheet of paper, take a deep breath and actually pick it up, pop it in an envelope and send it off to: US GOLD'S MONSTER GIVEAWAY, COMPUTER AND VIDEO GAMES, PRINCEY COURT, 30-32 FARRINGHAM LANE, LONDON EC1R 3AL. Remember to include your name and address, or we won't know what to send the prize! The winner will have his or her name printed in the magazine along with a selection of the best pictures (if they're good enough). So what on earth are you waiting for? Get cracking and scare us silly!

THE RULES

SMALL PRINT: OK, listen up. All these lovely usual CUG competition rules apply, which means if you have anything whatsoever to do with BMAP or US-Gold you'd better not draw any aliens and enter or else. For this contest there's one special additional rule: anyone found to have copied their monster from any previous contest(s) - especially the recent CUG give-in-the-dark sticker(s) - will be shoved head-first into Jon's portable CD and forced to play *Fire Music* for the rest of their natural lives. The Editor's decision is law and no correspondence will be entered into - which means we can't send back your drawings or explain why we thought your monster was utter crap. Sorry.

REVIEW

AMIGA

BY ACTIVISION

£25.99

Colonisation is a tricky business, as witnessed in Activision's first simulation of planet management, *Millicent 2.0*. Mars' desolate Mother Earth is but a shattered shell of its former self, and what little life remains must now set about a massive rebuilding programme.

But it ain't gonna be no pushover. The first thing to be done is train some of the public to actually do the jobs needed to get away from Earth - scientists, factory workers and, of course, space marines. Then there's the job of building the necessary equipment to mine, smelter ores and space warrens, and generally do whatever is necessary to create a better life for the people.

The player is cast as president of the Earth, planning the great project to a new life. The future of the remaining populace is in the balance - if they can't build what they need, life will indeed be bleak - and they can't build without materials. It's a vicious circle and one which you, as President, must break if you are to succeed. Break free by knocking together ships, creating new, more powerful arms and for them with the help of your scientists and then heading off into the wide, black yonder of the galaxy to collect the materials required by the production line to build, because what's left on Earth isn't enough.



Although *Deuteros* clings onto the same basic style of gameplay to *Millicent 2.0*, it's been sufficiently enhanced to make it more than just another turn-of-war sequel. It's inevitably taxing on the brain, even though there's a host of different screens there to help

you along the way. Although at times it can become frustrating, things don't become so bad that you want to hurl the machine out of the window and go back to blasting away at Alien Turtle Invaders IV. Graphics in this sort of software are usually there more for necessity than effect and, while there are a wealth of well-drawn pictures displaying, for instance, the different items you can build, they serve their purpose without being dazzling. The same goes for the sound effects, which I must admit are rather thin on the ground, but once you drive deep into the game the lack of noise is pretty unnoticeable. Summing up, a pretty game, but looks aren't important when you have the sort of complex, demanding and brain-draining challenge which *Deuteros* certainly is.

PAUL
RAND

028

It's all looking good in the shuttle bay



YOU'VE NOTHING TO LOSE
BUT YOUR LIVES...

First things first - you're going to have to train the workers to do the jobs you need. There are three main professions in *Deuteros* - Research, Production and Marine. Researchers create the designs for new ships and equipment, whilst the Production Department, surprise surprise, builds the games and weapons from the Researchers' blueprints. And until someone designs automatic pilots, the Marines hold the position of intergalactic taxi drivers.



UPDATE

Expect to see *Deuteros* touch down on ST soon at £25.99. No other conventions are planned.



¹⁰ *Journal of Management* 19 (1993): 105–132.



PLANET MINING FOR FUN AND PROFIT

Centuries of exploitation has left the Earth low on most natural resources and completely devoid of others. Luckily, the rest of the Solar System has been relatively untouched and if you can build equipment capable of mining you there, you can go and salvage the valuable minerals available throughout the system, including those found on the newly-charted tenth planet of Deimos.



1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

POWER UP A POD

Or rather, *load* one. There are three types of pods available to attach to your craft: Supply, Equipment and Cryogenic. Supply pods are used to transport minerals, while Equipment Pods are necessary to carry tools and pieces of space station for their desired destination. Cryogenic Pods, on the other hand, hold stashes of warheads. Pods in suspended animation can be revived when they reach their destination.



Shutera is strange. Very strange. So strange I just had to keep playing. First to find out what happened next, then because I just couldn't stop! Making mistakes - this is a game for the odd grey matter and will take a little while to get to grips

What's going on you just have to keep going, sucked into this dream, future world where just staying alive is against the odds. Quality graphics and atmospheric background sound all tie in to the feeling of impending disaster, but you'd also have to know that this game has depths others can only begin to fathom. Strangely enough for a game of this type there isn't too much waiting around, because you can fly by in a matter of seconds before everything piles up in front of you and you realize there's some serious work to be done. The music doesn't appeal to everyone, but those who do fall for its spell will wonder what on earth all this time and if mega management sounds your cup of tea, try this and enjoy a powerful piece of software!

TIME
ROONE

AMIGA

GRAPHICS	79
SOUNDS	74
PLAYABILITY	83
LASTABILITY	88

OVERALL 84

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REVIEW▶▶

NINTENDO

£34.99

BY NINTENDO

It's the early 21st Century. The Earth, ravaged by decades of environmental pollution, is under assault by vicious extra-terrestrial forces bent on stealing our world for what precious little resources remain.

Just one man stands between these foul creatures and global domination - Captain Skyhawk! He may have a silly name, but Cap's packing enough firepower to do the business and save the planet from those evil alien hordes.

Thank goodness for that, eh?

SKY HIGH BLASTING BONANZA!

Equipped with the latest version of the F-14 Tomcat (capable of carrying Maverick and Phoenix missiles as well as wide range scatter bombs and armed with a deadly zoom cannon), the Cap has to fly through five alien-infested levels, each split into three stages.

1 - LOW FLIGHT FIGHTING: The aliens have constructed numerous bases across the face of the planet, and Skyhawk's got to make sure these are put out of commission - permanently. It's not that hard, but when you've got loads of enemy fighters, ground tanks, anti-aircraft cannons, and all sorts of lethal weaponry trying to fry the good Captain's undercarriage, he becomes that much more difficult. On later levels, much-needed supplies have to be air-dropped to storage bases as well. Grumpy!



It's not difficult to tell it's summer - all the software houses are obviously thinking about going on their holidays as opposed to coming up with fresh, new ideas. Take Captain Skyhawk for instance. Actually, don't - it's all been done before, and better. The game is a

mix-mash of contrasting styles, from Zaxxon to Afterburner to Elite, from which the docking sequence has obviously been lifted (albeit somewhat less impressively). Captain Skyhawk isn't a bad game as such, in fact I quite enjoyed playing it for a time until I realised how ordinary it is. Here, so famous for quality cartridge software, are doing themselves no favours with their latest releases. We are talking so-so graphics, disappointing sound and a difficulty setting which seems to drop the further you progress. My advice is take a good, long look at Captain Skyhawk before diving into that wallet, otherwise you may be left feeling a bit shortchanged.

**PAUL
RAND**

CAP SKYHAWK



2 - BURNER RETURNS: Yep, that's right - this level is a simplified version of the Sega dem-o. Enemy fighters roar in and out of the screen and Skyhawk's just got to blow as many out of the air as possible. Of course his adversaries don't take too kindly to this, and aren't afraid to let off a few missiles of their own to blow Skyhawk's fighter away!



PTAIN HAWK



MISSILE MALARKEY

Once you have docked, you can buy additional weapons from the shop. Here's a list of what's on offer...

ARMED PROTECT: Standard missile, utilized by precision day bomber based F-16 Tomcats. Used during Level 2 to knock out difficult-to-hit enemy fighters.

MAVERICK AGM: Stands for air-to-ground - used on Level 1 for taking out ground bases, anti-aircraft guns and ground assault vehicles.

CANNON: Starts as a standard, slow-firing 20mm cannon, but can be upgraded to a weapon of severe firepower!

HAWK BOMBS: Similar in style to cluster bombs, these split into three separate warheads, therefore increasing the amount of damage.

MAVERICK AGM

BUY 100
RETURN

HAWK BOMBS

BUY 10
RETURN

ARMED PROTECT

BUY 100
RETURN

20 MM CANNON

BUY 100
RETURN

LEVEL 3 - DOCK IT TO ME: Rather like the docking sequence from Elite, here Skyhawk has to line up his Tomcat with the docking bay entrance before licking in the Tomcat to take him inside the orbiting space station. Not that easy when the station is constantly rotating - miss the entrance, and Skyhawk'll end up a frozen collection of flesh and shrapnel! Success, however, will allow access to the armory, where additional weapons can be purchased!

The fate of the world and its remaining population hangs in the balance - only the Captain can save the day!



100%
100%
100%

00000007
200 000
500 000



NOT SO RARE, REALLY...

Rare (formerly known as Ultimate, rebranded for their gob-smackingly great Spectrum games back in the mid-eighties) are definitely a force to be reckoned with when it comes to Nintendo games. Two of their latest titles - *Solar Jetman* (the latest) refer to feature the intergalactic loopy, and soon to be converted to computers by (Storm), and *Snake*, *Pelle* and *Roll* (which scored a whopping 95% back in issue 112) - both feature stunning graphics, incredible sound and gameplay addictive enough to have you superglued to your screen for ages!



I didn't think *Captain Skyhawk* was THAT bad, but I have to agree that it isn't one of Rare's better games. The worst thing you can say about it is that there isn't quite enough to each of the three games to make each one worthwhile. I would have been better to base the

whole game on the low-level flight section, because the Afterburner bit is pretty dull, and the docking bit just seems pointless. Once you get quite a way into *Captain Skyhawk*, the action speeds up a lot showing what good programming can achieve on a Nintendo. Unfortunately, while the programming is top-quality, the game design is where the flaw lies, and though *Skyhawk* is better than many Nintendo games, Rare are capable of much more, as they've shown with *Snake*, *Pelle* 'n' *Roll*, *Solar Jetman*, *Colin Triangles*, etc. Not a top-of-the-shopping-list game, but definitely worth considering.

PAUL GLANCEY



NINTENDO

GRAPHICS	79
SOUNDS	81
PLAYABILITY	83
LASTABILITY	80
OVERALL	81

GAME FOR A LAUGH?

CRACK US UP AND WIN A FAMICOM!!

COURTESY OF CONSOLE CONCEPTS

Here's your chance to win an fabulous Super Famicom - and amaze your friends with the ultimate shoot 'em up for the best games machine in the known universe!

Hot or what? We've got a brand new Famicom up for grabs, together with two free games including Super R-Type - the brilliant blast EVERYONE wants to see.

Those fine gamers at Console Concepts (a division of PC Engine Supplies) have come up with the giveaway goodies for this great C&G Compo. Thanks to them, our lucky winner gets a Famicom with free game and then Super R-Type the very second (well, near enough) it's released in Japan!

Even our resident arcade ace Julian Rignall was left speechless by the sheer brilliance of the Super R-Type demo he saw in Chicago. ("It's the best thing I've ever seen!" - Jac). Experts say the Famicom game is actually BETTER than the arcade game, with all the best blasts from the original and bonus levels thrown in!

So what do you do to win this slice of pure perfection? Simple really, just:

1. Think of the silliest thing you can do with a console, the funnier the better.
2. Do it and take a photograph, or
3. Draw it on a nice clean sheet of plain paper.

Then:

1. Admire your rib-tickling handwork until you collapse in howls of laughter, tears streaming from your eyes.
2. Pick yourself up from the floor.
3. Pop it into a suitable envelope together with your name, address and age and send it off to: CRAZY CONSOLE CONCEPTS COMPO, COMPUTER AND VIDEO GAMES, PHOENIX COURT, 35-37 FARRINGTON LANE, LONDON EC1R 3AU.

Remember, we're not looking for an artistic masterpiece - humour and originality are what really count. We'll print a selection of the best entries (if they're good enough) - so do make them decent! Plus, who knows, the winner may even get his or her picture in

the mag! What are you waiting for? Get those thinking caps on now and crack up the C&G scene with your jolly japes!

Small print: All the usual C&G rules apply, so don't be a silly Billy and enter if you're an employee or associate of E&MF or Console Concepts or your first name is Peregrine or you're Bernard Manning or Bob Mankhouse or you don't know what a Famicom is or you don't want to win one. The Editor's decision is final and absolutely no entries will be returned, even if you've wasted money on an S&E. Sorry, that's life. Tough isn't it? So be writing the small print at the bottom of competitions...



LYNX LOWDOWN

Who says C&M never covers Lynx games? Atari's latest Lynx foursome are some of the best yet, and here's Paul Glancey and special guest star, Rob Swan, to tell you all about them.

WARBIRDS

£29.99

Whether Reach for the skies over the Western Front in this World War One biplane sim, make your plane as unstoppable as you like then start on one of six missions, flying against one, two or three computer opponents of varying skill. Alternatively, up to four players can "lynxup" for a right old aerial gang-fight.

Your combat in the clouds is depicted in isotope-style 3D which, though not as astonishing as Blue Lightning, is still impressive. As you would expect, the controls aren't as complicated as a computer flight sim and the speed control (an engine on-off switch) though extremely simple, is effective if you need to perform tight turns.

There isn't a lot of variety to the gameplay (it would have been nice to have something other than dogfights to participate in - a bombing mission for example) but what's there is good fun for a while.



GRAPHICS	89
SOUNDS	70
PLAYABILITY	85
LASTABILITY	80

OVERALL 84

APB

£29.99

APB is a conversion of one of Atari's slightly oddball coin-ops which puts the player in the driving seat of a California Highway Patrol car. Every morning you're given a quota of lawbreakers to apprehend, and if you don't meet that quota before your time or fuel runs out, boy does the sarge get annoyed.

When the car's siren is activated a target appears in front of it which you have to place over the felon of your choice who moans vociferously as he pulls over. Don't run into any innocent drivers or drive your car through numerous doughnut stands because that earns demerits, and ten demerits earns you instant dismissal from the force!



APB is a lot of laughs to play, and it includes a load of the arcade game's sampled speech which really brings things up. Even if you weren't a fan of the coin-op, this is well worth looking up.

PAUL GLANCEY

GRAPHICS	79
SOUNDS	92
PLAYABILITY	88
LASTABILITY	87

OVERALL 88

NIX DOWN

NINJA GAIDEN

£29.99



Anyone who was a fan of Tecmo's Shadow Warriors spin-off will be instantly familiar with this game, because it is, in fact, the same game! Not surprisingly, you play the Ninja of the title who is given the unenviable task of beating up loads of muscle-brokers in hockey masks and fat men throwing telephone poles around - and that's just on level one!

Telephone poles, oil drums and various other objects lie scattered around, and if broken, reveal all manner of kung-fu goodies, such as secrets, extra energy, gems and extra lives. The masked warrior can also grab hold of homoprops, and can swing back and forwards - any mug stupid enough to get in the way cops a pair of size tens in the face!

For the Lynx's first best 'em up, Ninja Gaiden is little short of superb, and really addictive, too. An excellent title, and one which any self-respecting Lynx owner should race out and shell out for at once.

ROB SWAN

GRAPHICS 88
SOUNDS 84
PLAYABILITY 92
LASTABILITY 90

OVERALL 89

PACLAND

£29.99

Pac's back! That munching yellow beetle ball returns once again, this time in a conversion of the Mame classic that was itself a spin-off from the TV cartoon show. As usual, Pac-Man is up to his neck in ketchup. (Because this time he's found a broken fairy, and has to return her to Fairyland.)

Not an easy prospect, however, as this involves haring through the horizontally-scrolling Pacland, whilst avoiding those ever-present ghosts (who have taken to driving around in taxis and aircraft). Of course, Pac can temporarily turn the tables by munching a power pill, and in turn, chomp on a ghost or two!

If you were a fan of the arcade game, this perfect conversion will be right up your tree-lined avenue. However, the action is a bit staidly off the way through, so anyone used to piles of excitement may well be disappointed.



ROB

GRAPHICS 83
SOUNDS 77
PLAYABILITY 84
LASTABILITY 80

OVERALL 80

MATCH

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This little 16-bit black beauty is just bursting brim full with brilliance. Could you be the chosen one to win the slice of red hot action? Dial those digits a bit sharperish or you'll never know!

WIN A GAMEBOY!

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This push-button baby is the marvel of the moment. How can you get your mitts on some hand-held gaming glory? Quick - dial those wonder numbers and find out before it's too late!



WIN A SUPER FAMICOM!

0839 654 171

Probably the best games machine in the history of the cosmos, you'd be stark staring stupid not to want to win one! So what are you waiting for? Get on the line and dial away to win this piece of perfection NOW!



IF YOU'RE UNDER 18, PLEASE MAKE SURE THAT YOU'VE GOT THE PERMISSION OF WHOEVER PAYS THE PHONE BILL BEFORE YOU START DIALLING. CALLS ARE CHARGED AT 33P PER MINUTE (OFF PEAK) AND 44P PER MINUTE (PEAK RATE).

YOB'S



IT'S AN OUTRAGE - HONEST!

Dear YOB,

Now then young man, you'd better get your hands out of your pockets and pay attention, because I've got a very important message to tell you. I think that every single game in the universe should be banned. Now that may seem just a teeny-weeny bit harsh to somebody as ill-educated as yourself, but I have a few points with which to back up my theory.

Computer games have been corrupting innocent youngsters ever since time began. Just look at the ancient Greeks, for example. Well, my young son had only been playing that for a few minutes when, blow me down, he decided to build a spaceship in his bedroom and, in no time at all, he was terrorising the seven planets of Ptolemaios! It just goes to show how difficult youngsters find it to appreciate games from reality. I also think that the Diddy games should be banned. An older young son of mine had been playing a few Diddy games all week when the young arsehole suddenly decided to make his own Diddy costume and walk the streets whilst wearing it. It was a sad day indeed, when he walked straight off a seventy-foot cliff because he couldn't see where he was going.

It's an outrage! I'm sure you agree that all computer games should now be immediately banned.

Daniel Salter, Metherham, 5 Hocks

YOB: Too right, I know a young man (not my son, whatever the judge says) who was tried for a crisp sticking his fingers into the cartridge slot of his Mega-drive to see whether it had Virtual Reality built in. He was an idiot, though - just like you.



YOB! Yob's Mailbag goes global this month, with letters coming in from all sorts of far-flung places! I'm quite chuffed about this 'cos it gives me a chance to do my bit for diplomacy by chucking out a few choice international insults. Got something to say? Drop me a line at: YOB'S MANIC MAILBAG, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Best letter of the lot gets a whopping £100.00, which this month goes to Daniel Salter for daring to demand the impossible...

1. When will it be out in Australia?
2. Is \$12k enough for Shadow Warriors, it Came From The Desert and Wings?
3. How am I supposed to buy from Software City or World-wide Software when no stores down in Australia use a different currency?
4. Any chance of a T-shirt?
5. Andrew Collins, Tasmania, Australia

- YOB: 1. Yes.
2. Probably.
3. Where's that, exactly?
4. Yes. No. No.
5. Buy sterling, you Gove Under duns.
6. After all that? Do me a 10 year!

DUMMIES DOWN UNDER

Dear YOB,

I love your magazine. Last Christmas me and my sister got an Amiga 1000 and think it's a pretty good machine. After your review of Escape from the Planet of the Robot Monsters and Babylon I got both of them. They're pretty good games. Sorry about the questions but I think they're pretty important.

1. Will there be a conversion of Final Fight on the Amiga?
2. If so will \$12k of memory be brought?

GLOBAL No.1 LETTER

COME ON, PLAY THE GAME!

