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SEPTEMBER '91
ISSUE 118

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Alright my lovely? What do points make? Prices? And how well prices the lovely Andrea has got for you! A Gameboy, a PC Engine, a Megadrive and a Super Famicom. Play your cards right and you could be taking home one of these tonight. Give us a hint, Andrea...

THE SUPER R-TYPE REVIEW!

18

The most eagerly awaited game on the lobby Fanny since, ooh, the last one, is shipped to its nubs and bolts and given the crucial once-over by the CRG crew!



CHEAT MODE

70

Barsting to the fore with hints and tips for games old and new, now out of the hat for gamersplayers say that their cats prefer Cheat Mode. (Also, is that good?)

Another truly gripping slice of....

ED-FIRST



HELLO! It was incredible, honest. There we were, beavering away on the mag when in walks the Ultimate Warrior, slams his fist down on the table and threatens to fatten the lot of us unless we preview the new WWF (hahahaha megajagana!) Well, what would you do? Run your underpants and call for mercy, run screaming from the room or tell to stop Paul Rand to stop piling about, take off that make-up and get on with our *Exclusive WWF pull-out poster preview!*

That's just one of the amazing goodies packing this month's mag, including our scoop first review of the long-awaited Super R-Type and other ace games including incredible Ice Hockey action from Electronic Arts, a full review of the brilliant Jimmy White Snooker and all sorts of other amazing bits 'n' pieces.

By the way, there will soon be a new man in town here at EDG - and his name is Frank O'Connor. A certified games freak, first-class punter and very nice bloke, Frank steps in as Deputy Editor from next month. What's happening to the heroic Paul Glascock, I hear you cry. Well, Paul's getting involved in something so goosebumpingly exciting it has to stay Top Secret for now. Watch this space and all will be revealed. So until next month...

Bye-bye.

**TIM
BOONE**

CAN YOU SURVIVE SADIE'S WALL OF DEATH?

So, you think you know how to play video games, huh? Think you're the best when it comes to nacking up the high scores? Well, wimpo, here's your chance to prove you're not a lily-livered little squirt by taking on the incredible CVDG Wall Of Death.

So not I've been told to keep it secret, this is your big chance to enjoy a few thrills and spills, prove you're a bit of a star and win a great prize into the bargain.

So what's it all about, then? My lips are sealed - except to say that it's all happening at the incredible European Computer Entertainment Show at Earls Court 2 Exhibition Centre from September 6 to 8.

Our incredible Wall Of Death is just part of the amazing events lined up for the show, which will feature all the latest and greatest games and equipment, be broadcast live on radio and TV and host a whole load of star personalities.

So look out for the CVDG Wall Of Death at the show to end them all. Check out the details elsewhere in this month's mag and use the brilliant money-off coupon to save yourself some cash! See you there...



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NEWS

ACTIVISION LAUNCH NINTENDO GOODIES

Like a number of other American Nintendo developers, Activision are launching as a budding and beautiful console market, and consequently they'll be launching a number of new NES games between now and Christmas.

Three four we've seen already are *Rad Gravity* (an oddball inter-planetary arcade adventure), *Ultimate Air Combat* (an unusual mix of Afterburner and Xevious), *Galaxy 5000* (a wacky road race game set in space) and *Die Hard* (not surprisingly, a game of the film).

Activision don't know when the games will be released or at what price because Nintendo are still putting them through their rigorous quality control. From what we've seen, though, there should be no misgivings about the quality of these games. They're all extremely impressive NES titles, watch out - full reviews soon!



VIRTUALLY REAL GOOD VALUE

This Virtual Reality business gets everywhere doesn't it, and the definition of Virtual Reality seems to be getting broader, too, because both Eute and Domark are releasing compilations of 3D games on the back of the buzz-word.

Virtual Reality Volumes 1 and 2 are Eute's contribution and they both feature a strong lineup of titles. Volume 1 consists of *Molewar* (sorta), *Carrier Command* (almost as good as *Molewar*), *Blunt Car Racer* (more so than *Carrier Command*), *Slaughter 2* (about as good as *Carrier Command*) and *International Soccer Challenge* (not particularly so). A good compilation, though, and good value for money at £29.99 on ST and £34.99 on Amiga and PC.

Vol 2 features *Virus* (very nice), *The Sentinel* (very, very nice), *World Dreams* (a bit too weird to be nice), *Resolution 191* (nice) and *Thunderstrike* (slightly nice than *Resolution 191*). To you, £29.99 (ST) and £34.99 (Amiga and PC).