Dear YOB,

I've become very concerned in the past few months with the video-gaming industry. Too many companies are manufacturing games which

MAILBAG

are simply variations on a theme. When will someone come on the scene and breathe life into the games? Although it may be true that many new games have superior graphics and audio capabilities, it's also true that many games are unimaginative or have little quality gaming. How often must we rescue our girlfriends from some retail gang, overthrow an evil king or save the world from an alien invasion? It's even worse when a game presents an innovative storyline but then fails to deliver, but the promise on screen. It also seems that the lifespan of games is shorter. Many games that are supported in the long and difficult can be polished off in a matter of hours or days. What is going on?

I hope that someday the giants of this industry will realize that people are looking for real storylines, not just an excuse to kill somebody. Most companies seem more concerned with cranking out a quick shoot 'em up for a quick profit than with producing a playable game with real value. When consumers purchase games they look for company names with past successes. If we're disappointed when we get home, we're going to be wary of buying games from that company again.

Mail J. Smith, Ashford, Middle YOB: So where were you while the rest of the computer games world grew up, eh? Still playing the first level of Jet Set Willy? There's some sense in what you say, but you're about a year out of date since there are some truly great games coming onto the market right now. I could read of so many it's hard to know where to start - so I won't. Next...



Also, I don't have a whole page full of questions like "When did you last have your hair cut?", or any stuff like that. But I wonder if you could tell me, are there any plans for a Maxis first game on the Amiga? Why does it have to be on the ageing Macintosh?

Steve C. Tolley, Sheffield

YOB: Before starting work on this month's Mailbag I decided I would award £100 to the first person who threatens or insults me personally - but nobody has! Funny old world, eh?

THIS BAND SHOULD BE BANNED

Dear YOB,

I went down to the newspapers to collect my copy of Mean Machines the other day (wondering, of course, when CHV3 will be out, and when I got home I typed on my bed, took the sacky, brown paper bag off my new mag which, of course, was... **COMPUTER AND VIDEO GAMES!** WOW! That good to be true. I looked through the mag, improvement, improvement, improvement. Nothing but improvements. Smart stuff I won't bother with Mean Machines after all, jolly kidding! After all that waiting, I'd like to congratulate you on your new-look improvement. Also, before you shove the off the letters page to make room for the spam but who persists in arguing that his rotary keys Spectrum is better than the Super Famicom, I'd like to ask if you could include a First Page or Super Intro: Once posted in one of your future mags. It will be greatly appreciated.

Daniel Lockayne, Milfreaves, Sheffield



PS You don't have to print this letter, but let me put it this way, if you don't my killer elastic band will sort you out! You'll find him in side the envelope, ready to pounce!

YOB: If you don't seek immediate help I'll pass my home-made killer Trident Missile in the post, aimed in the general direction of Sheffield. If anyone else has made something equally embarrassing which they'd like us to ridicule then about, send it along to the usual address. Who knows, there may be a prize for the most ridiculous item (or then again, there may not).

A REVIEWER WRITES...

Dear YOB,

Here is a review of Skull & Crossbones that I have written myself. Skull & Crossbones: it is crap. There it is. What do you think?

James Stanton,

Attingham, Cheshire

YOB: When can you start?

GLOBAL LETTER N°2

FREAKY FUN FROM GERMANY!

Dear YOB,

Hello you broke in the cover of your great CHV3 Magazine. I'm a German reader and would like to tell you, that your magazine is great! Well I have a lot of Videorecorders at home: a PG Engine with 20 great games, a Nintendo NES with 20 great games, a Megadrive with 20 great games and a Power Base Converter for the Mega Drive and 20 Games for it. I also have a Amiga 1000 with 2.5 MB RAM, a Glorious with 640 Kbyte Ram and Hard disk, 1 ext. 5 1/4 Disk Floppy and 1 ext. 3 1/2 Floppy which I use with both.

It's a good and great fact, that your magazine is the most actual I know: I was glad to see that you were the first magazine to test the excellent Final Match Tennis for the PG-Engine, the brilliant Mickey Mouse Game for Mega Drive and the great Eye of the Beholder for the Amiga.

Well, and I think your magazine is too expensive for too few (6,50 DM for 115 pages). Take a look at our German's Power Play - it has about 150 Pages for just 6,50 DM! And I've put a copy of a Double-bought Power Play in this letter. You can have it. I don't want it back! That's because I've gotten so much of your magazine in the past so that I want to make a gift to your great magazine. Well, but I'm not sure if all of you speak and understand German, but your Richard Lead-better seems to do, so he writes in the last issue I have of your CHV3 magazine that his machines begin to communicate in Spanish, but that he understands German cause he learnt it at school. So if the rest of you can't understand and read the Power Play, then the magazine must



be at least something for your Richard Leadbetter!

Well and I have to say that Richard is my favourite gamer-writer (or should I say staff writer?) because he's critical enough and his favourite games seem to be my favourite games, too. (We seem to have the same taste!)

In the 4th issue the article on page 15 is funny, I think, (about Richard) because Richard took a bit like the 'Immortal Fire's Dick', but it is improbable that he has been the inspiration for Lord Byron to create the Famous Five's Dick, because the Famous Five are nearly about 20 years old, and I think that Richard is just between 19 and 22 years old today so that he was 500 young to get an inspiration when the famous five's Dick figure was created.

My other hobbies are watching Pro Wrestling, Tennis, Ice Hockey and Football on the TV. I like the Pop Music of Jason Donovan and Kylie Minogue, who are very popular in Germany and in the UK, as well as the music of David Hasselhoff, who is very popular in Germany, too. I hope for a quick answer and wish you a lot of success with CUG magazine.

Marco Dierking, Hetteld, W. Germany
YCB: A quick answer? Goodbye.



ENGINE HASSLE? GET IT TAPED!

Dear YCB,

For those who are currently saving up for a first PC Engine GT (like me) and who are worried about the advertised screen, I have a solution. Using some sellotape just modify a Game Light (the one with a magnifying glass)

to fit on your GT! Can't do anything about the screen blurring but it should solve the irritating sprite problem. By the way, do you get a mains adaptor with the GT so you don't have to rely on batteries all the time? Also is the price (currently 250 at its cheapest) likely to go down soon or in the future?

Mya (Ming, Brighton, E. Sussex)

YOB: Want a PC Engine GT but can't afford that? Simple! Buy an ordinary PC Engine and, with a hackaxe, whittle it down to the appropriate size. Then simply glue a Sony Walkman to the top and, hey presto, loads of broken bits to sellotape back together.

VERBODEN
REACTIE
BY
AND
THESE:



WILL CHEAP CHIPS RUIN MY MEMORY?

Dear YCB,

How's things down your way? Up here things are definitely not good. I have owned an Amiga 500 for just over a year now and I thought it was about time I got a 512K expansion for it. One problem though, I was thinking of getting it from one of the mail order places advertised in your great mag for about 49-50 but my friend says that for the price they are bound to ruin my games. This worried me a bit so, if you could set the record straight I would be very grateful.

George Watson, Kirkham, Lancs

YOB: Luckily your friend is talking a load of windsoop nonsense. Cheap doesn't always mean nasty and if you so around you can get what you're after far less than thirty quid! Use the cash you save for a portable washing torch with which to shut your paintball pal's gob once and for all.



LOADSA LAFFS

Dear YOB,

You sounded mighty meanable last month so I have sent some jokes in for your multi-rarian Mailbag. Here we go:

- Customer: Will the price be long?
- Waiter: No sir, it will be round.
- What do young snakes learn at school?
- History.
- Why did nobody visit the ghost?
- Because he had such a ghastly manner.
- Where is the stipendiary place in the west?
- Greece.
- What do little ghosts play with?
- Deadly beams.
- What did the big rat say to the small rat?
- You little squirt.
- Why did the whale cross the road?



To get to the other side.
 8. What did the beaver say to the tree?

It's been nice gnawing you.
(Sue Atkins, Luton, Beds)
 YOB: What do you get if you strangle the will with rotten jokes? And thing in the morning?

Nothing at all.

ASK SOME SILLY QUESTIONS...

Dear YOB,

I think your mag is brill. Anyway, I think young people under eighteen should be allowed to go into amusement arcades and play on boss games like Naro and Final Fight. Could you answer my really silly questions?

1. Is the STPM better or worse than the STC?
2. What's a modern?
3. Can you get a modem for the ST?

(Stuart Lee, Alton, Liverpool P.S. I think you're well 'nd)

YOB: 1. Why do you care? 2. You mean you don't know?

3. If you don't know what it is, why do you want one?
- P.S. I think you're a waste of space.



LITTLE SIS DRIVES ME ROUND THE TWIST!

Dear YOB,

I have been getting your mag every month and I think it is great. I have an Amiga 500 and can't get the game The Last Ninja to work. Maybe it's because my little sister has been jumping up and down on the disk - I don't know. What do you think I should do about it?

(Dean Maycock, Tiverton, Devon)

YOB: Don't be too harsh. Just tell your little sister that you don't blame her, then shove her into the disk drive and turn on your machine.



GALACTIC CASH MERCY APPEAL

Dear YOB,

I have run into some family problems recently. I am short of cash and need to help my poor 182-year-old grandmother who is in hospital at the moment (yawn music can be heard in the background). After dropping acid, she freaked out and hijacked a school bus full of orange penguins. That's not all in a tragic accident my green, marian brother was launched into space and is probably on Venus by now. Imagine, he's up there on some god-forsaken planet, dodging gamma rays. Not a pretty thought. I am starting a multi-billion pound project to get him back, and what we need is a kind, handsome and gallant YOB to help us out. Day we hundred pounds in cash would cover it nicely. My grandmother would be very grateful, she takes to nice, kind, handsome, gallant YOBs.

Whenever I see a new edition of CHQ, I inform YOB on my apologetic intergalactic digitised, fuel-injected, seven-week old smelly kipper. After that, I flick through the pages until I find three twos, then read the letters and your comments. If I crack up and fall to the floor in amazement, hexagonal pieces then I buy it. If not, I don't. But that has never happened yet. I love to scoff at the editors that attempt to write interesting letters, they are about as interesting as Bongo the Clown dancing to "Oh boy, my prepper's turning yellow" with a five-year-old cheese and pickle sandwich lodged up his bum.

If you at CHQ want to own the latest in never-been-watched, yet-forgettable socks with holes in them, send me hundred pounds in cash to me and the order for the socks to Neptune Stadium Housen (aka Ron Strick). Trust, Cornwall.

YOB: Call me a sentimental old fool, but I've taken pity on your marian brother and mailed £100 cash to Venus. Thanks for bringing the sibling's plight to my attention and I'm sure he will reward your kindness in some way.



NIGHTMARE WORLD OF VIRTUAL REALITY

Dear YOB,

It's frightening, isn't it? I mean, if in ten years we can go from 286's to Amigas, just think where we'll be in ten years from now. I was thinking of giving my Amiga to my sons or daughters, but I suppose it would be the giving them a 2086 because they will want the latest Virtual Reality kit complete with headset and gun which actually turns your best mate and leaves him paralysed for half an hour. Can anyone even imagine what our grandchildren are going to be playing to keep them entertained? I think Virtual Reality is the next big step forward, but how far do we want to go? Gary Venables, Market Weighton, York

YOB: Frightening, isn't it? In just a few years' time computers will be able to simulate people like this and we'll be snowed under with their boring but oh-so-terrific letters until everybody goes stark staring mad and puts floating papers together for a living.

GLOBAL LETTER N°3

WHO AM YOU DOING?

Dear YOB,

How do you do? I like that kind of man with punk hair and a headband like the you. At first I got a few questions. Here they are:

1. (a) Does Super Mario Bros IV? Super Mario World ever seen the light at the NES?
2. Do you love Sade? I read something like this in issue 115.
3. I bursting out laughing when I see the little pictures by the letters. Do you make them?
4. Is the pinball table of the Simpsons really worth 2,500? In Holland the Super Pinball will be released in 1989. I hope and which games are standard?
- At least I would make a comment in the previews Richard, Rob, Julian and Paul. They do great work! Jacom V Brusse, St Joost, Holland

P.S. My English isn't very well and I hope you can read this letter.

YOB: I am reading this letter with perfect simple and am answering the questions like this:

1. I am not thinking Super Mario World (a) does ever see the light at the NES.
 2. I also read something like this, but am saying not so or yes.
 3. The little pictures are so funny, they make me bursting my belly too as well. Makes them, Art Editor Jon does yes.
 4. The pinball table of the Simpsons is yes really worth 2,500 if Simpsons you are liking.
- I cannot be answering the Super Pinball question for you, as because I am not here having the log-giest idea what you can be talking about of this. The previews all will be saying Thanks to your comments, and all are hoping for you that the previewing is very fine.

(JUST LAUGHING)



REVIEW

MEGADRIVE

£38.00

BY SAGA

They said it would never happen, and now it has. World War III has arrived, and you're slap bang in the firing line.

As Commander of an Abrams M1 Main Battle Tank, you're in charge of one of the most devastating ground war machines the allies can produce. Now the taxpayers are asking you to earn all that peace-time pay by halting the Soviet advance into Germany all on your lonesome. (Simsy!)

Lucky you picked your 1,500-horsepower turbine engine, 120mm cannon with thermal night-sight capability and on-board battlefield computer or you might be in real trouble! Oh soldier, make tracks for the front...

T-80



ARMAMENT: 120mm main gun, complemented by one 7.62mm co-ax machine gun and a 12.7mm anti-aircraft gun.

3D THRILLS 'N' SPILLS!

M1 Abrams features possibly the best true world 3D yet seen on the Megadrive.

Sega's little black beauty is shilling some serious matts to keep everything moving smoothly in a believable fast-action battlefield.

This probably has quite a lot to do with the input of Real-time Software - those three

dimensional miscreants responsible for *Conan Command* and *Battle Command*.

In fact, M1 is best described as a kind of halfway house between the complexities of *Battle Command* and simple drive and splits of the classic Alan arcade tankshooters. The game is finely balanced between realism and playability, leaving you to choose between a quick blast and an early bath in a long, careful campaign and some matts to shake in your old age...

CHECK YOUR WEAPONS!

The M1 may be the best battle tank in Europe, but this pintsize doodle dandy wouldn't be worth doddysquat without some high class weaponry to back it up. Here are the shooters to shoot about:

COAX: This multi-purpose machine gun comes in well handy for close-quarter combat. It's also supposed to be used against enemy aircraft who stray too close, but whose going to be dumb enough to sit behind this and stare down the barrel into the jaws of an insinuating attack chopper? Not me, matey!

SMOKE: Definitely handy when the enemy are pants-wettingly close, your smoke discharger belches out all sorts of matts to mess up enemy guidance systems and make you all but invisible and ready to crash into the nearest wall 'cos you're blind as a bat as well.

CANNON: Your Rheinmetall 120mm cannon has three types of round, range depending on which you choose. The shells available are:

SABOT: An armor-piercing, bi-stabilized round which rips through armour like a hot knife through butter at anything up to 2,800 metres.

HEAT: A high explosive anti-tank weapon which detonates before contact with the target, producing fiery gas which melts armour at up to 2,000 metres.

AX: An experimental wire-guided and helicopter shell which is slow to load because it is one big and complicated piece of kit with a range up to 4,000 metres.

• The M1's sophisticated scanner.



THANKS

Thanks to Console Concepts (0782 712755) for the loan of the review cartridge.

BRAMS LE TANK

T O R S E R I E S

REVIEW



MAKE TRACKS WITH THE BEST...

M-1

It takes four highly trained, super tough, bullet-gum-chewing tanks to run your average M1 - and every man jack of them has his work well and truly cut out! You can take the controls for all four - Driver, Gunner, Loader and Commander - and are expected to become quite an all-rounder as to delve deep into the game.

Taking on all four roles, it's crucial to sort out your strategy as you'll all end up as scrap metal while the enemy lumbers onward. You won't get far if you sit in one place and shoot everything in sight - the enemy outnumber you ten times over and those scary Soviets just keep on coming...



ARMAMENT:
105mm gun, two
7.62mm machine
guns and a
12.7mm
anti-aircraft gun.

TANKS FOR EVERYTHING...

M1 gives you the chance to battle through the entire World War II campaign or chicken out and take on individual missions. Here's what you can expect:

The Moscow Defense: The Soviets have cut through Allied defenses! There's one thing standing between the West and the advancing metal hordes - you!



He-hem. A tank game on the Megadrive. Where are the extra lives, the power-ups, the anti-ol-level guardians? Ahh, but there aren't any, for this is one of a new breed of Megadrive simulations which dispense with the need for abilities of different keys by utilizing pull-down menus, and to great effect. With a host of different missions to attempt, either singly or as an ongoing campaign, and a commanding officer who has requests about shooting you if the Russians win, Abrams Battle Tank guile no punches. The 3D is smooth and effective, although the playing area can be devoid of enemy vehicles at times. But, once in the thick of a shooting battle there's not be much time to notice lack of tanks as most of the time will be spent trying to decimate the one or two BMP's and T-72's right in front of you and happily blasting away at your armour. If you crave for something radically different and truly testing on the Megadrive, jump into the cockpit and drive away on M1 today!

**PAUL
RAND**

Let's on to this

Convoy Escort and guard a five-truck convoy, protecting the lorries and their vital loads at all costs until they arrive for transportation via cargo plane. Fast and you'll have to answer for your actions...

REVIEW

M1 ABRAMS BATTLE TANK

Nuremberg Highway: Clear the corridors all the way along the highway to reopen the supply route to a stranded allied base. Intelligence reports heavy enemy activity, so pack plenty of shells.

Boigen Infiltration: Seek out and destroy enemy bases using unconfirmed helicopter sightings as your only guide. Careful as you go...

Mass Destruction: Just what it says - destroy all the enemy bases in your area, making sure that your buddies stay safe at home. It's tough being a toughie, eh? **The Road To Rome:** Destroy the river bridge to cut off the enemy's rail line and force them to confront allied forces head on. Oh, take a few of enemy tanks out along the way...



Guess who's forgotten their laptop?



This must be the first 3D combat sim on the Mega-drive - the first of many, by all accounts. If this is the shape of things to come, then I'm sure as hell looking forward to all the others! Sega's little black beauty handles this type of game very well indeed - which is

quite a surprise and a refreshing change from all the shoot 'em ups and platform romps we've come to know and love. The 3D works well, there's plenty to do and it's easy to become absorbed in the game - especially with the after-battle rating system. Where M1 does fall down for me is the feasibility stakes. Once you've got over the initial awe of enjoying a 3D sim on the Mega-drive, it all becomes very so-so and there's no real long-term challenge on offer for the rather hefty asking price. One of those games which is very good but could have been great...

**TIM
BOONE**

MEGA DRIVE

GRAPHICS	88
SOUNDS	86
PLAYABILITY	82
LASTABILITY	80
OVERALL	83



Hammer Push: Destroy the Soviet base near the city using whatever means necessary. In other words, ignore the Geneva Convention completely and just blow those suckers away!

The Missile Interceptor: Locate damaged allied vehicles and escort them back to base before those rotten reds turn your buddies into so much scrap metal.



BEAST BUSTERS

***you'll
go wild!***

ACTIVISION

Available on
Super NES &
Amiga Systems

REVIEW

PC ENGINE

£35.00

BY BULLET-PROOF SOFTWARE

THANKS

Thanks to Console Concepts (0182 711674) for the loan of the Harris gatefold used in this review.

When Jeremy Payton came up with the idea for Tania, he wasn't just creating a game - he was changing the face of home entertainment, transforming millions of ordinary people into shape-addicted puzzle freaks!

Tania becomes one of the best-known names in computing gaming - and is one reason why the Gameboy is so popular. Not content with taking over our lives with his first game, the Soviet superstar has dug out his calculator once again to produce the perplexing follow-up - Harris.

Get set for mine mine in all shapes and sizes.

HAT'S THE WAY TO DO IT!

Harris is just as the title suggests - Tania with hats. Various shaped headpieces sit down the screen in pairs, and the object is to place them on the bonnet of various folk walking about at the bottom of the playing area. Whereas in Tania the idea was to create horizontal lines, Harris requires the player to form groups of the same hat on one head in clear the set and speed rising the top of the screen - Game Over! Sounds easy? It is at the beginning - but just wait until you've completed a couple of levels!



Who says Russians are boring? Not me! First we had Tania, the game which did more for Western-Soviet relations than the G8! Then, now that lovely Mr Payton brings back with Harris, which should keep the technologically advanced nations of the world quiet

while Gorbys mucks around with his Gattica. There's not a lot of difference between this and Alexey's earlier classic piece you've stripped it to the bare bones but, like Tania, that indefinable something which made that game stand out from the crowd flows through his latest creation. As before, graphics are functional rather than attractive and sound is of a similar, average quality - but don't be put off! If there's one title to put the PC Engine back on the gamers' map, it's Harris. This game could do for the Engine what its predecessor did for the Gameboy. Great fun!

PAUL
RAND

HE
system
PC Engine



▶ REVIEW



KEEPING YOUR HEAD...

At certain points throughout the game, the player is invited to remove some hats from the playing area in exchange for a new one to play with. Not only that, but from time to time one of the falling hats is replaced with either an orange or blue flame. Orange fire clear away hats until a different type is reached, while these blue burning beauties will incinerate an entire row!



Not Tetris again! Just when I'd hidden my Gameplay Tetris card and spent the rest of the week in cold fury, the Soviets produce this and I'm hooked once again! Heh, this isn't exactly a sequel to Tetris, more like a variation on the theme. Graphically it's nothing to write home

about - but neither was the original. In the sound department the game is also uninspired - a jolly little tune bubbles away as you play. So what is it about Tetris that makes it so special? It's that fabulous gameplay which just blows everything else out of the water! Sorting those hats out to play alive will soon have you hooked and you'll feel those Tetris sweats coming on as that headgear just keeps on coming! What can I say? As the world waits for Super Tetris, Tetris on the Engine is more than enough to tide us over. Get ahead - get Hatris!

**TIM
BOONE**

TETRIS

ハットリス



PC ENGINE

GRAPHICS	70
SOUNDS	73
PLAYABILITY	90
LASTABILITY	92
OVERALL	88

HUGARD

FLY HIGH WITH CVG

AT THE GREATEST SHOW ON EARTH!!

POSS? Want to hear about the biggest and best computer games event in Europe? Want to play all the hottest games under one roof? Want plenty of freebies, competitions, celebrity appearances and loads of other good stuff? Then zoom on down to the European Computer Entertainment Show - the main event for big-time gamers.

As the world waits for the biggest show in the entire continent, here's a quick CVG sneak preview of some of the amazing things you can look forward to at this year's amazing ECES.

held at the New Earls Court, the show runs from September 6-8, and for your 7 entry fee (from which a donation goes to the Prince's Trust) you can look forward to so much it brings us all out in goosebumps just thinking about it.

First off, you might get on the radio or maybe even the telly! Radio One will be covering the event on the Friday morning, with Ollie Jackie Browne and Simon Mayo waking up the nation to the sound of the show.

They'll have plenty to talk about, too. This year's show - the main event in Europe - is packed so with full of goodies we can't mention them all, so here are just a few to whet your appetite.

The world and his uncle will be there to show you all the latest hardware and software for your machines and allow you to play their games for good! Some of the goodies on show will be so brand-sparkingly new that even the CVG crew won't have seen them - and that's saying something!

Talking of which, come and meet the team who put together Britain's favourite games mag at the Ring Images stand, where we'll be getting up to all sorts of stunts, contests and the like. Who knows, you may even get a go on Sega's utterly incredible R-360 arcade experience!

What with a Karaoke booth, sponsored Gamestation, pop star appearances, half-pipe skateboarding and BMX Kick Off Challenges, sports star appearances, magic and juggling demos, games, games and more games this is going to be THE main event of the year. You'd be a right welly to miss it, so look out for next month's CVG for a full lowdown on the sights and 'n' all!



RBI BASEBALL

GAMING GOODIES UP FOR GRABS!!
COURTESY OF DOMARK

STRIKE ONE! Calling all bit hitters! Here's your chance to win big with RBI Baseball in another great CVD compo - courtesy of these fine gamesters at Domark!

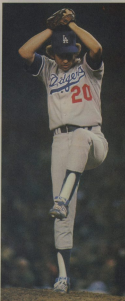
STRIKE TWO! We've got a whole bunch of baseball goodies up for grabs. The lucky winner gets to walk away with a whole basketful of RBI prizes - including a snazzy RBI Baseball jacket, genuine catcher's mitt, super-cool RBI cap, a hefty wooden baseball bat and ball!

Probably the best home computer baseball game around at the moment, RBI (which stands for Runa Batted In) puts you slap bang in the middle of the action, capturing all the excitement of the all-American sport. You can choose to bat or pitch and view the action from a variety of cameras as you square up to your opponent and try for that big home run!

So what do you have to do to be the envy of the all and sundry by scooping Domark's top prize, getting your name printed in CVD and basking in all that baseball glory? Simple. Just tell us, in no more than 20 hilarious words of wit and wisdom, why you should have the goodies. You can beg, grovel, make veiled threats or try to reason with us - but the funniest entries will be the winners!

So put on your thinking cap, get scribbling and post your entry off to: I'M A BIG HITTER BECAUSE..., RBI BASEBALL COMPETITION, COMPUTER AND VIDEO GAMES, FRICHTY COURT, 30-32 FARRINGTON LANE, LONDON EC1R 4AU. Don't forget to add your name and address or we'll throw your entry straight in the bin and laugh at you for being a silly so-and-so!

Small print: Once again all the usual CVD competition rules apply, so if anyone even remotely connected with BMF or Domark tries to enter they will be instantly disqualified, paid a visit by Paul Rand's headbasher and thrown to the lions. The Editor's decision is final, so no bad losers, so there. Still reading? Good for you, so here's a tip: get the words RBI Baseball into your slogan and you'll have a better chance of winning. (But you're glad you read this)



**THE
HEDGEHOG**

**"the best
game ever..."**

SONIC



**the new
hero
for the
SEGA
MEGA DRIVE
SYSTEM**

He's blue, spiky and speedy but he's not the only one!

HEDGEWOG has now arrived. **SONIC** is the unlikely hedgehog superstar of the greatest platform game ever seen on the **MEGA DRIVE SYSTEM**. Zoom through 8 worlds collecting power rings, tunneling through tunnels, bouncing across landscapes, topping bad guys as you go to destroy the dark force of Dr Eggman that shadows your world **Check out the graphics!**



SCORE
TIME
RING



**"the biggest &
best thing ever
seen on the
mega drive"**

MEAN MACHINES

SCORE 3100
TIME 2:30
RING 2



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REVIEW

**AMIGA
ST
BY TITUS**

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Prehistoik the cavewoman, hungry, so hungry he could eat a horse. Unfortunately, the good old local T-Rex restaurant has been closed for the night, so he's just have to find something else for himself and the rest of his T-Rex tribe to chow down on.

But what you create? All the local Mammoth-Pret Restaurant restaurants are closed, and nobody can stand the idea of a Mammothburger with Cheese cheese sauce, grass (they eat wheat). So he's left to find something to eat in the mountains of dirt, with the aid of his club. And what work is he going to do? Anything he can get his hands on - those animals is whatever they have hidden in their caves. But Prehistoik has failed to reckon with his intended prey, the many creatures of his land, ranging from baby dinosaurs in the mountains to penguins in the Arctic and grizzly bears in the forest. Not only that, but at the end of each level is a big boss which you can defeat here must, even come before he is allowed to leave the forest.

Prehistoik is not considering on his way out there, though, as various events throughout the game add to the fun, such as getting a good bonus, or even having a special gift, not only that, but placed close to the end of the mountainous area, such as the cave, the balloons and the rest of the world (Prehistoik's personality) is in the ground.

Prehistoik

More
Challenges
Don't
miss
this!



PREHISTOIK

Prehistoik gets a huge attack in the forest.

GRAB THOSE GURU GOODIES!

Along the way you'll bump into the guru, hovering quietly above the ground, bothering nobody in particular. He's got some lovely bonus items handy, but how do you persuade him to hand them over? Easy - just bash him a few times over the Guru to receive one of the following:

ALARM: Increases time



BOMB: Knocks out all the creatures on the screen



AXE: Knocks Out animals with one blow



SHIELD: Gives Prehistoik invulnerable for a short time



ARROW: Gives an extra life



SPRING: Allows Prehistoik to jump higher and further





▲ Looks like the grizzly's keen on the chuskyones who's eating around!



▼ The air look unhappy and rightly so!



HILARIOUS HISTORIC HEROICS!

So this is why Stone Age Man took so long to invent the wheel - he was far too busy mucking around in the air! Prehysterik has balloons and hanggliders positioned near to otherwise impossible areas of his world to send him soaring through the clouds and back to earth to continue his hunt!

Prehysterik



PLUNDERING THE PREHISTORIC PANTRY

Just because all the food's been hidden in caves doesn't mean that Prehysterik isn't going to go in and risk it - too he is. Things aren't going to be that simple, however, as most of the caves are guarded by fire, bats and wolf and spiders and things!

From time to time our hero will come across huge eggs and other interesting things. Give them all a good hibernated bashing and see what pops out!



For some reason there's a fair bit of interest in the Stone Age fairy, what with Chuck Rock and now this offering from Titus. What kills you first about Prehysterik is the graphical humour - from the aqual, big-nosed hero himself to a wealth of jolly adversaries,

including a stark-looking a mare that passing resemblance to Big Bird from Sesame Street and a swordfish with a five o'clock shadow! Playing the game is a joy - it's tough but never really frustrating, although long-term playability may be in doubt due to the rather simple nature of the game. Sound is well done, especially the various tunes which add quite a raucous atmosphere to the proceedings. It's fast and furious and, at the end of the day, a good laugh. What you may not know is that Prehysterik was produced using the STOS game designer! Unbelievable or what? Prehysterik isn't what you'd consider an essential purchase, but you certainly wouldn't be embarrassed with this in your software collection.

PAUL
RAND

YOU'RE STUCK, OLD SON!

Every so often Prehystorik has a big obstacle - unless, of course, you beat the living daylight out of whoever's blocking the passage (you are). Each land has a guardian at the end and it's him you'll have to sort out if you're to go any further...



GUARDIAN ONE: It's not size that's important - it's power! He may be big but this Tyrannosaurus has an Achilles' Heel (or should that be foot!) which will swiftly bring him down to size.



GUARDIAN TWO: His teeth about 8 - it's going to take more than a few scatty-squaw words and a sugar cube if Prehystorik is to calm down this charging Rhinoceros.



GUARDIAN THREE: Okay, so he is bigger than yours, but it's what you do with it that counts. So use your head - or at least, use your club on the giant's head.

Prehystorik is a fast-paced, action-packed game with a simple, easy-to-learn control system.



The first thing to strike you about Prehystorik (apart from that lovable-looking character) is the overwhelming humor in the game. The graphics are great - ranging from some fantastic enemies to lovely idyllic little creatures as cute the very last thing you want to do is eat them!

The game also plays very well - incredible when you realize it was put together using the STOS designer - and the theme tune is one of those which rattles around in your brain for absolutely ages! After a while the game can become rather repetitive - it's quite a bit of a grind to get back through the screens to find food you missed first time round. That said, Prehystorik is a foot from the first seeing of the club to the last stone-age enemy to bite the dust. If you're looking for laughs, and a fair old challenge to boot, club together some cash and shuffle on down to your nearest software shop today!

TIM BOONE

AMIGA

GRAPHICS	86
SOUNDS	86
PLAYABILITY	75
LASTABILITY	78

OVERALL 80

ST

GRAPHICS	86
SOUNDS	82
PLAYABILITY	78
LASTABILITY	77

OVERALL 81

It's not as if you're going to get any more out of it than you can get out of the game itself.



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REVIEW

MEGADRIVE

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BY TOM PLAN



So there you are, standing in the launch bay of the mothership. Checking the controls of your latest top-level fighter - the Zero Wing, a real breakthrough in military technology. Designed and constructed by the forces in the field, this blazing little beauty is more than a match for the opposition.

Thanks goodness for that. Too right now you find yourself sloshing in the middle of war! Your former allies the CATS have done the dirty and are attacking without warning.

The enemy plans, scheming for an emergency assembly, immediately you flick the starting switches, pull back the throttle and shoot off into the thick of the action just as a gamma missile sails into the launchbay of your mothership, blasting it to the back of beyond!

With thirty-six squadrons and a three-mile battleship behind me, this was going to be a cinch. Now that you're all alone, things are going to be a bit tricky.



▼ A meeting with Mr. Slushy!



WHAT A LOT YOU'VE GOT!

Although you start off with a pretty healthy single-shot gas-shooter. Blowing up badfellas gives access to some rather tasty add-on weapons.



Begin's! 6-on-cracker, what with the various gunk-ups and whistles, the novel approach to front-end, lock-on security and the general layout of the levels which will test the most hardened blazebait on the simplest setting. Graphically, Zero Wing cannot be faulted, from the great intro sequence to the quality and workmanship of the sprites and backdrops in the game. The programmers haven't dipped out in the sound department either - catchy, rousing tunes and cast-of-the-giants SFX are the order of the day. This game is just a pleasure to play!

PAUL RAND

DRONES: Put one above and one below your ship to trip the firepower and seriously hurt those bad guys. Without these little nukes you might as well wave bye-bye to life, the universe and everything!



LAGGERS: Not the kind that doctors use to get rid of nastiness in the infants - does the same sort of thing to alien invaders, mind you. Let that!



GLUED MISSILES: Just imagine the state of the enemies' housers when they see a stream of these babies trailing and turning their way right toward their exhaust!



ゼロウイング

▶▶ REVIEW



ZERO WING

SPEED: As the name suggests, this adds more 'oom' to your boosters for that extra special oomph and faster action all round!

Each of these weapons can be boosted by up to three times their initial strength, which should wipe the smug grins off the faces of your adversaries...



THANKS

Thanks to Console Concepts (0782 712758) for the loan of the review cartridge.

GO WILD WITH THE CATS...

Here's a quick breakdown on some of the goodies (and baddies!) in store across the eight luscious levels of Zero Wing. So strap yourself in and prepare for a fight and fight to remember...

LEVEL 1: It's all systems go as all sorts of early nasties try to tell you it's time for an early bath. Just grab one of them with your on-board suction gun and make that sucker pay by taking all the shot! Did ugly the end-of-level boss is fairly quickly conquered.

Meaning with an enemy legend.



The mechanical features.

LEVEL 2: The squats are everywhere as you take on the CATS' secondary defence systems, trying to manoeuvre through the moving obstacles to confront a massive circular boss which spits shots missiles from its mouth!



garden about to meet its doom!

REVIEW

ZERO WING

The Zero Wing flies like an old man!



LEVEL 3: Now the action takes place in a metallic world full of all manner of robotic ruins, including a huge end-of-level cyborgoid who makes the Terminator look like Basil Baskin! And if robots have feelings, he's definitely in one helluva bad mood.

LEVEL 4: The shortest stage, this involves staying alive while flying around a gormous spinning number-tenner tower. This huge horror isn't going to go down without a fight.



LEVEL 5: Fly through the war nothing to take on anything the enemy can chuck at you (which is quite a lot, actually) and watch out for the platforms on legs! Move through some 8-Typeish backgrounds and blow the enemy down back where they belong!



LEVEL 6: The CVC choice for best level of the lot! Simply brilliant. Wait for the robots to dig tunnels through the landscape and follow them through, avoiding all those massive hell-burns on your destruction. Survive this (that's) and



LEVEL 7: Recall in horror as you witness the exploding skulls of doom! Watch out when you blow those bony badskins away, because they fragment into tiny pieces of lethal shrapnel! If that's not enough, you've then got to contend with the mother of all aliens - tentacles and everything! Get through that in one piece and...



LEVEL 8: You've reached the final challenge. Now those crazy GAT'S are absolutely springing fury, and we're not going to tell you anything about them except to say they're mad and bad. Survive all that and prepare yourself for a showdown with the Big Boss. Oh, be sure to pack your brown trousers.



Here it is - the game which breathes new life into shoot 'em ups on the Megadrive! Just when we thought we'd blown away the last alien horror and were getting just a bit bored with the old-fashioned sameness of it all, along comes Zero Wing to blow the boredom away! With its

super-smooth gameplay, beautifully defined graphics, rocking sound track, amazing explosions and incredible end-of-level bosses, this game has the lot! I suggest you wimp out and begin playing the game on easy level - otherwise you won't see too much because those bad guys are lethal! This is an extremely addictive treatise you'll return to again and again until those uncool GAT'S have finally bitten the dust and you've saved the galaxy once again. Zero Wing is one of those sorts which sits there just begging to be played until you finally crash and give it another go. Gimme, gimme, gimme...

TIM
BOONE

FUN WITH TRACTOR BEAMS VOL 638

Unfortunately this universe doesn't give you floating defence pods to attach to your spaceship, unlike some we could mention. But don't despair, for in Zero Wing you're equipped with a handy beam which allows you to grab hold of a bad guy and slap him onto the front of your ship!



MEGADRIVE	
GRAPHICS	92
SOUNDS	93
PLAYABILITY	90
LASTABILITY	89
OVERALL	93

DEUTEROS

Actual 16 Bit Screens

THE NEXT MILLENIUM

It is the end of the 21st Century. Nearly one thousand years ago man colonized the moon, and from there created a range of human mutations which were left to develop other planets. At the same time, life on earth was destroyed by a cataclysmic climatic change.

Now the mutant races are at war with each other, and man has returned to Earth, rebuilt civilisation, and forgotten about past adventures.

Deep in Earth City, plans have been made to explore space again. The race has started to develop Earth's resources, to research new technology, to build for future adventures.

You must control the landing, research, resources, production and stores of Earth City in a complex strategic battle to maximise the planet's supplies. You must construct and pilot the hi-tech space shuttles and ships needed for mankind to venture out into the furthest reaches of the near-term solar system. Operation Deuteros has begun.

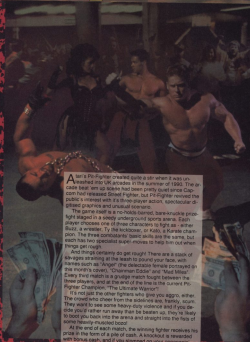
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ACTIVISION

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PIT-FIGHTER



A

san's Pit-Fighter created quite a stir when it was unleashed into UK arcades in the summer of 1990. The arcade beat 'em up genre had been pretty quiet since Capcom had released Street Fighter, but Pit-Fighter revived the public's interest with its three-player action, spectacular digitised graphics and unusual scenario.

The game itself is a no-holds-barred, bare-knuckle prize-fight staged in a sleazy underground sports arena. Each player chooses one of three characters to fight as - either Buzz, a wrestler, Ty the tickleboxer, or Kato, a Karate champion. The three combatants' basic skills are the same, but each has two specialist super-moves to help him out when things get rough.

And things certainly do get rough! There are a stack of savages straining at the leash to pound your face, with names such as "Anger" (the delectable female portrayed on this month's cover), "Chairman Eddie" and "Mad Miles". Every third match is a grudge match fought between the three players, and at the end of the line is the current Pit-Fighter Champion, "The Ultimate Warrior".

It's not just the other fighters who give you aggro, either. The crowd who cheer from the sidelines are, frankly, insane. They want to see some heavy-duty violence and if you decide you'd rather run away than be beaten up, they're likely to boot you back into the arena and straight into the folds of some heavily-muscled boob!

At the end of each match, the winning fighter receives his prize in the form of a pile of cash. A knockout is rewarded with bonus cash, and if you stomped on your opponent's faces while they were down, you earn a brutally bonus!

OUT-FLIGHTER

WAKANA



COMPUTER
+ VIDEO
GAMES

LA!



DOMARK

HARD-HITTING GRAPHICS!

Pit-Fighter's graphics were one of the features that set it apart from other arcade fighting games. For a start, ALL the graphics are digitised, so the fighters are actually real people who have been filmed performing their different actions.

The arena is displayed in 3D, and the screen scrolls and actually zooms smoothly in and out to keep the fighters in view. The fighters can move around each other over the full area of the arena, and the sprites expand smoothly when they come to the front of the pit, and shrink when they move away.

CONVERSION KICKING!

Incidentally, Donark's conversions of Pit-Fighter manage to replicate the arcade game's powerful graphic effects very well, thanks to some pretty swift programming by the guys at Teque (who also produced Badlands for Donark). All versions (except, possibly, the C64 version) feature digitised graphics and sprite expansion, which look amazing on the Amiga as these screenshots demonstrate. PC fans are in for a treat, as Donark promise the PC version will use 256 colour VGA graphics to make the game look EXACTLY like the coin-op!

What Donark haven't been able to include is the game's three player mode, but they have managed to keep a two player mode which should be enough to satisfy most people. As in the arcade game, though, you do get the choice of three characters to fight as.

The conversions will be available on Amiga, Spectrum, Amstrad, C64 and PC in the Autumn.



CONSOLE CLOBBERIN' TIME!

Although Donark aren't responsible for them, conversions of Pit-Fighter are due to appear on the Megadrive, the Super NES (the Super Fami-com) and, believe it or not, the Game Boy!

The Megadrive version is due out in the USA in the Autumn and, hence, will doubtless be available through importers soon. Tengier are doing the programming for this version, but from what's already been seen at the recent Chicago CES, it looks like they haven't been able to get the sprite-scaling out of the Megadrive's graphics chips. However, the three buttons on the joystick will easily be able to emulate the three buttons on the coin-op, making the game slightly more comfortable to play than the computer versions.

Pit-Fighter should be right up the Super NES' street, because the machine's special graphics chips can make light work of recreating the game's super-smooth scrolling and sprite-scaling. Toy Headquarters Inc. of America have managed to program all of the coin-op in (apart from the three player mode) and they reckon that it "plays just like the arcade game" (apart from the three player mode).

Toy Headquarters Inc. are also programming the Game Boy version, which should be... ah... rather more challenging than programming the Super NES version. Again, THQ reckon it "plays just like the arcade game", and while sceptics may scoff, it is said that the way the Game Boy handles its screen memory makes the sprite scaling easier than you would expect. We can but wait and see...



SEGA



Welcome to yet another Cheat Mode, the section that means you get the latest, greatest cheats for all tomorrow's titles. I got the lovely job of opening all your letters and absorbing all your words of wisdom. Now you'll have had far less mail to sort through if you hadn't read in all these Lemmings codes. Forty-three (count 'em) letters of codes this month, so apply your tip-bearing talents wherever. A hundred smackers in cold-cash gains in Simon Stargel of Spelling has his top-ging letter game. He's not sent in any decent cheats, so the rules prize remains unclaimed. If you've got any tips or (just) got them hand, are in to me at CHEAT MODE, c/o, MODERN SCOUT, 30-32 FARRINGDON ROAD, LONDON EC1A 3AG.

CHEAT MODE

AMIGA

NARC

It's a tough life, tracking down those evil drug lords - but not if you take advantage of this fab cheat from Beasden City of Middles, Cheshire. When the game begins, walk right until you reach the first building. Knelt down and keep shooting at the bin until it turns blue. You now possess infinite lives.



ATOMIC ROBOKID

If you're having a spot of bother guising the computer gaming's outermost desktop through his quest, try this from Ray Wan Wong of Leeds. On the title screen type TUESDAY 14TH and a whole host of Robokids are yours for the wasting.

PANG

Brander Glynn again. His time with a grill up for this crazy ballroom-busting coin-up conversion. On the Map screen, type in WHAT A NICE CHEAT. The map turns purple, allowing you to select any level.



GOLDEN AXE

Here's a jolly tip from Andrew Turner and Matthew Collins of Coventry, who not only enjoys warring out hordes of enemies, but also goes searching for them too! When you spot any floating GO gods, Moby Muckly where you are. After several seconds, up from the ground near black skeletons which you can hack and slash for death points.

SHADOW OF THE BEAST 2

It's long taking only the one life in this graphic spectacular from Paycomix, especially when you consider the amount of enemies simply asking to steal it from you. Andrew Gossley of Manchester has come to the rescue with a simple title cheat to combat the problem.

From the start, you fight toward the dwarves in the west. Press on yourself so that the first dwarf speaks to you but doesn't start hurling spears. Press A to ask a question then type **TEN PANTS** and hit **RETURN**. You are now invulnerable to enemy attack, although you will have to restart the game should you get stuck in the waterfall rocks, etc.



TEENAGE MUTANT HERO TURTLES

The first film's out on video, the sequel's at the box office, and you can whet your appetite for it's arrival with the tip from James Jando from W Malsboro.

When asked for the security code, type in **8888** and then **8888** before entering the correct code, then type **HELP** to receive a free bonus.



TOTAL RECALL

It'll be back, and he'll be top. Paul Joly, that is, with tips for the latest Acme extravaganzas. Type **LESTER TO THE WHALES** on the title screen with Acme's face on it. The screen will flip and you will be immortal for the first round.

At the start of level two type **JIMMY HENDRIX** (it just doesn't work if **JIMMY HENDRIX**). Do the same on level four.

TURRICAN 2

What better than a useful title cheat to go with the HIT sequel to the 1st Turrican. Thanks to Paul Joly from Newburg for this one. Press **SPACE** on the title screen to enter the sound test screen. Now press 1, then 4, followed by 2, then **BSC** twice. The game begins with enemy lives and power lives.



ATARI ST

SLY SPY

Warner Lee of Seven Oaks has come in this great tip for Ocean's James Bond-inspired hero. Type in **007** as your code and on the scoreboard enter your name as **SHARKEN NOT STARRD** for victory lives.



CORE



JAMES POND

Another secret agent, another cheat, this time from Adam Southern of Oxley Green. To take the aquatic adventure to the sixth level, take all the topsails of level one then go to the pipe which you emerge from at the start - a line to the left of this pipe is a secret warp to level six!



CHUCK ROCK

How would you like to advance a level or two in this brilliant agem up? Well, take heed to what Barnaby's Allen Smith has to tell you.

On the title screen type **TURN FRAME** and press 1 to 5 to select a level. Alternatively, type in **BIGSTERN** and F1 to F5 to pick a zone.



C64

BOMBER

It's unusual to see cheat modes for flight games, but Chris McLean from Rainwoods in Watford, Hertfordshire has persevered and come up with this cheat.

On the high score table enter your name as **KYULIE** (put a space before the K) in order to access any mission.

SWIV

This well 'n' shoot 'em up has been played to death by Robert Page of Buggleswade. So much so that he's even discovered the following handy hints to make alien devastation that much simpler.

When the game starts pause the game by pressing H, then press the CTRL button. Unpause and continue the game with infinite lives.



RUFF 'N' REDDY

The cartoon's atrocious, but the game isn't too bad at all. Now it's made even better (and somewhat simpler) with the help of this little cheat from Chris Gantley from Southall in Middlesex. Just enter **IT'S NEVER DARK** on the title screen for less of a "Ruff" time on the lifeboats.





CREATURES

Don't Frank Sinatra sing a song about this? "Creatures in the night, exchanging glances..." Maybe not. Anyway, Lee Gossett from Locomotion aims to educate us in the art of creature cracking with the following tip:

Once the game has loaded, wait for the title track to end and the Cybers to stop dancing. Then put your joystick in port one and waddle a mile away. The Cybers should do a frantic dance and eventually turn grey. Put your joystick back into port two and get ready to start the game with infinite lives!



MEGADRIVE

GHOULS 'N' GHOSTS

A real laughie, this one, but thankfully made a touch simpler by none other than Welsh wonder Adam Cooper.

To get rid of evil-soul detection press the **A** button five times, then push **UP**, **DOWN**, **LEFT** and **RIGHT**. Finally, press **B** and **START** together three times to turn those Gs and Gs into whoa, does of their former selves.

MIDNIGHT RESISTANCE

Andrew Barker of Blackbox has sent in the rather neat cheat for this not inconsiderable blast 'em up. On the title screen, hold down **A**, **B** and **C** on the control pad and press **START** at the same time. When the game begins simply pause and press button **A** to stop levels!

SUPER MONACO G.P.

Hard to understand why anyone would want to be on Monaco, but a team (what with all that Formula 1 racing, and the multitude of photographers hanging around all the time). Well, Norfolk's own Jamie Bennett has sent in the codes to make you part of the gang (sorry brasserie not included).
8000 77601 8100 0000 8800 0000 2400 0000 7400
F000 0000 0001 0000 0000 0000 0000 0000



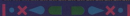
REVENGE OF SHINOBI

Finding your big counter rapidly depleting? Not any more if you use this tip courtesy of Martin Colwell. When you've reached Round 4 and you're at the Moon Hall, jump and somersault, knocking shunkens as you go. Get to the first sawyer. Once you are on the conveyor, look behind you to find an extra life box just below. Drop down to collect not one but two extra lives. Do this repeatedly to continuously stock up on extra lives!



MICKEY MOUSE

A short and sweet cheat from a short and sweet chap, Kevin Marret, to be precise, who hails from Mitcham in Surrey. When the level completed screen appears and you're shown the bonus screen, press the **START** button rapidly and you should hear a tone telling you that the next level begins with an extra life in your possession.



NINTENDO

SOLAR JETMAN

There is a very handy list of hints on where and how to find the various warp and bonus games, all courtesy of Tom Mayne of Stockport, who knows his way around the game. Take it away, Tom!

PLANET ONE

The bonus game can be reached from the mothership as follows: Fly left from the ship until you get to the cave wall. Follow it up until you see a moving blue warp - quickly bring into it and soar! Collect the diamonds but avoid the rocks as they knock you off course.

PLANET THREE

Tricky to find the warp zone every time, but go down the first hole on the right and make your way along the very thin gas sageway but don't go through it. Instead fly into the centre of the circle of gas and try to get shot. If you are hit at the right



area inside the circle you enter the warp zone which allows you to jump to either planet 5, 6 or 7 (make sure shields are off before you warp).

PLANET FIVE

From the mothership go down the second hole and follow it down. Looking at the map (which you should have purchased by now) it splits into two caves, the left one going down while the right ends in a dead-end. Take the right cave and follow the top wall to find the bonus game warp. The object is to avoid the rocks and mines whilst collecting the mines.

PLANET EIGHT

From the mothership go to the top of the screen, then right until you reach the blue warp to planet four. Not only is there the warp on this level, but if you go left down the hole and right through three of the narrow corridors, then up to the dead end you'll find some fuel and a large alien firing beams at you, with a small alien running around him. If you manage to shoot the big baddy without missing the little chap, he will follow you around, looting all on and off screen enemies!

PLANET NINE

From the mothership go to the top of the screen and go right, as in planet eight. Stay at the top of the screen to find the bonus warp - watch out for the mines!



PC

STREET ROD

Anglo-Australian antics with David Zeleznka and Karl Anderson, two lads from Victoria, Australia who say that this bonus offering isn't just a game, more a way of life. Heeeein. Anyway, on with the fun.

Buy the 1948 Chevrolet 360 Wylma at \$475.00. Take out the engine and transmission and sell the body for up to \$30,000.00. An easy way to get bushy-bellies, but don't get too greedy. As you'll find out with minus money!



PRINCE OF PERSIA



PRINCE OF PERSIA

A truly international PC tip section this month, with a cheat from Clem Cook from Natal in South Africa for Brotherhood's graphics spectacular effects, as if it weren't Jimmy Saville impersonations (not a pity killer runaround, too). Used the game by typing **PRINCE MEGABEE**. You will then find that once the game has loaded, pressing the following keys have the corresponding effects:

SHIFT-L SKIPS TO NEXT LEVEL
SHIFT-W ALLOWS YOU TO FLOAT DOWNWARDS
SHIFT-I INVERTS THE SCREEN
SHIFT-T EXTRA ENERGY
SHIFT-B TURNS OFF THE LIGHTS
SHIFT-C GIVES A STRANGE MESSAGE

And back to dear old Briny with another level hack for the same game: sent in by Kent Denise Mathews Otago. With **SHIFT** depressed type **END OF L** to skip levels up to level four. Using this cheat, you do not now need to collect the sword.

PC ENGINE

SPLATTERHOUSE

PC Engineers! Stop that whinging about never getting any coverage and get stuck into the top-hole tip from John Gorman of Preston, Lancs.

To up the difficulty of this superb conversion, on starting the game hold down **PAUSE** and **SELECT** to revert back to the title screen. After a few seconds the word **HARD** appears and you can restart the game with post-apocalyptic 'Wow'.

DEVIL CRASH

This game which gets the vote for best PC Engine game in the office receives a lovely password from South East London's very own Steve Soper.

Type in **0000000000** to start the game with sixteen balls and 111,848,100. Also, if you can put your feet ball into the girls' head without touching the three balls above it, you will receive a bonus of 1,000,000.

AMSTRAD

HONG KONG PHOOEY

Here's a number one super guy! He's also got a great cheat. Now, thanks to Colin Lowe who inhabits Gals, Cheshire. Just type **THUG** on the options table to receive infinite energy!

GAME BOY

PIPE DREAM

Now you don't need to own the Tetris cart to play this, possibly the finest Gameboy game ever! Just plug in your Pipe Dream cartridge and take heed of the advice passed on by Masau Hata of Finsbury, London E3. On the password screen, enter **PIPE** to access Tetris mode! (So where is my Pipe Dream cart? Lost again! Can somebody test this out and write it in if it works? - E4)

GHOSTBUSTERS

Not so much a cheat mode, but entry into the sound test screen. Pay homage to Masau Hata for this one. When your game has ended and you are asked whether or not you wish to continue, choose **end** then hold down **SELECT** and button **B** at the same time to unlock the secret of the sound test.

CONTRA

Masau Hata again! Sound test again. Gameboy again. Does the name even ring? We hope not. Take it easy, Masau! On the title screen, push **UP**, **DOWN**, **LEFT**, **RIGHT** and **START** to hear all those cheeky sounds and jingles.

TEENAGE MUTANT HERO TURTLES

Should you find yourself rapidly running out of pizza power in this great game featuring the heroes in a half shell, just take a butcher at the cheeky cheat box: an equally cheeky chappie, Daniel Barry from Surrey. During the game, press the pause button and push **UP**, **DOWN**, **LEFT**, **RIGHT**, **A** and **B** and watch that energy bar flap up! (Crawlsburg)

GAME GEAR

COLUMNS

Should you be having difficulty completing this fine Tetris derivative but can't bear to see the chessboard endings, look no further than this hint from Tim Shrum of Gosport.

Go to the flash mode and select a height of nine. Now, pick a difficulty level (easy, normal or hard). Reset, purposefully end the game and, when the flash

NEXT

SCORE 1.28

BLOCKS 1.2

LEVEL 1



device breaks the flash block, it will display a difficulty ending depending on the difficulty level which you consciously selected. (Maccate)

13 LOTHIAN STREET, PRESTON, LANCASHIRE PR1 2EP TEL: (0772) 54857

CHAM CHAN				
KID-10				
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3	Team USA	408	1:00:00	0:00:00
4	Team USA	407	1:00:00	0:00:00
5	Team USA	408	1:00:00	0:00:00
6	Team USA	408	1:00:00	0:00:00
7	Team USA	408	1:00:00	0:00:00
8	Team USA	408	1:00:00	0:00:00
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100	Team USA	408	1:00:00	0:00:00

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PC SPECS				
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Hard-Disk (MB)	200		100.00	4.00
Monitor System	200		100.00	5.00
Printer	200		100.00	5.00
Mouse	200		100.00	5.00
Keyboard	200		100.00	5.00
Software (Special)	200		100.00	5.00

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HIGH SCORES



Dear Wimps,

Summer rolls in, and with it swells the collection of high scores. I hope for your sake you lot aren't going on holiday and slacking off again. If you think your talents deserve a mention in the hottest table around then fill out the coupon - or crawl away and hide in a dark corner like the loser you are!

Sadie

AMIGA

Can you believe it? An utterly stupendous score on the wretched *Strapless Blue Kick* is scored 'em up - even though it's against a fairly weak side. Here about some scores against the top teams in the Speedball 2 league? (I'm waiting!)

SPEEDBALL 2	
Grant Edwards, Swansea	328-0 (against Ben Winstanley)
BRAT	1,200
Nicholas Hall, St Gilesbridge, Wrexham	
TURRICAN II	3,004,000
Robert Thomas, Tamworth, Staffs	
SWIV	9,710,870 (100%)
Vincent Tybout, Netherlands	
GOODS	16,716,712
Mark Phipps, Woodbridge, Suffolk	

AMSTRAD

A pathetic number of scores for the Amstrad this month. What I want to see, quite apart from a damn sight more entries from you miserable lot, are scores for some more up-to-date games - unless you're all a bunch of miserable old women who can't play anything other than age-old software. Well, can you?

SHADOW WARRIORS	11,000
Samuel Martin, Brentwood, Essex	
FLAMBO'S QUEST	29,400
Carl Sney, Barnet, Herts	
TURBO OUTRUN	871,100
Neil Coleman, Hemel Hempstead, Herts	
KLAX	1,740,000
Chris Craig, Kempshott, Hants	

ARCADES

Only Rignall's Pitfighter score survives the wrath of the CVD readers, and even that is being hotly contested. Someone matches the previous Streetfighter 2 record, and there's a couple of new offerings to aim for. So get aiming, NOW!

EURO FOOTBALL CHAMP	37 goals
Martin Ng, Hamilton, Lancashire	

WOODWALKER

Greg Hancock, Houghton-le-Spring, Tynes & Wear	
STREET FIGHTER 2	11 BAD GUYS (COMPLATE), ONE CREDIT
Zong Ly, London NW	
PIT-FIGHTER	3,001,000
Julian Rignall, Cvg	
RACE DRIVER	80,110
Matthew Randall, Hounslow, Middle	

C64

What is lacking in quantity is certainly made up for in quality this month, especially the ultra-high Ghosts and Ghosts and Turrican 2 scores. Can anyone do any better than these two? Get cracking, creepo!

CREATURES	5,071
Lee Dwyer, Leicester	
BARC	4,760,000
Warren Woodhouse, Ilford, Essex	
GHOSTS AND GHOSTS	4,000,000
Steve McCordell, Co Down, N Ireland	
SHADOW WARRIORS	298,200
Nicholas Andrews, Staffs, Assoc	
TURRICAN II	4,820,000
Paul Denning, Dartmouth, S Devon	

GAME BOY

Yet again, pitball is the faviour of the month, with more scores arriving for Revenge after 'Star' than for any other Gameboy cart. Spidry comes a close second, however, with some pretty wiffy scores for the wretched wonder, followed within a whisker by a veritable clutch of scoring superstars on the superb R-Type.

REVENGE OF THE GATOR	8,000,000
Luke Cull, Pines, Idaho	
KING OF THE 300	1,100,000
Ben Hootley, Kington, Bedford	
R-TYPE	3,998,200
Gaz Jones, Blackpool, Lancs	
PIPE DREAM	317,500
Steven Lyall, Pemberton, Wigan	
PITBALL	900,700
Fong Chung, Camberwell, London	

MEGADRIVE

Cor (timmy) Someone's trounced the previous John Madden's score - and how! Speaking of big boys, how about the Mickey Mouse and Gyncoz entries? Some very pleasing scores here this month, and the promise of yet more to push the Megadrive up there on the gamers' podium.

DADDY II	6,916,100
Alvin Felton, Polingrove, Severn	
JOHN MADDEN'S FOOTBALL	257-0
David Lewis, Birmingham	

MICKY MOUSE Dimit Sullivan, Coventry	10,000,000
PGA TOUR GOLF Christopher Hutton, Preston, Lancs	-31 after four rounds
MAGICAL FLYING HAT TURBO SIMULATOR Rory Walker, Stroud, Gloucester	127,000
ACROBASTERS Justin CMM, Luton, Beds	300,000
SYNDICAT Alan Adams, Bath, Avon	42,000,000

HOLE-IN-ONE GOLF Jackie Gilbert, County Antrim, Northern Ireland	11 UNDER PAR
FLIGHTINGS Paul Gilmory, CVG	LEVEL 6 (SCORE 70007)
SUPER MARIO WORLD Brenda Street, Putney, London	9,000,000
DARIN'S TURN Harriet Janda, Glasgow	4,000,000

NINTENDO

It's true, the saying which goes "If you don't ask, you don't get". No sooner do I mention Snake, Rattle and Roll than the scores coming tumbling in. On top of that, most of you have been tactically attempting to beat the previous scores, with a few respectable showings too.

SNAKE, RATTLE AND ROLL
Andy Hayes, Middlesbrough, Kent 700,000 || **DOUBLE DRAKON 2** David Lee, Huddersfield, Leeds | 112,000 |
DUCK TALES Tony Williams, Liverpool	554,380,000 (COMPLETED)
SUPER OFF ROAD RACER Brian Knight, Wand, Essex	Race 41
PIRNET Richard Johnson, Warrington, Lancs	7,734,007

PC ENGINE

Shreeah! Last month you pulled your fingers out and sent in some respectable scores. This month, fingers are firmly plugged back into whichever side entrance you care to insert them. This is frankly not good enough, and if you want any fingers left, I'd do something about it if I were you.

BOMBER MAN
Steve Scott, Canterbury, London 740,010 || **FORMATION SOCCER** Tai Lau, Nottingham | 43-0 (Italy vs Japan) |
| **MR HELI** James Dobson, Northam-on-Sea, Somerset | 420,000 |
| **WAGE FIGHT** James Dobson, Northam-on-Sea, Somerset | 193,000 |

SUPER FAMICOM

Not a far in the way of mindblowing scores this month, although some clever fellas has found the cheat to equal the evil Rignold's Super Mario score. Other than that, it seems that most of you have been sitting on your hands for the past few weeks - get them back onto the joysticks and get playing; I want scores fit for real heroes next month!

ACTRAIDER
Sam Coleman, Rossau, E Yorks 11,000 || **FINAL FIGHT** Roger Adams, Wolverhampton, Staffs | 3,020,353 |

SPECTRUM

A fine collection of Spectrum scores you will be hard-pushed to find. Just take a peak at that Exterminator entry - not bad, eh? Puzzlers make their mark in the Spacey list too, with Kim ensuring that there's a place here for all you brainboxes out there.

KLAX
Matthew Ball, Poulton, Devon 1,100,000 || **CHIPS CHALLENGE** J McConna, Belfast, N Ireland | Level 99 |
PARO S Pritchard, Liverpool	730,000
UN SQUADRON Mark Stevens, London SE1	1,000,000
EXTERMINATOR Jose M Portiguera, Madrid, Spain	3,000,000

SEGA

For the biggest-selling console in the country, there's a conspicuous lack of high-scores for the good old Master System this time around. What about the likes of Aerial Assault? There are loads of great games out there for your machine - get out and play them and send me the scores. If you value your family jewels...

CHASE HQ
Steve Smart, Essex 12,000,000 || **SUPER HORRACO OP** Alan Charles, Luton | GRAND PRIX 7 |
GOLDEN AGE Raymond Hippen, Chorley, Lancs	380,0
GAUNTLET Ben Rodges, Wand, Essex	Level 91
MICKY MOUSE Peter Griffith, Wandsworth, London	107,000

ST

Does anyone play ST games anymore? Less than a trickle of scores has passed through my fingers this month and, of these which have appeared, most are not worth bothering about. So, come next issue if I be expecting an onslaught of scores from all you ST breakers out there - or else.

CHUCK ROCK
Brett Mulloch, Irvine, Ayrshire 70,100 || **KICK OFF 2** Sam Kincaid, Paisley, Essex | 40-0 (Italy vs Germany) |
PARO Scott Mulloch, Irvine, Ayrshire	2,470,000
NETRO Alvin Clunes, Sweden	210,000
SWAY Robert Ferguson, Wexley, Glasgow	700,100

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

RIP HERE

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

NAME _____ SCORE _____
 NAME _____ SCORE _____
 NAME _____ SCORE _____
 NAME _____
 ADDRESS _____

TELEPHONE NUMBER _____
 MY MACHINE IS _____

Software at great prices!
If you own an Atari ST or
Commodore Amiga you
can't afford to miss this!

S.B. The list of titles above is just a selection. A full catalogue can be obtained from the address below. Please send your order together with a cheque or postal order to (Please include £1.00 p.p.s.).

**SMG SOFTWARE, RED COURT,
66 MILL LANE, HERNE, KENT, CT6 7DP.
TEL: 0222 374761 FAX: 0222 349997**

	1980	1981	1982	1983	1984	1985	1986	1987	1988	1989	1990	1991	1992	1993	1994	1995	1996	1997	1998	1999	2000	2001	2002	2003	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024	2025	2026	2027	2028	2029	2030	2031	2032	2033	2034	2035	2036	2037	2038	2039	2040	2041	2042	2043	2044	2045	2046	2047	2048	2049	2050	2051	2052	2053	2054	2055	2056	2057	2058	2059	2060	2061	2062	2063	2064	2065	2066	2067	2068	2069	2070	2071	2072	2073	2074	2075	2076	2077	2078	2079	2080	2081	2082	2083	2084	2085	2086	2087	2088	2089	2090	2091	2092	2093	2094	2095	2096	2097	2098	2099	2100	2101	2102	2103	2104	2105	2106	2107	2108	2109	2110	2111	2112	2113	2114	2115	2116	2117	2118	2119	2120	2121	2122	2123	2124	2125	2126	2127	2128	2129	2130	2131	2132	2133	2134	2135	2136	2137	2138	2139	2140	2141	2142	2143	2144	2145	2146	2147	2148	2149	2150	2151	2152	2153	2154	2155	2156	2157	2158	2159	2160	2161	2162	2163	2164	2165	2166	2167	2168	2169	2170	2171	2172	2173	2174	2175	2176	2177	2178	2179	2180	2181	2182	2183	2184	2185	2186	2187	2188	2189	2190	2191	2192	2193	2194	2195	2196	2197	2198	2199	2200	2201	2202	2203	2204	2205	2206	2207	2208	2209	2210	2211	2212	2213	2214	2215	2216	2217	2218	2219	2220	2221	2222	2223	2224	2225	2226	2227	2228	2229	2230	2231	2232	2233	2234	2235	2236	2237	2238	2239	2240	2241	2242	2243	2244	2245	2246	2247	2248	2249	2250	2251	2252	2253	2254	2255	2256	2257	2258	2259	2260	2261	2262	2263	2264	2265	2266	2267	2268	2269	2270	2271	2272	2273	2274	2275	2276	2277	2278	2279	2280	2281	2282	2283	2284	2285	2286	2287	2288	2289	2290	2291	2292	2293	2294	2295	2296	2297	2298	2299	2300	2301	2302	2303	2304	2305	2306	2307	2308	2309	2310	2311	2312	2313	2314	2315	2316	2317	2318	2319	2320	2321	2322	2323	2324	2325	2326	2327	2328	2329	2330	2331	2332	2333	2334	2335	2336	2337	2338	2339	2340	2341	2342	2343	2344	2345	2346	2347	2348	2349	2350	2351	2352	2353	2354	2355	2356	2357	2358	2359	2360	2361	2362	2363	2364	2365	2366	2367	2368	2369	2370	2371	2372	2373	2374	2375	2376	2377	2378	2379	2380	2381	2382	2383	2384	2385	2386	2387	2388	2389	2390	2391	2392	2393	2394	2395	2396	2397	2398	2399	2400	2401	2402	2403	2404	2405	2406	2407	2408	2409	2410	2411	2412	2413	2414	2415	2416	2417	2418	2419	2420	2421	2422	2423	2424	2425	2426	2427	2428	2429	2430	2431	2432	2433	2434	2435	2436	2437	2438	2439	2440	2441	2442	2443	2444	2445	2446	2447	2448	2449	2450	2451	2452	2453	2454	2455	2456	2457	2458	2459	2460	2461	2462	2463	2464	2465	2466	2467	2468	2469	2470	2471	2472	2473	2474	2475	2476	2477	2478	2479	2480	2481	2482	2483	2484	2485	2486	2487	2488	2489	2490	2491	2492	2493	2494	2495	2496	2497	2498	2499	2500	2501	2502	2503	2504	2505	2506	2507	2508	2509	2510	2511	2512	2513	2514	2515	2516	2517	2518	2519	2520	2521	2522	2523	2524	2525	2526	2527	2528	2529	2530	2531	2532	2533	2534	2535	2536	2537	2538	2539	2540	2541	2542	2543	2544	2545	2546	2547	2548	2549	2550	2551	2552	2553	2554	2555	2556	2557	2558	2559	2560	2561	2562	2563	2564	2565	2566	2567	2568	2569	2570	2571	2572	2573	2574	2575	2576	2577	2578	2579	2580	2581	2582	2583	2584	2585	2586	2587	2588	2589	2590	2591	2592	2593	2594	2595	2596	2597	2598	2599	2600	2601	2602	2603	2604	2605	2606	2607	2608	2609	2610	2611	2612	2613	2614	2615	2616	2617	2618	2619	2620	2621	2622	2623	2624	2625	2626	2627	2628	2629	2630	2631	2632	2633	2634	2635	2636	2637	2638	2639	2640	2641	2642	2643	2644	2645	2646	2647	2648	2649	2650	2651	2652	2653	2654	2655	2656	2657	2658	2659	2660	2661	2662	2663	2664	2665	2666	2667	2668	2669	2670	2671	2672	2673	2674	2675	2676	2677	2678	2679	2680	2681	2682	2683	2684	2685	2686	2687	2688	2689	2690	2691	2692	2693	2694	2695	2696	2697	2698	2699	2700	2701	2702	2703	2704	2705	2706	2707	2708	2709	2710	2711	2712	2713	2714	2715	2716	2717	2718	2719	2720	2721	2722	2723	2724	2725	2726	2727	2728	2729	2730	2731	2732	2733	2734	2735	2736	2737	2738	2739	2740	2741	2742	2743	2744	2745	2746	2747	2748	2749	2750	2751	2752	2753	2754	2755	2756	2757	2758	2759	2760	2761	2762	2763	2764	2765	2766	2767	2768	2769	2770	2771	2772	2773	2774	2775	2776	2777	2778	2779	2780	2781	2782	2783	2784	2785	2786	2787	2788	2789	2790	2791	2792	2793	2794	2795	2796	2797	2798	2799	2800	2801	2802	2803	2804	2805	2806	2807	2808	2809	2810	2811	2812	2813	2814	2815	2816	2817	2818	2819	2820	2821	2822	2823	2824	2825	2826	2827	2828	2829	2830	2831	2832	2833	2834	2835	2836	2837	2838	2839	2840	2841	2842	2843	2844	2845	2846	2847	2848	2849	2850	2851	2852	2853	2854	2855	2856	2857	2858	2859	2860	2861	2862	2863	2864	2865	2866	2867	2868	2869	2870	2871	2872	2873	2874	2875	2876	2877	2878	2879	2880	2881	2882	2883	2884	2885	2886	2887	2888	2889	2890	2891	2892	2893	2894	2895	2896	2897	2898	2899	2900	2901	2902	2903	2904	2905	2906	2907	2908	2909	2910	2911	2912	2913	2914	2915	2916	2917	2918	2919	2920	2921	2922	2923	2924	2925	2926	2927	2928	2929	2930	2931	2932	2933	2934	2935	2936	2937	2938	2939	2940	2941	2942	2943	2944	2945	2946	2947	2948	2949	2950	2951	2952	2953	2954	2955	2956	2957	2958	2959	2960	2961	2962	2963	2964	2965	2966	2967	2968	2969	2970	2971	2972	2973	2974	2975	2976	2977	2978	2979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[illegible]

No.1 SEGA CLUB
PHONE AND FAX
NUMBER IS
0709 886796
12 WESTFIELD,
THURROCK, MIDDLESEX,
U.K. THURROCK TOWN

MECHANISM

1. **NAME** _____
 2. **ADDRESS** _____
 3. **CITY** _____
 4. **STATE** _____
 5. **ZIP** _____
 6. **PHONE** _____
 7. **FAX** _____
 8. **E-MAIL** _____
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 10. **SIGNATURE** _____
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092

Amiga owners are in for a classic treat this month, with a slice of gaming history now available at the magic budget price. Robert Swan steers his well-trained joystick through all those wonderful cheap and cheerful goodies!

IMPOSSIBLE MISSION II

KIXX £7.99

Any gamer/er out there who hasn't played IM, hang your head in shame! This absolutely stunning piece of software first hit town about three years ago and became an instant classic - brilliant graphics and sound, oh-so-addictive gameplay and action that grabbed you by the throat and refused to let go. Now that it's available for eight euros, you'd be completely off your trolley to miss it. Buy this now or phone the outhouse for an appointment...

OVERALL 97%



SHARKEY'S MOLL

ZEPELIN 16-BIT

£5.99

This Op Wolf done puts you in the gunfights of a 1920's copper, out to rescue his girl and shut down the bad guys. To be perfectly frank, why anyone would bother is beyond us. Naff audiovisuals and boring, frustrating gameplay is enough to drive anyone bananas, so give this a miss.

OVERALL 44%



BIONIC COMMANDO

KIXX £7.99

Dissewagt! What a pile of old rock this is - poorly drawn sprites sliding around a really ugly screen, absolutely miles away from the excellent arcade machine. Even ardent fans of the coin-op would be disappointed with this (modestly 5/1) port-over, so leave it well alone (unless you're three times short of a six-pack).

OVERALL 32%



LED STORM

KIXX £7.99

This aged Capcom overhead future racer was okay as a coin-op, but the home computer versions failed to grab the attention in the same way, and unfortunately, the Amiga version is no different. Okay for fans of the coin-op, but the rest of you may become very bored with this very quickly.

OVERALL 66%



...NEWS FLASH...

Sliding into an Amiga near you soon is an updated version of that classic, *Thalman's Q&A* boarder, *Amalgam*. Now entitled *Amalgam - The Final Plan*, the idea remains the same - simply blast seven shades out of anything that moves! This enhanced version is currently under the wings of Arc Developments (they of *Forgotten Worlds*, *Crackdown* and *R-Type II* fame), and from what we've seen it looks like a real barnstormer. Keep your eyes peeled and twenty-six souls handy...

...Crimewars may be shutting up shop, but two of their planned titles are still to grace the Amiga. *Rollerblades* is a mixture of roller derby, boxing, wrestling, skateboarding and hockey - sounds great! City if you ask us. The other is *TV Sports Baseball*, featuring a complete 162 game season, 32 man rosters, 5 man reserve lists, 28 teams of all time great players and all the other usual odds and ends associated with the TV Sports series. Both of these will splash down during the summer, so watch the skies...

...Speaking of *Crimewars*, *TV Sports Football* should be out and about on the Amiga image budget label as you read this, for the meagre sum of £5.99...

...Those amazing *Turtles* show no sign of laying down and giving up the ghost - *Turtles 2* is a conversion of the last Konami coin-op has been signed up by Microsoft. Probe will once more be doing the job - and I just hope the Amiga version is a heck of a lot better than the original...

Something a touch different on the ST scene this time round, as would-be game designer Robert Swan takes a look at

Domark's virtual reality creator, intent on finding if you really can enter a world of your own...

GALDREGON'S DOMAIN

PLAYERS

This adventure with 3D graphics looked as though it could be the next Dungeon Master when it was first released in 1988. However, it wasn't to be, and while the pictures are nice, the plot and gameplay are contrived and none too exciting. Galdregon's Domain isn't a terrible purchase at this price, but there are better budget adventures around. Try the Dark games or Band's Tale instead.

OVERALL

65%



3D CONSTRUCTION KIT

DOMARK

£39.99

Ever fancied creating your own 3D game? Well, here's your chance with this construction system from the creators of such titles as Castle Master and Total Eclipse. So, what do you get for your shekels? Well, the package contains a small but detailed manual, a single-disk containing the kit itself, and an excellent tutorial video, which explains the uses and functions of the kit, as well as showing what the system is capable of.

Initially, the kit is rather tough to get to grips with, but the simple menus make life a touch easier, and once you get the hang of combining polygons, grouping them together to create solid shapes, and then manipulating those shapes to build complete objects, things come together nicely. If you have the inclination, you can build complete worlds with buildings that have fully-furnished interiors, vehicles (or anything you want, come to think of it), and then view these from any possible angle.

As far as the game-creating

element is concerned, a small amount of "programming" is required, but the commands used are all explained in detail in the manual. As far as control panels are concerned, several are included with the package, but the artists amongst you can design your own using Deluxe Paint ST. DOGAS Elite is recommended.

Overall, this is an excellent utility which will give would-be game designers a chance to show what they're made of, as well as a useful(?) system for Mum and Dad if they want to re-design the living room(!). Although it's all very costly for a hobby, 3D Construction Kit is a professional product that will appeal to anyone with an urge to create their own little world.

...NEWS FLASH...

Am Developments (pro-grammers of The Forgotten Worlds and Crackdown conversions) are putting the finishing touches to ST Amstryle for The Lancers. The game originally appeared on the C64 three years ago and its fabulous graphics and super-hot space-battle gameplay earned it much acclaim. From what we've seen of the 16-bit version (they could well achieve the same kind of success) The ST conversion should be on the streets as you read this, priced at £29.99.

Next on Virgin's release schedule of budget Infocom adventures are the epic wizardry yarn, Sorcerer, and the very interesting Deadline, a great detective story which casts the player as (not surprisingly) a detective in a murder case. Both should be out as you read this, priced at a very reasonable £9.99.

Spinin will soon be releasing the last in their series of HeroQuest data disks. Return of the Witchlord comprises ten extra levels to be loaded into the original game, and the disk will be out in August, priced at £12.99.

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The image shows a document page with a high level of contrast and significant noise. The layout is structured, with several rectangular boxes and sections. The text is mostly illegible due to the poor quality of the scan. There are some faint, larger text elements at the top and bottom, possibly headers or footers, but they are also obscured by noise. The overall appearance is that of a heavily degraded or low-quality scan of a document.

How've tried the rest // How try the best

MULTIMIXX 2

KIXX

£4.99

Here's not one, not two, but three blasts from the past, all in one beautiful budget package! Beach Head is set during the Pacific War and played over six levels, the aim of the game is to invade an enemy island in order to knock out a major command post. Beach Head 2 follows on a few years from the original. The task is now to battle through four combat sequences in order to rescue prisoners-of-war. Fleet puts you in the cockpit of a superfighter out to knock out the USSR's nuclear weapons currently screaming towards the US. All three titles are showing their age in terms of graphics however, but in terms of playability all three are as refreshing and entertaining as they were when first released and well worth the fairly asking price. Both nostalgia buffs and blasting freaks would do well to grab this at once.

OVERALL

91%

HAWKEYE

KIXX

£3.99

Set over twelve levels, this Thalamus re-release pits a lone cyborg warrior against hordes of malevolent invaders, all intent on destruction on a mass scale. Featuring some really great graphics and sound, Hawkeye is a decent enough blast but really tough and therefore not recommended to beginners. Experienced blastaholics should glean some entertainment here.

OVERALL

85%

GARY LINEKER'S HOT-SHOT

KIXX

£3.99

The end of the fairly season has been and gone, but still soccer games crop up left, right and centre. Hot-Shot isn't at all bad, as it happens, and features the sort of things you'd expect - corners, free kicks, throw-ins, deflections, headers and the like - and for the magic price it's pretty good VFM as well. If you're like Alan Sugar (and fancy seeing Mr Lineker), try the next best thing and take a look.

OVERALL

84%

GALDREGONS

PLAYERS

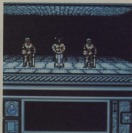
£2.99

Similar in style to Dungeon Master, this poor effort at taking that crown is audio-visually okay, but is so slow and boring that even the most ardent of role-players will give up at the first hurdle. Any C64 owner wanting a bit of RPG action would do better to look at Microsoft's Bloodwych instead - it's a heck of a lot more entertaining.

OVERALL

64%

Rob Swan bursts on to the C64 scene this month, only to find that all that's left are a few more budget releases - a collection of three titles that definitely merit the word 'classic', frantic firing and footy action and even a trip into the dungeons...



...NEWS FLASH...

Coming soon - the C64 conversion of Segai's Bonanza Bros conversion! Although the Mega-drive version reviewed last issue was a tad lacking, here's hoping that this version (courtesy of megasoftco US Gold) is just as much of a hoat as the coin-op...

...Also from USG is the C64 version of the Capcom coin-op MERCES. Everything looks rather nice at the moment, but how this stands up to the cracking Amiga blast is yet to be seen...

...Fancy building your own world? Well, if you're browsing through the ST Bytesize, you'll no doubt have come across the 3D Construction Kit, which allows you to do that very thing. C64 owners are by no means left out, as this system will be appearing soon on your machine for the grand total of twenty-five notes.





More hand-held hilarity this month, as Rob Swan takes a look at the latest bundle of Game Boy releases, including an import coin-op conversion, the sequel to A Boy and His Blob and a conversion of an old Hewson wonder...

SNOW BROS JR

MAKAT

£19.99

A conversion of the entertaining Topolan coin-op, *Snow Bros Jr* puts you in the (snow?) shoes of a snowman whose task in life is to do battle with numerous nasties over 40 platform-strewn levels. Although the coin-op's two player mode is missing, this is still a good laugh, and, although not yet officially available, well worth grabbing hold of. Pick it up, and have a (snow)ball.

OVERALL

90%



CASTELIAN

TRIFFIX

£19.99

Hands up, who remembers Hewson's classic *Nebulus*? Well, now this tower-toppling trip is available (in the Game Boy), and dashed good it is, too. Your task sounds easy enough - simply make it to the top of each tower before the timer runs out - but numerous nefarious nasties lurk in your way, eager to put you out of their misery! Overall, a enjoyable slice of gaming history, and well worth checking out.

OVERALL

88%

NOBUNAGA'S AMBITION

KOEI

£19.99

A bit of an odd fit, this - set in feudal Japan, you must defeat other warlords in order to seize control of the country. In order to achieve this, however, you have to manage not only the people, but lay down all manner of policies in order to gain allies, harvest crops, and build your troops for war. All together, a bit of a brain-basher, and definitely one for the strategists amongst you. Definitely worth a look.

OVERALL

86%

RESCUE OF PRINCESS BLOBETTE

ABSOLUTE

£19.99

A Boy and his Bob on the NES featured the adventures of a human boy and a small blob which changed shape when hit (polygons?). This Game Boy sequel again features the two mismatched heroes, and is as full of puzzles as the original, as well as being addictive and fun to boot. If you're bored of the same old thing, have a gander, but be prepared to spend a long time playing!

OVERALL

91%



THANKS

Thanks to Complete Concepts (0758 712759) for the loan of the review cartridges.

...NEWS FLASH...

Coming soon to a Game Boy near you - a conversion of that old Data East classic, *Burger Time Deluxe*. Taking control of a mantic burger chef, you've got to build the burgers whilst avoiding the clutches of food fiends like Egg, Mr Pickle, and Mr Wiener (that's a sausage if you lot). It all looks like a funo fella, but how the finished product plays remains to be seen...

Check the out for a list of releases to hit the Game Boy within the near future (keep breath!) *RobotCop II*, *Star Trek*, *Mr. Do!*, *Super Hunchback*, *Ninja Gaiden*, *Asteroids*, *Mastie Command*, *Paperboy II*, *Quartet II*, and *Marble Madness*. *Phenix III* has already played its Do! the lucky 30-and-out, and he seems it's absolutely brilliant...

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089

REVIEW

AMIGA

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BY ACTIVISION

Only a very strange being from another galaxy could fail to have witnessed R-Type, the carrom, which effectively changed the face of shoot 'em ups—how a legion of those wonderful things we like to pretend today: the horizontal shoot 'em ups—and the last scourge of the modern class—the end of level guardian. For its time it was astounding. Normally placed gamers would shoot enemies top-down at the front edge of the machine. And when it came to playing the game, the top-down simply could not be rivalled in terms of graphics, sound, playability and added bonuses. You name it, R-Type had it all.

As reviewers screamed for more, and they got it—four every single one—opportunity finally jumped on the back of R-Type's success story and produced a never-ending series of clones, derivatives and downright copies. Only a few of them matched the original's quality. None bettered it.

Then came the arcade release of the imaginatively titled R-Type II. The plot was no different—grit the musty R against the full force of the evil Buda Empire, spanning six levels of progressively more difficult shoot 'em ups, colouring your choice devastating weaponry along the way. The sequel matched the quality of its daddy, and all the additional qualities of the first machine had made the leap over to the follow-up, R-Type II was a success. So how could Activision's computer conversion measure up?



A blast never may through the airy coats of steel!



WHAT DO PODS MAKE? PRIZES!

If you wanna get ahead, get some points up for Bruce Bonas (boring)! At first you'll wonder why there are so many different types of add-on weapon—but later levels will reveal their individual importance.

HOSE CODE: The pod you'll find most useful over any other. It can't be destroyed and can crash most enemies just by smashing into them. If that's not enough, it can be linked to the front or back of the R-9.

LEADS: Collect this pod and watch with glee as those little blue beings literally tear any incoming invaders apart.

MISSILES: Not for you those point-in-time things that the rest of the column has to put up with. These babies home in on the nearest baddy and put them out of commission.

DEFENCE PODS: A boon in general ship defence. These spherical gunkos hover above and below your craft, giving much-needed protection to the most vulnerable parts of your frame.

BOMBS: These are a new item which didn't make an appearance in the first R-Type game, but they really make a difference when they're added to your arsenal.

ARC OF DEATH: An elliptical laser charge which spells hard luck for anything caught in its wake.

PHOTON COMPRESSION: Don't worry if there's an enemy in a hard-to-reach part of the screen—just let fly with this piece of kit and it'll travel along the ground, right toward that alien trouble-maker!

▶▶ REVIEW



"What? Nothing's cracked in!"



▶ Master and former mecha pilot Mike Kinn, this time.



POWER PLAY...

Remember in the first game, where you were given mega laser power the longer you held down the fire button? Well, that's still included in R-Type II, but now there's even more! Hold the button down even longer, until the beam bar turns completely orange, and an awesome, third-way photon charge will be unleashed, ripping the shell from anything in its path! Awesome, eh?

R-TYPE II

FIGHTING ON THE LEVELS...

R-Type II features six levels of blasting action. Here's a quick rundown on the worlds to conquer...



LEVEL ONE: Space. The final frontier. These are the voyages of the R-II, its mission - to blast hell out of the minions of the Bydo Empire.

▶ R-Type shows even up color from unimpaired!



First we had R-Type, the most influential shoot 'em up ever. It must have been almost every other blaster since has copied it in some form or other. Now we're treated to the official follow-up, which we raved about in its launch incarnation a year and a half ago. Is the conversion any good? Well, as you can see from the screenshots, the Amiga has reproduced the graphics almost to a tee, from the imaginative sprites to the finely detailed backdrops. The synthesised sound effects generally fail to impress, as does the music which begins to grate after a short while. R-Type II is also very sluggish, both in the speed of the horizontal scroll and the relative unresponsiveness of the controls. Things get better once a couple of speed-ups have been collected, but collide with an enemy or be destroyed by a bullet and it's back to fighting with the joystick to get the R-II to move an inch. This may sound as if I wasn't impressed - not true. R-Type II is a challenging shoot 'em up with a variety of alien and well-balanced difficulty setting. As it stands the game is very good, but not the conversion it could have been.

PAUL RAND



REVIEW ▶

R-TYPE II

LEVEL TWO: This time round your spacecraft doubles as a handy submarine, so swoop under-water and take out those devilish gnomes.

It's a whole 'nother beast!



LEVEL THREE: Swooping over the planet surface, watch out for the Tadpoles of Doom - launched as missiles from the bathhouse!

▲ This giant ship is level three!



LEVEL FOUR: Into the fortress, and into a whole heap of trouble. The Bydo Empire are on full alert and don't want to be caught out this time.

LEVEL FIVE: The obstacles are all but breached, yet there's still a bit further to go until you reach the nerve centre of the Bydo Empire.



LEVEL SIX: The heart of the Empire. Harder to blow all ye who enter unless, of course, you're hard enough to defeat the Bydo Empire and more.

Beat this guy and you've won!



R-Type and its sequel rank among the greatest silver-guzzling coin-ops of all time, which makes this one of the strongest licenses at the lot. What's this is a competent enough conversion and a very good game in its own right, it just doesn't quite retain the feel and atmosphere of its arcade daddy. The graphics and sound are a fine reconstruction of the original masterpiece, but let's face facts: the gameplay is a tad slow. This problem improves once you collect a couple of speedups, but even then it just doesn't flow in the way we've come to expect. On any original sideways scrolling blaster this would not really be a problem, but with R-Type II you need that extra zip so brilliantly delivered by the original game. This could have been a cracking conversion and earned its rightful place in the home computer hall of fame, but it falls slightly short of the mark and now ranks among the also-rans of its, er, type. Sorry fans, but the wait for that elusive all-time R-Type classic clone goes on...

**TIM
BOONE**

AMIGA

GRAPHICS	86
SOUNDS	80
PLAYABILITY	81
LASTABILITY	83
OVERALL	82

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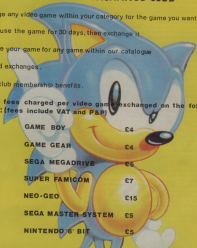
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REVIEW

MEGADRIVE

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BY TAITO

OK guys, listen up. We're talking serious trouble here, so get that subtle gun out of your mouth and pay attention. The enemy are all over the skies and we've lost everything unless some of our brave boys can send those bogies down in flames and kick their butts back to wherever the hell they came from!

Lucky for us we're Americans and we're flying Mustangs - as there ain't much else tough as when it comes to sheer blasting power. Saddle up and take out those painful planes. Who knows, there may even be a few medals to throw around afterwards.

By the way, watch out for those big mothers at the end of each level. These bunnies are big-time and you'll need some serious oomph to shoot 'em from the skies before you can call mom and tell her you're a hero...

KNOW YOUR ENEMY!

Messaaaaaaw! Rattataaaa! Bzzzzt! Sound familiar? It is! Fire Mustang is a bog-standard horizontal shoot 'em up across the skies in a wide variety of pseudo-war-time battlefields. Looking somewhat similar to Jet Thunderbolt, your job is to shoot down as many of the enemy as possible before squaring up to the end-of-level superplane in a do-or-die duel to the death.

During the game you'll get to take on all manner of German and Japanese planes through the clouds across the world. Enemy fighters range from whiffy little Messerschmitts and Zero fighters through to bigger huge bombers requiring some hefty bombs bay blammo to blow them from the air! Also, keep your eyes open for the little helicopter which spins across the sky fairly harmlessly until you blow it to bits. Yes, we know they weren't invented then!



It's amazing the variation in quality to be found amongst Megadrive software in one month. We've got possibly the finest game available for the machine in Bongo: The Hedgehog and, with Fire Mustang, the worst game you could imagine. It's a shoot 'em up so breathtakingly

average, were it a person people would forget to invite to parties. The graphics really are bad - on level two, for instance, these green things can be seen jutting out of the ocean - and what they're meant to be God only knows. Couple the indistinct backdrops with flat, uninspiring, flickering sprites and you're left with a weak shell of a game. Gameplay is about as simple as heading down the fire buttons and moving up and down, as enemy fire moves so slowly one could go away and make a cup of tea before coming back and dodging the bullet. Got the message yet? Let me spell it out - staaaarrrrrr.

PAUL
RAND



REVIEW

GUNNING FOR GLORY...

Taking on the German and Japanese air forces single-handed is a bit of a tall order, even for the best fighter pilot the Americans can muster!

Outnumbered is equal to one, chances are you're going to end up as bits of history unless you've got that firepower edge over your adversaries.

Luckily your Mustang is equipped with a fairly nifty machine gun, which can be boosted by pink-ups along the way. These also provide bombs and speed-ups to make your plane that little bit better. In addition, you have a super smart bomb which wrecks everything in its path at the push of a button! Okay, is that one helluva secret weapon or what?

A helpful fly-by as the remainder of King's nuclear arsenal explodes beneath the Mustang.



Either he's been blasted, or he's been taking baked beans and soup powder!



▲ Time down and five to go as our intrepid metal warrior takes on the big one.

The programmer includes as he realises he's included his little Cruise missiles in a WW2 game.



Haven't seen a hundred times before, done a hundred times better. With some graphics (apart from the static World War II shots, which are quite good) stylised sound and gameplay as mind-bombingly awful that badly written without sounders is probably more fun, I'd recommend you shoot this piece of drivel down the second you lay eyes on the fleshy cover and award yourself a medal for saving some hard-earned cash. Five Mustang is crap to the max, so wipe that silly grin off your face and completely forget about this game - NOW!

TIM
BOONE



MEGADRIPE

GRAPHICS	38
SOUNDS	34
PLAYABILITY	28
LASTABILITY	26
OVERALL	35



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TOP 20

CALLUP ALL FORMATS

THIS LAST GAME BYON

1	1	MAGIC LAND DIZZY	CODE MASTERS	SPECTRUM
2	-	QUATRO CARTOON	CODE MASTERS	C64
3	-	DIZZY PANIC	CODE MASTERS	SPECTRUM
4	10	DRAGON NINJA	HIT SQUAD	SPECTRUM
5	19	MULTIMDX 1 GOLF	KDXX	C64
6	9	DOUBLE DRAGON	MASTERTRONIC	C64
7	8	PAPERBOY	ENCORE	C64
8	-	FANTASY WORLD DIZZY	CODE MASTERS	SPECTRUM
9	15	CONTINENTAL CIRCUS	MASTERTRONIC	SPECTRUM
10	-	RED HEAT	HIT SQUAD	C64
11	-	QUATRO ADVENTURE	CODE MASTERS	C64
12	11	EURO BOSS	E&J	SPECTRUM
13	-	QUATRO RACERS	CODE MASTERS	AMSTRAD
14	-	EYE OF THE BEHOLDER	US GOLD	AMIGA
15	-	LOMBARD RAC RALLY	HIT SQUAD	AMIGA
16	-	CAVEMANIA	ATLANTIS	SPECTRUM
17	16	KWIK SNAX	CODE MASTERS	SPECTRUM
18	-	PGA TOUR GOLF	ELECTRONIC ARTS	AMIGA
19	13	GJ'S ELEPHANT ANTICS	CODE MASTERS	C64
20	-	GHOSTBUSTERS	MASTERTRONIC	SPECTRUM

Look at all the budget software in that chart! Only Eye of the Beholder and PGA Tour Golf have managed to make an impression on this month's top twenty. Let's hope you're all saving up for the summer holidays so you can buy some real quality gear.

AMSTRAD

- | | | |
|-------|----------------------------|--------------|
| 1 - | Dizzy Panic | Code Masters |
| 2 1 | Magio/Land Dizzy | Code Masters |
| 3 - | Quattro Cariboon | Code Masters |
| 4 2 | Dragon Ninja | Hit Squad |
| 5 3 | Double Dragon | Mastertronic |
| 6 6 | Quattro Racers | Code Masters |
| 7 16 | Quattro Adventure | Code Masters |
| 8 - | Tenage Mutant Hero Turtles | Mirrorsoft |
| 9 10 | Quattro Firepower | Code Masters |
| 10 11 | Gary Lineker's Hotshots | Kixx |
| 11 12 | Continental Circus | Mastertronic |
| 12 4 | Cavemania | Adantis |
| 13 8 | Multimix 1 Golf | Kixx |
| 14 9 | Spitting Image | Hit Squad |
| 15 14 | Afterburner | Hit Squad |
| 16 - | Euro Bees | E+J |
| 17 13 | Operation Wolf | Hit Squad |
| 18 - | Super Scramble Simulator | Kixx |
| 19 - | Scooby and Scrappy Doo | Hittec |
| 20 17 | Dizzy Collection | Code Masters |

Yet again, the Codes run riot over the rest of the Amstrad chart, what with Dizzy and various Quattro titles - is there any hope left for full price titles? Speaking of which, the only one there is the Turtles (green)...

CVG TIP FOR THE TOP

Although not wanting to sound too repetitive, the distinct feeling is that yet another budget title will sit at the top of the week next month - don't you feel like spending money on something?



4 The long-awaited Dizzy hits the top!



4 Amused again in Double Dragon!



4 Afterburner can be fun at number 19!

MEGADRIE

- | | | |
|------|-----------------------|---------------|
| 1 - | Sonic the Hedgehog | Sega |
| 2 10 | Warrior | Sega |
| 3 - | Zero Wing | Sega |
| 4 - | Bonanza Bros | Sega |
| 5 3 | PGA Tour Golf | Electronic Ar |
| 6 4 | Lakers vs Celtics | Electronic Ar |
| 7 - | Pine Mustang | Sega |
| 8 - | Air Buster | Sega |
| 9 - | Abrams M1 Battle Tank | Electronic Ar |
| 10 - | Bimbi Run | Sega |

Wow! What shockingly numbers...Sonic the Hedgehog tops this week's top of the Megadrive chart - if you ask us, that's where he's gonna stay for some time to come! Warrior is Bonanza Bros' close-up the table, but it's unlikely whether he'll climb any higher. Thanks to you-know-who... Thanks as ever to Gamecube Concepts (0782 751755) for the chart.

CVG TIP FOR THE TOP

It'd be very surprising indeed if Sonic wasn't at the top of the month's Megadrive chart.



4 Zero Wing is sailing high at number three!



▲ Lemmings will keep the ST owner's interest!



▲ Xenon 2 is doing well on console.

ATARI ST

- | | |
|-------------------------------|--------------|
| 1 - Lombard RAC Rally | Hit Squad |
| 2 - Xenon 2: Megablast | Mirror Image |
| 3 - 3D Pool | Mirror Image |
| 4 - Lemmings | Psygnosis |
| 5 - Steve Davis World Snooker | CDS |
| 6 - Armes-Gordon | Psygnosis |
| 7 - Final Whistle | Anco |
| 8 - Ninja Rabbits | MicroValue |
| 9 - Little Puff | Code Masters |
| 10 - North and South | D1 |
| 11 - HeroQuest | Gemline |
| 12 - Fantasy World Dizzy | Code Masters |
| 13 - 3D Construction Kit | Domark |
| 14 - Kick Off Winning Tactics | Anco |
| 15-20 Gary Lineker's Hotshots | Klex |
| 16 - GOOS | Renegade |
| 17 - War Zone | Core |
| 18-3 California Games | Klex |
| 19-18 MegaTraveller 1 | Empire |
| 20-18 Defender of the Crown | Mirror Image |

Lombard RAC sneeches into pole position this month, with the brilliant Xenon 2 close behind - don't you get the feeling they should be the other way round? Also, GOOS gets a look-in, at last.

CVC TIP FOR THE TOP

We reckon Xenon 2's good enough for the top slot, but expect GOOS to start climbing the ladder.



▲ Mr. Chan gets the job at number seven!

PC ENGINE

- | | | |
|-------|-----------------------|---------|
| 1 2 | Legend of Hero Tama | Irem |
| 2 5 | Real Match Tennis | Humon |
| 3 - | Adventure Island III | NEC |
| 4 - | Pang (CD-ROM) | NEC |
| 5 - | Power Eleven | NEC |
| 6 1 | Parasol Stars | Taito |
| 7 3 | Jackie Chan | Hudson |
| 8 8 | Motorcader 2 | Matsuya |
| 9 - | Ray Rumber 2 (CD-ROM) | NEC |
| 10 10 | Nellie (CD-ROM) | Touman |

Another pretty awesome PC Engine chart this month - Parasol Stars sliding down five places, but Pang on CD-ROM entering at number four. Could this be the start of a revolution as far as you Engineers are concerned? Anyway, thanks a bundle to Console Concepts (0183 715799) who, as ever, supplied the chart.

CVC TIP FOR THE TOP

Is it at all possible that we could see Nellie somewhere up at the top by next month?



▲ Pang has an CD-ROM that's a real winner.

AMIGA

- | | |
|--------------------------------|-----------------|
| 1 - Eye of the Beholder | US Gold |
| 2 4 PGA Tour Golf | Electronic Arts |
| 3 - Lombard RAC Rally | Hit Squad |
| 4 - Kick Off Winning Tactics | Anco |
| 5 3 Fantasy World Dizzy | Code Masters |
| 6 - 3D Pool | Minor Image |
| 7 - Xenon 2: Megablaster | Minor Image |
| 8 - Switchblade 2 | Grimin |
| 9 - Railroad Tycoon | Microprose |
| 10 18 Treasure Island Dizzy | Code Masters |
| 11 - HeroQuest | Grimin |
| 12 - Secret of Monkey Island | US Gold |
| 13 - Cricket Simulator | Soundware |
| 14 14 Speedball 2 | Microsoft |
| 15 - Steve Davis World Snooker | CGS |
| 16 3 GOGS | Boneapde |
| 17 1 Armour-Geddon | Pygnosis |
| 18 - North and South | SI |
| 19 - Life and Death | Mindscope |
| 20 - Cyberace III | US Gold |

A massive fall for Armour-Geddon this month, from number one to number 17, but the totally brilliant Eye of the Beholder sits proudly in the recent top slot. GOGS has also taken a tumble, down to number 16.

CVG TIP FOR THE TOP

What with titles like Cyberace III, Secret of Monkey Island, HeroQuest and the aforementioned Eye of the Beholder all milling around, next month's numbers are could be any one of them! Keep an eye out for Switchblade 2, though...



Dragon Ninja is at number four!



Paperboy clings on at number five!



PGA Tour Golf hits number two!



Switchblade 2 arrives in at number eight!

C64

- | | |
|-------------------------------|--------------|
| 1 1 Magic Land Dizzy | Code Masters |
| 2 - Quattro Cartoon | Code Masters |
| 3 7 Multimax 1 Golf | Klax |
| 4 3 Dragon Ninja | Hit Squad |
| 5 3 Paperboy | Encore |
| 6 5 CJ's Elephant Antics | Code Masters |
| 7 4 Double Dragon | Mastertronic |
| 8 - Red Head | Hit Squad |
| 9 - Supremacy | Virgin |
| 10 - Ghostbusters | Mastertronic |
| 11 8 Quattro Racers | Code Masters |
| 12 - MultiPlay Soccer Manager | D+R Games |
| 13 - Ghostbusters 2 | Hit Squad |
| 14 14 Quattro Adventures | Code Masters |
| 15 - Shadow Dancer | US Gold |
| 16 16 Cavernacle | Atlanta |
| 17 28 Kwik Snox | Code Masters |
| 18 18 OT's Olympic Challenge | Hit Squad |
| 19 - Dizzy Collection | Code Masters |
| 20 11 Euro Boss | E+I |

ARRRRR! Yet again the C64 chart is totally overrun with budget software, with the lone exceptions of Shadow Dancer and Supremacy! Don't you feel bad buying any full-price stuff any more?

CVG TIP FOR THE TOP

Will probably be another budget title, but keep an eye out for MEXCS or Shadow Dancer, or maybe even something completely different...

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REVIEW

AMIGA

£25.99

BY KRYSLIS

I took English football just one season to go from Europe's reviled to revered, thanks to Manchester United's astounding Cup Winners' Cup victory against Spanish giants Barcelona earlier this year. Alex Ferguson's men took on the might of some of the best sides in the world (and even into Wembley!) to take the title at the first attempt after five years in the international wilderness following the Heysel Stadium disaster. This game, the sequel to the 100,000-plus selling (and 85% CD-ROM HIT) debut, Manchester United, is a re-creation of the club's achievements.

The object of the game, as you'd expect, is to take the Reds to the top in the five available competitions: UEFA Cup, European Cup, Cup Winners' Cup, Super Cup or World Club Championship. All of the teams which qualified for the respective competitions are featured and there are league and friendly games to play when there is no cup fixture planned. Most of the cup games are played over two legs, the winner being the team with the higher aggregate score.



▲ A fine save from the feet, eh Greaves?



quality of the graphics - all the players have the appropriate numbers on their backs - a great touch - and the amount of different moves they can achieve is, as a famous sporting quipmaster might say, quite remarkable. Not only can the players run about and kick the ball, they can chest it down, head it, launch frightening volleys - in fact, almost everything a real footy player can do! The aftertouch works well, allowing for goals aplenty if you know how to use it to best effect. There are a couple of gripees with Manchester United Europe, mind you. For one, I wish Krysalis had taken a leaf out of Kick Off's book and introduced a free-rolling ball instead of a stick-to-yer-foot soccer - it would have made for a far more realistic game. Still, we can't have everything and as it stands Manchester United Europe is an enjoyable version of the game we love so much.

PAUL RAND

MANCHESTER UNITED EUROPE



Player: Greaves

Man Utd Europe

A(F)TER TOUCH OF CLASS

One of the features of Manchester United Europe should be familiar to fans of Kick Off 2: the facility to use aftertouch. For those not aware of what aftertouch is (where have you been?), it's a method of moving the joystick directly after kicking the ball in order to either keep it low or send it soaring. It's also to apply curl to the ball and send it arcing into the back of the net, just as the professionals do it on a Saturday afternoon. Aftertouch helped make Kick Off 2 the game it is - and it works in reasonable effect in Manchester United Europe, too.

FOOTER

WE'RE ALL OFF WITH FERGIE'S ARMY...

The road to Cup Final glory was a rocky one for Manchester United FC, culminating in an entertaining battle against Spanish giants Barcelona in Rotterdam. Here's a rundown of what Fergie's lads did to get get there.

Against PECOS MUNKAS

1st Leg (away) - 2-0
2nd Leg (home) - 1-0
Aggregate Score - 3-0

Against WREXHAM

1st Leg (home) - 3-0
2nd Leg (away) - 2-0
Aggregate Score - 5-0

QUARTER-FINAL against MONTPELIER

1st Leg (home) - 1-1
2nd Leg (away) - 2-0
Aggregate Score - 3-1

SEMI-FINAL against LIGUE HARSARE

1st Leg (away) - 3-1
2nd Leg (home) - 1-1
Aggregate Score - 4-2

FINAL against BARCELONA

Final Score - 2-1



▲ 3-1 to Man U and Brian McClair taps up the apples!



First off, let me confess that I'm not a huge football fan - although *Kick Off '91* had yours truly glued to the screen until my eyes went out of focus and the joystick all but fell apart. People are bound to try and compare the two, but somehow I really don't think that's fair.

Manchester United II is a fine game in its own right - the sheer amount of moves available to the player adds a great deal to the game and the programmers have obviously put a lot of thought into capturing the atmosphere of the big match. For those of us spoiled by the dribbling brilliance of *Kick Off*, self-adhesive balls which stick to boots can be a bit of a pain - but for all that there's plenty of challenge here. These days footy games have to be of the highest quality, and Man Utd II certainly scores well here. I think many people will see this as a complement to *Kick Off* - one to lase up and enjoy when you're looking for a different angle or want to live those dreams with the Saturday superstars. As such it's well worth a serious look and Krysalis can boast a job well done.

TIM
BOONE

UPDATE

Expect to see Manchester United Europe kicking around on new, on ST, £25.99, PC (CD-ROM), £24.99, Spectrum and Amstrad (£11.99 tape, £15.99 disk). Go for it!

AMIGA

GRAPHICS	87
SOUNDS	72
PLAYABILITY	80
LASTABILITY	83

OVERALL 84



▲ Anthem away!



YO!

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You won't have more fun for your money!

OVERALL 101%

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LAW!

REVIEW

AMIGA

BY ACTIVISION

£25.99

BEAST

Reports are coming in over the graveyards - a town in the deep South is no longer communicating with the outside world. All that was heard before the heavy dead were terrible screams, then a cry of "God help us!". A helicopter fly-by reveals a terrifying reality - the inhabitants of the town have been transformed into blood-sucking zombies! Not only that, but the birds have become man-eaters and even the normally placid fish have turned into razor-fanged piranhas!

Not a very nice predicament to find yourself in, is it? But that's how it is, and it's up to you (and a friend, if he so wishes) to quite literally stop the rot. There's only one course of action to embark upon - discover what has caused this horrific state of affairs and, if possible, find a way to revert these hideous creatures back to their previous forms. But you're no scientist, and anyway, the zombies have smashed up all the labs, so grab an Uzi and inject some lead into the poor, unfortunate citizens before they inject their teeth into you.

GRAB YOUR KIT AND KICK CORPSE!

Come are the days when the only way to kill a zombie was by chopping off its head - in *Beast Busters* you can use the following items of destruction, which fall down the screen at various points during the game:

AMMO: Extra rounds of ammunition for your machine gun.

GRENADE: Wipes out zombies - in a flash!

MORTAR: Like the grenade, but does even more damage to those walking bags of bones.

POISONS: As the name

suggests, spreads flaming death around the playing area.

ELECTRICITY BOLT: Produces a high-voltage charge which fries the dead guys on contact.

FIRST AID: Adds much-needed energy to your health bar.



the truth there isn't much of a difference between this conversion and the original arcade machine. The star-machinegunning graphics are all there - even the scenes where the enemies explode into chunks of bloodied flesh when they're disposed of. All the original collectables have been retained, from mortars to grenades, extra ammo to first aid kits, and even though the gameplay is the same old clip 'em/Thunderbolt 'em! 'n' shoot 'em type, the screen scrolls at a fair old pace and three headless peep onto the screen to come face-to-face with a barrel full of bullets! So, if you like your Amiga blasting emballs 'n' all, you'll be hard pushed to find anything quite like *Beast Busters* - just be sure to have a bucket or paper bag by your side when you play!

PAUL
RAND

MYSTERY ZONE

At 600m as you enter the sub-way system these critters begin their attack.



RUN AWAY

There are just too many of 'em holed up in the underground station, so escape to fight another day via the lift.

You are Dead!

Player 2
Station



Reviews

REVIEW



UPDATE

*Paid there are no 8-bit versions planned at the moment, but Beastbusters is due out on ST in August, priced at £25.99. Watch out for it.

GHOST TOWN

Back on firm ground, but so are your enemies - and now they've got hold of hand grenades! As if that isn't enough to contend with, you'll also have to sort out Hell's Angel zombies on Harley Davidson, and killer dogs with fear some fangs!



COPIES ARE EVERYWHERE.

WE THESE THE MISSING?



ALONG THE RIVER

Think that you'll be safe by the riverside? Think again! It's the zombies on foot, they've also figured out how to speedboat!



THE FINAL BATTLE

One of the mysteries is solved here - someone's been indulging in a spot of cloning, as you now have to face the guardians disposed of earlier in the game.



The Amiga has never really been well off for good Operation Wolf style games, and even Op Thunderbolt wasn't that good. Luckily, Beastbusters is a vast improvement on what's gone before, not just because it actually has the smooth 3D scrolling which wasn't in Op Wolf, but it is actually a much more entertaining game. I mean, let's face it, would you rather shoot soldiers or splatter the innards of a thousand festering zombies all over the walls of a subway? There's quite some variety between the levels as the action doesn't grow too stale, and if you're playing with a friend you really do get double the fun. Beastbusters was definitely one of Activision's better licenses, and it's great to see that the company's past problems haven't meant that it has been lost forever. Definitely a must-buy!

PAUL
GLANCEY

BEAST BUSTERS

A shrill cry can be heard in the distance. Is there someone else? Maybe, but the un-Beast are going to do their damndest to ensure you never find out!



AMIGA

GRAPHICS	92
SOUNDS	85
PLAYABILITY	90
LASTABILITY	89

OVERALL 90

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GYRUS	1943	PIA HEDGECOCK	1943
HILLMAN	1943	SUPER ADVISOR	1943
JAMES MADDISON	1944	STUDENT	1944
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INATOR 2™

ENT DAY

REVIEW

PC

£39.99

BY DYNAMIX

Like 'Lucky' Masters hasn't been living up to his nickname of 'Lucky' in the 1920s and his opium-smoke business operating out of Hong Kong is on the rocks. He also owes a lot of money to Eugene Lomas, one of Hong Kong's most powerful businessmen, and not the kind of fellow you usually get on the wrong side of.

But things aren't going too well for Lomas either. His daughter, a nurse working in rural China, has recently been kidnapped. Realising that he owes Lomas's favour, Lomas wants Lucky to rescue her, and to help persuade him Lomas has had Lucky's household blown up! Not surprisingly, Lucky has accepted the job.

Lucky starts this adventure game on the docks at Hong Kong, looking at the remains of his home. From there, he has to catch a rickshaw into town to recruit a ninja, Zhao Chi, who will prove invaluable on the quest. After persuading Zhao Chi that desperadoes really can fly, you can take off to Chengdu. From there the quest leads to Kaimianbu then to Istanbul and after a stop on The Orient Express, the culmination of the adventure takes place in Paris.



▲ Check out that scenery!

CONTROL YOURSELF!

Adventure games don't require you to use the keyboard and mouse. As in a lot of previous adventures, the commands in Heart of China are issued via voice and a pointer, which is either mouse or joystick controlled. Place the pointer over anything of interest and click the mouse's right button. To activate it, or the left button to collect it (if it is indeed collectable).

When the pointer hits a person, it turns into a speech bubble, and if you want to enter into conversational mode presented with a selection of things to say, Lucky will talk to you, but unless you're after a hint, try to make up your own mind. After all, you never know when you might need a friend in need, and all the characters in the game have a good reason.

HARDWARE REQUIREMENTS

Running Heart of China requires a fast PC (486 or over) with a VGA Card, 840k of memory, a hard drive and a high density floppy disk drive. So there.



There's no doubting that adventures have come a long way over the past year or so, what with easy-to-use command systems and incredible graphics. But I think maybe Heart of China is a step too far! The graphics and the sound are an excellent accompaniment, as does all the character interaction, and the controls are well-thought out. The designers have made an extreme effort to make the game feel like a film, and it does - the only problem is, it's not a particularly good film.

The problem lies in the fact that the game really goes overboard with its conversational routines, and in the end there's just a bit too much talk and not quite enough action. That's not to say it ruins things, because the film still makes the game impressive. But if it came to a choice between this and Indiana Jones and the Last Crusade, I'd go for the man with the hat every time.

PAUL
GLANCEY



▼ On the streets again. Tough life, eh?



What, fly in that circle? Oh, alright then.



Take your
easy flight
with the best
of 'em, and
who'll
blame him?



MAKING MOVIES

One of the first things to strike the player about Heart of China is its unusual graphical style. Many of the backgrounds are hand-drawn, but the people in the game are actually computer-generated actors. More than 55 people were cast as the characters, and all of them were shot out with professional, continuous, and they were even made up for the camera. The photographs were then scanned into computer images using three color scanners and appear on the PC screen in either 16 or 256 colours via a VGA card.



At first glance, Heart Of China looks incredible. Look closer and you'll find amazing graphics and an impressive computer movie polished until it shines. Search deeper still and there is not much left to find, because however ground-breaking Heart Of China is,

it's not a particularly good game. Basically the interface falls down to three choices in most situations, with progress or lack of it depending on your response. The upshot is that the player has to sit through lengthy conversations, most of which is entirely superfluous although quite amusing, twiddling thumbs and gazing at the graphics whilst waiting for the next decision. Don't get me wrong, Heart Of China is a stunning, bold product with graphics occasionally unsurpassed. Trouble is it's just not enough, and for your money you want something a bit more than a graphical tour-de-force which doesn't have enough at its heart to merit repeated play and turn it into a classic.

**TIM
BOONE**



A blood-red lucky
dragon? (Hong Kong
making political
over the game
local)

Returning to
Gao

Gao

Gao

Gao

You want talk? That case you, mister!



Look, been long time
that he can do for you!

PC	
GRAPHICS	94
SOUNDS	89
PLAYABILITY	88
LASTABILITY	89
OVERALL	89



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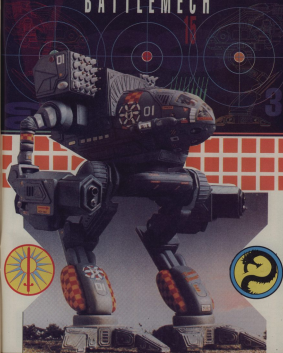
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BATTLEMECH





3029.A.D.

Set in the battlefields of the 31st century, BattleTech puts you in command of a BattleMech, a 12 metre high, heavily armoured robot of war fitted with the most awesome weapons of destruction ever devised. It's a supremely powerful machine and can only be stopped by one thing - another Mech! And this is what this incredible new arcade experience is all about...

The BattleTech Centre in Chicago is the first in what's hoped will be a series of worldwide centres where players can visit and play BattleTech. A very impressive place, it looks like an arcade of the future - with rows and rows of BattleTech pods into which the players climb to pilot their giant robots.

Games are usually played with six or six players at a time, either with two teams of three Mechs, or in a free-for-all scenario like those in which I played. Here's the experience...



COUNTDOWN TO COMBAT

Before combat begins, you're briefed on the controls and the way the Mech works. As you can see from the diagram, an explanation is certainly needed - the controls take a bit of getting used to.

Once you've been through the training drill, it's time to assign yourself a code name (IAC for me, of course), choose a Mech from the variety of models available and climb into the cockpit to engage in Mech-war!

The cockpits are very comfortable, and once you've slid the door shut (and the door is falling off from the outside world) you really feel like you're sitting in the heart of a Mech, surrounded by a massed bank of lights and dials. You've even got a pull-down microphone so you can talk to other players!

KEEPING CONTROL

The controls are pretty intimidating at first, but not all of them are needed to play at the Basic level. As you get better you can switch on all sorts of extra stuff like enhanced scanning, independent turret rotation and reassign the weapons to work in a specific order.

The control panel is dominated by a large TV monitor, where all the action takes place. Players are given a first-person perspective view but, at the "eyes" of their Mech, so if your Mech is standing in front of another you see that Mech and the player who's piloting the Mech opposite will see you! The 3D graphics are truly outstanding and, frankly, convincing. The Mechs are beautifully designed, and the backgrounds are also realistically fake (except the horizon). Weather conditions are changeable and you can play at night, in a desert, in fog, in rain, in snow - the combinations are endless.





CAN YOU TAKE THE HEAT?

Myself and five others played a series of ten minute games set in the desert, with a heat haze giving only 1000 meters visibility. Consequently Mechs could sneak up quite close to you before you made visual contact. That meant that you had to constantly keep one eye on the radar below the main screen to make sure no one was approaching with missiles and lasers ready to blow you apart.

After chatting with the BattleTech operator about the different Mech series available, I decided to choose a Loli 'W3. It's as slow as a coach, but it's got the best armour and carries the most powerful weapons. Others in the group chose Mad Cats (more speed, but weaker armaments), and Heman (a 'professional' player of more than 600 games experienced into this brought in to show us how to play) selected a Culture Prime which he said was the weakest Mech. "Just to give us a chance" The Mech movement and weapon targeting systems operate independently, and concentrating on tracking down other Mechs, aiming your weapons and hitting them is quite tricky at first - especially when they're trying to do the same to you.

TRICKY TACTICS!

My Loli was to turn around and run away from the other two, then wait for one to break away from the pack so I could strike him without being blocked in the melee. It takes six or seven well-aimed hits to destroy a Mech, but the satisfaction you get when you see the final blast off in an automatic escape sequence seconds before the Mech explodes is enormous! In one particular one-on-one encounter I managed to blow and aim and fire off a Mech and watched gleefully as it hopped along (they do that!) I finally put it out of its misery by blowing it apart! In the games I played, pilots whose Mechs were blown up were returned to the same Mech a few miles from the centre of battle. In other scenarios, pilots return in fast mini mechs which although have weak armour and armaments, they can prove to be a real thorn in the side of the big Mechs. At professional level, if you die, it's all over.

JOIN THE LEAGUE

The BattleTech Centre has several leagues in operation, each filled with teams of three players. Contests are held weekly, and the teams battle ferociously for top honours. There are seminars on tactics, and teams constantly practice manoeuvres together to perfect attack patterns, and discover new ways of getting the most out of the machinery!



DE-BRIEFING

After each battle, each Mech Warrior is given a printout of his performance. The sheet lists the all the players' scores, and also gives blow-by-blow highlights of the contest. As you can see from Jason's de-briefing from his third match, there's a war going on out there.

THE VERDICT

BattleTech is definitely the most exciting interactive videogame system yet devised. The realistic graphics combined with the utterly convincing cockpit interior results in an awesome experience that keeps you buzzing hours after you've left the Centre. In Chicago people are hooked on it, and it's easy to see why - it's simply amazing. If a BattleTech Centre does appear in London you'll definitely see me there as often as possible. And give it better watch out, because I'll be out to destroy you!



BOTTS

Microprod's next arcade machine, following on from their impressive F-15 Strike Eagle coin-op will be 60 FTS, a game based around huge fighting robots. Their third vector 3D graphics driver is planned to be fitted to you pilot a giant war robot around a vast arena, taking on other 'bots in an almost gladiator-style contest. An early version of the machine I saw at the DLS show in Chicago looked very impressive indeed, and I think that it could be a runaway success! We'll bring you more information closer to the machine's UK launch date.

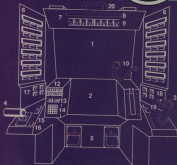
COMING TO LONDON

BattleTech franchises are up for grabs at the moment, and that BattleTech head honcho John Weisman hopes to have a London BattleTech Centre up and running within a year. We'll tell you more about it when we have more information.



COCKPIT CONTROLS

- 1) Primary Screen (Front Window)
- 2) Secondary Screen (On Board computer)
- 3) Weapons Joystick
- 4) Thruster
- 5) Foot Pedals
- 6) Weapon Displays
- 7) Overhead Console
- 8) On Board Computer Message Center
- 9) Emitter/Display/Tracker Switches
- 10) Radio Microphone
- 11) Heat Scale
- 12) Secondary Screen Controls
- 13) Turret Rotation Controls
- 14) On Board Computer Input Key-pad
- 15) Radio Channel Controls
- 16) Radio Push to/Talk Button
- 17) Advanced Controls Buttons 1 thru 4
- 18) Advanced Controls Buttons 5 thru 8
- 19) Additional Advanced Controls
- 20) Entrance/Egress Handle



HEAVY MECH

There are four basic types of Mech available at present:



Loki

Very heavily armed and armored, but they're slow. They're great in close combat, and their backs are well armed to help it escape serious damage if it's jumped from behind.



Loki Prime
(Primary Version)
Top Speed: 97 kph
Number of Weapons:

- 2 A.F.C. 30mm
- 1 S.F.M. 6 pack
- 2 Medium Lasers
- 2 Small Lasers
- 2 Machine Guns

Vulture

A fast Mech that's packed with long-range weaponry. They're not particularly well armed, but they have a batch of short range lasers just in case it finds itself in close quarter combat.



Vulture Prime
(Primary Version)
Top Speed: 97 kph

- Number of Weapons
- 2 URM 20-packs
 - 2 Large Lasers
 - 2 Medium Lasers
 - 2 Small Lasers

MadCat

A well balanced, but aging Mech that features good armament, armor and speed capabilities. It doesn't excel in any areas, but if you're after a solid, versatile all-round Mech, you can't go wrong with this.



MadCat Prime
(Primary Version)
Top Speed: 97 kph

- Number of Weapons:
- 2 L.R.M. 16-packs
 - 1 P.P.C.
 - 2 Large Lasers
 - 2 Medium Lasers

Thor

Available in a wide variety of variants, the Thor is almost as well armored as a Loki and can carry a wide variety of weapons, which can slow it down or speed it up depending on how heavy its armory is. Because its weapons are so varied, you must approach it with caution - you never know quite what it might be carrying!



Thor Prime
(Primary Version)
Top Speed: 97 kph

- Number of Weapons:
- 1 L.R.M. 10 pack
 - 2 A.F.C. 30mm
 - 2 Large Lasers
 - 4 Small Lasers

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ARCADE ACTION

A trade-giant Capcom have lined up a real treat for gamers: with their amazing new triple-thrift cabinet - the Three Wonders! The impressive machine, featured at the recent Electronic arcade show, includes three great games on one CP system board which means you get to choose which one you play! *Midnight Wanderers*, *Chariot* and *Don't Pull* are the treasures on offer, and pretty darned good they all are...

The first two games are interlinked in as much as *Midnight Wanderers* is the quest for the Chariot you seek in the second game, although each of the three can be played independently of the others. Here's the lowdown on each game.



BY CAPCOM

THREE WONDERS



Three is one - triple the fun! That's the thinking behind the Three Wonders and Capcom have come up with a cabinet which is a bit special. With most playchoice systems the games on offer can tend to be somewhat substandard, but with Three Wonders that's not the case at all. Each game could quite happily stand in its own cabinet, and put together there's something here to appeal to just about every gamerslayer around. *Chariot* has to be my favourite - featuring big, colourful and bold sprites and some heavily-duty shoot 'em up action. *Midnight Wanderers* didn't appeal at first, but it's weird atmosphere soon tempts you back. *Don't Pull* is a puzzle game to rank alongside some of the best of the genre, taxing your brain while the trigger finger takes a break. Check out Three Wonders as soon as you get the chance - you'll wonder how they managed to squeeze so much into one big box! This is going to be huge...

PUSH 'N' PULL PUZZLING!

Don't Pull is a puzzling fantasy game set in the wonderful world of Don and Pull - two cute characters whose mission in life is to push and pull blocks around and knock six balls out of the bad guys. Mini blocks bulging, our heroes race around the screen avoiding their enemies and trying to squash the baddies into as much marmalade by shoving hefty blocks at them. The troublesome twosome can also try to collect fruit for extra credits while three hearts in a row gives a special bonus. Easy to pick up and hugely addictive, this one will guzzle up your loose change in a jiffy!



TIM
BOONE

CHARIOT OF FIRE!

Those dreadful demons are up to their old tricks again - and our two heroes are called into action once again. This time Lou (Player 1) and Siva (Player 2) must fly their chariots into battle across the skies.

Siva's shield never lets down if those pesky demon Lar hasn't gone and kidnapped the princess. The two heroes must just sit around while they're waiting for the princess to be freed. First off the boys fly across the sky, dodging the demons which resemble hangovers with wings. They're pepping away with a choice of sword or gun shot at every other wave of evildoers and spectacular end-of-level bad guys.

Each level boasts its own baddies, pick-ups and boss creatures so repeatedly, really, you'll want somebody else's hands before leaving the big baddies into the ground where they belong.

SHOOTING



MIDNIGHT MAYHEM

Midnight Wanderers is billed as the action game of the trio, featuring some magical graphics and great gameplay to match. Our heroes Lou and Siva return as a guest into the Demon's Castle to liberate the amazing Chariot of Light from the evil battle state.

The central sprites are extremely cute and well animated, which allows you to emotion a wide range of tactics and moves as our gun-toting good guys and evil foes of all kinds of evil allies. Among the many Lou and Siva are a variety of early magical allies, including the Fireballs which help out your enemies, the Grilly which kills them and the Gorkas who can, does various nasty things.

All in all, Midnight Wanderers is a great looking platform shooting romp with some well-wired graphics to add that extra touch. You'll soon be hooked on the game and keep coming back for more.



ARCADE

GRAPHICS	92
SOUNDS	89
PLAYABILITY	91
LASTABILITY	90

OVERALL 91



PREVIEW

VERSION

ST
AMIGA

DATE

SEPTEMBER
SEPTEMBER

PRICE

£ 29.99
£ 29.99

GREMLIN

Utopia, in case you didn't know, is a term used to describe the perfect society with no strife or unhappy people. Of course, everyone wants to live in a Utopia, but life being what it is and people being what they are, it's practically impossible to create one. Or is it?

Like *SimCity* and *Populous*, this game from Gremlin lets you run your own colony, only this time the colony is on a distant planet which is also populated by ten other alien species. The aim of the game is to keep the colony running for as long as possible, and get the colonists' Quality of Life to above 80%.

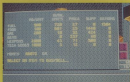
Once you've constructed living quarters for your brave space pioneers, you'll need food stores, a power station and some solar energy panels, and some space mass converter plants which provide the colony's air supply. To provide an extra boost to the Quality of Life-meter, you can construct a hospital or a sports complex.

As well as levying taxes on the colonists, you can finance your operation with ore mining, but beware of arduous aliens. They will happily mount attacks on your installations if they aren't adequately defended, so you need to invest some of that ore revenue in weapons research and tank construction.

We've seen a demo of *Utopia* and programmer Graham Ing (one of the men behind Gremlin's *B&B Jane Seymour*) has done an extremely good job - in fact there were murmurings in the CAVG games room which went 'blah, blah... blmm, very nice indeed... blah, blah... blmm, next *SimCity*... blah, blah...' In fact, word has it that a lot of console programmers were showing a great deal of interest in the game at the Chicago CES Show, so it may eventually appear on Megadrive and Super NES. We'll keep you posted.



UTOPIA



BATTLE STATIONS!

Any colony with sufficient technical skills can construct weapons and mobile defence units to keep invaders at bay. Small laser turrets can be sited around the outskirts of the colony, and really cautious commanders can create a perimeter of minefields to defend against any enemy ground attacks. If you'll prefer to attack your neighbours first, you can send out units of tanks to attack any enemy forces in a particular area. The same can be achieved with spacecraft of which there are two increasingly powerful types. Not surprisingly, the best weapons require the most skilled technicians to build them, and the best raw materials.



AUTO-TRADER

Trading is an essential part of the game, because you have to sell your ore and buy other raw materials to construct various facilities. However, if you want to concentrate on another aspect of the game you can let the computer sell a certain percentage of your goods at the end of every month.

MEGA TWINS

Long, long ago, long before anyone can remember (and a very long time before they forgot it, along came a terrible monster to spell doom for the paradise land of Murea.

Whipping everything in its path, this frightful beastie ravaged the land and wiped out the peaceful people of this lovely land. They had forgotten how to fight, and the price they paid was high indeed.

Luckily for everyone except that foul fiend, the King's twin baby sons survived the massacre. Now they're looking for revenge in US Gold's conversion of the Capcom can-op: and these twins are babies when it comes to hard-hitting screen action!



IT'S THE TERRIBLE TWINS!

Fifteen years after the monster ran riot over their beloved homeland, the twins have set out on a quest to avenge the outrage and put the world to rights again. Armed with a sword and shield, gale costumes and a wide variety of blooming useful hats, the Mega Twins are ready to take on anything the evil fiend can throw at them.

Battling through level after level the dapper little duo are in search of the legendary stone known only as Dragon Blue Eyes. The stone holds all the secret and is the only way the twins can re-awaken their country and bring peace and prosperity to the land.



PREVIEW

VERSION

AMIGA
ST
C64
SPECTRUM
AMSTRAD

DATE

TBA
TBA
TBA
TBA
TBA

PRICE

£7.94
£7.94
£7.94
£7.94
£7.94



U/A MUREA RPT

ARCADE THRILLS 'N' SPILLS!

Taking on the role of the Mega Twins, you'll battle through six levels of arcade action set in the fabulous world of Murea. US Gold are looking to recreate all the thrills and spills of the original, and as you can see from these arcade frames, there are a fair few of those to go round.

Among the levels are the fair play levels, complete with all manner of unappetising nasties. Then there are the under-water adventures, in which the twins don flippers and masks and get involved in all sorts of sub-aqua may-hem. There's even an underwater level in which our heroes wear oxygen tanks to save on all money on buying them!



MEGA MANIC MONEY MAKER?

Capcom's little known Mega Twins can-op didn't exactly cause a storm in the arcades, and must be one of the most under-rated games to have gone the rounds. Arcade mania may be the game looks great, plays well and is addictive.

All in all it looks as if US Gold have pulled up a nice horse, especially considering the success of their previous Capcom conversion, Mania.

Mega Twins might just turn out to be the same success the then little-known Twin conversion New Zealand Softy was for Ocean. Both versions planned later this year for the Amiga, AT, C64 Spectrum and Amstrad, we'll wait with fingers crossed.

PREVIEW

VERSION
AMIGA
ST
C64
SPECTRUM
AMSTRAD

DATE
OCTOBER
OCTOBER
TBA
TBA

PRICE
£ TBA
£ TBA
£ TBA
£ TBA
£ TBA

We've seen you all drooling over the Super Famicom version of Capcom's gut-busting kick-a-vagina for months now, and we can understand why: it's one of the most impressive Famicom titles available. But wipe away that drool - the computer versions are about ready to roll, courtesy of those gangbros at U.S. Gold.

If you've seen the coin-op, you'll be amazed how close a copy of the original graphics these Amiga screenshots are - and they aren't even completed yet! But is the finished version going to contain the best action, hand-drawn gameplay which made the arcade game such a winner? Only time will tell, but you can be sure that no matter how much the snailly ol' we'll grab 'em by the controls, go on and not let 'em get it. We've given you the final lowdown.



TWO-PLAYERS? NO PROBLEM!

One of the best features of the original coin-op left out of Super Famicom Time Fight was the two-player mode (oh, yeah, we were sent a load of "cheats" telling us how to access a two-player mode - a cheat which was, quite frankly, rubbish and untrue). Not so in this computer incarnation - here you get full, two-player participation. Not only that, U.S. Gold are also including all three fighters - Gus, Cody and Haggar - whereas the arcade game could only manage the first two chaps. Yeah, and says consoles can out-gun the good old computer!



The Net Score must pay!
She's my friend, too. Count us in.



PROFILE OF HAGGAR

HAGGAR b. 9.8.1945



He is a former champion Street Fighter. He's the true Mayor of Metro City. He has mastered professional wrestling skills and is expert at the BACK DROP and the PILE DRIVER.

YOUR CHAMPION!

GUY has mastered the art of Ninjitsu. Thanks to enemies with unequal speed. Often catches his opponents off-guard with his specialty "Off The Wall" jump.

CODY: A martial arts expert. He is especially good with knives. His girlfriend, Jessica, was kidnapped by the Mad Gear gang. HAGGAR: A former champion Street Fighter. He is the new mayor of Metro City. has mastered professional wrestling skills and is an expert of the Back Drop and Pile Driver.

PROFILE OF CODY

CODY b. 4.18.1967



He is a martial arts expert. He is especially good with knives. His girlfriend, Jessica, was kidnapped by the Mad Gear gang.

PROFILE OF GUY

GUY b. 9.13.1945



He has mastered the art of Ninjitsu and attacks with unequal speed. He often catches his opponents off-guard with his special "Off the wall" jump.

SO WHAT'S THE STORY?

Well, there's this broke guy, and his name is Haggar. He used to be a bum and in the street fighting world. Now he's moved into politics as mayor of rough, tough Metro City. Anyway, old Haggar is a law-abiding chap and he's got a nifty organized crime, which the previous mayor turned a blind eye to. Which is why the Mad Gear gang are upset. So upset, in fact, that they've kidnapped Haggar's daughter, Jessica, stripped her half naked (obviously so she won't run away!) and have threatened all sorts of unimaginable things should Haggar refuse to allow them to run their "business".

Obviously he's not overjoyed at this state of affairs, so off he goes in search of her. Along with best mates Cody (Jessica's father) and Guy (who would love to be Jessica's father). A fairly straightforward excuse for a good old kicking round!



Metro City, a well known Crime Capital, has been ruled by violence and death for years.



PREVIEW

VERSION	DATE	PRICE
MSX	SEPTEMBER	£ 11.99
SPECTRUM	SEPTEMBER	£ 11.99
AMSTRAD	SEPTEMBER	£ 11.99
ST	SEPTEMBER	£ 29.99
AMIGA	SEPTEMBER	£ 29.99
SEGA	SEPTEMBER	£ 29.99
	SEPTEMBER	£ TBA

US GOLD

Remember this? OutRun Europe is US Gold's own installment in the OutRun saga which was originally planned for release back in 1986. But then Turbo OutRun came along and it made more sense to release a conversion of that while the arcade game was still hot, so the project was temporarily shelved. Now it's back, and due for release on all formats, including Sega Master System, this September.

You play a British secret agent who has been given some top secret plans to deliver to an unknown destination in Europe. But disaster has, not surprisingly, struck. The plans been stolen by foreign spies, and your bosses in London think you've pinched them! With Europe's entire security force at your back, you have to catch up with the plans while avoiding capture, and the chase is set over seven stages.



OutRun EUROPA



This time, you don't just get a Ferrari to coast around in. You start the game on a stolen motorbike which you have to drive from London to Dover, where the chase continues across the Channel on a jet-ski! All the time, security agents and foreign police forces are trying to put you off the road so getting to the end stage is all down to your skill at driving and dodging.

Probe software are programming all versions of the game. As well as producing the 8-bit conversions of Special Criminal Investigations, Probe were also responsible for the successful home versions of Turbo OutRun, so their mastery of the driving simulation is already proven. And from what we've seen of OutRun Europa, their reputation is in no danger of being tarnished.



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HUNTER

ADAPT TO SURVIVE

The Hunter is alone behind enemy lines, with no backup, no options, and the expertise to complete a mission.

His only accomplices are the weapons, weapons that can kill in three dimensions; his objective is to attack the enemy's command center.

MISSION
394-KST-95
CODENAME
H-U-N-T-E-R

ACTIVISION

HUNTER

WE SEEK TO DESTROY.

With a versatility to make best use of a wide range of
its destruction missions, the Hunter is a breed apart.
its, versatile structures found in his amazing three-
stack of units. The Hunter has the will to win. Do you?



TVISION

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EVERYTHING THAT HE WAS**

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