Meanwhile at Domark, four of their FreeSpace games, *Castle Master*, *Driller*, *Total Eclipse* and *The Crypt* (the previously unreleased *Castle Master II* are being bundled together in *Virtual Worlds*. This one is across all formats: £29.99 on the 16 bits, £19.99 on 8 bit disc, and £14.99 on cassette.





NEO GEO DOWN!

Power old SNK, their Neo Geo never really got off the ground in this country because of the high price of the console and the games (which wasn't that good anyway). However, preceding the Neo Geo's (second?) official launch in Britain, Console Concepts have decided to start knocking the machine out for £249.99, with games starting at just a throw (instead of the previous £199).

Still not a good deal? Hmm... Well... It has to be said that the latest batch of releases are a significant improvement over the likes of Cyber Lip, and the word on the streets is that ASD II is a blaster that kicks the butt of even Super R-Type! We'll try to get our hands on the new stuff and see if it can change our minds about this machine. In the meantime you can call Console Concepts on 0782 712788.

RETURN TO CALIFORNIA

US Gold should soon be releasing the follow-up to one of Epyx's classics of yesteryear: California Games II features five new events as practised on the West Coast, namely: ice-boarding (like surfing, only without a board), snowboarding (like surfing, with a board this time, but on snow), jet surfing, hang gliding and skateboarding. Yeah, not true skateboarding was in the first one, but this is different skateboarding, so? Well, news is that it's only scheduled for release on PC, but hopefully US Gold will be putting together ST and Amiga versions pretty soon, so'll keep you posted.

SUMMER TREASURES MEAN CHEAPER PLEASURES (??)

Oh if you with the PC! If you buy two of Electronic Arts three latest PC releases, Chuck Yeager's Air Combat, Mario Andretti's Racing Challenge or Castles, you'll get coupons enabling you to send away for a free game! Take your pick from Demons, PGA Tour Golf, Populous, Ski or Die, Hard Hawk, Lord of the Rings, Battle Chess, Indianapolis 500, Battle Tale III or Stormcock. Boy oh boy - sure sounds good to us! Yeh, yeh! Etc...

NEWS



FALCON FLIES AGAIN

Did-did-did-did. More release news from Minneapolis... Spidey from Hobby's F-16 air combat game, Falcon, is being bundled with its half-million dollar in a package entitled Falcon: The Classic Collection. Originally all three would have cost a fortune, but now ST and Amiga owners can buy them for £39.99 and £24.99 respectively.



BRODERBUND CLASSICS GET RESPRAY

Coming soon from Domark's Respray label are three Broderbund games: Tycoon Thompson is a top-tier arcade adventure with amazing graphics, while Shufflepuck Cafe is a speeded-out version of the topspin game, Air Hockey. Finally, there's Wings of Fury, which was never released on C64, but is, we can report, a decent airplane shoot 'em up. All three are priced at just £7.99 and are available on Amiga, ST and PC.



NEWS

GREMLIN CHARGED WITH GBH

As well as being a crime of violence and a Channel 4 news item, *Gremlin* is now the name of Gremlin's new budget label (yes, now they've got one too). First on the release schedule is a bunch of literature's past hits, namely *Cloud Kingdoms* and *Kid Gloves*, with *James Bond*, *Thunderlink* and *Resolution 101* to come at a later date. These title releases will set you back £7.99 each, and any 8-bit games released on *Gremlin* in the future will be £3.99.



ALL FORMATS FAIR GOES ON TOUR

If you sat in the greenhouse and look to death of not being able to get to Computer where you'll be pleased to hear that The All Formats Computer Fair will be back on tour on a nationwide tour from September to October. The first venue is the University of Leeds Sports Centre in Leeds on September 1st, followed by The Royal Horticulture Hall in London on September 15th. Next stop is the National Maritime Museum in London, followed by the City Hall in Glasgow on Sunday, September 14th. And let's finish in the City Centre in London on Sunday, October 1st. The organisers hope to organise a lot at each of the above five venues or less than half a year. Sorry, we'll just have to wait for more information and advance tickets, call your nearest.



EAT LASER DEATH!

If the Burntup hole are getting you London punters down, why not get on over to sunny Beckenham, where the Lazer Drome has just opened. Basically, it's the one of those parabolic shoot-out games, except that it's staged in a multi-level indoor labyrinth with people firing at each other with infra-red laser guns. Of course no-one gets their head melted when they're shot - they just lose points and their gun is deactivated for five seconds. A game lasts for about half an hour and costs £3.50, but if you want to play on a weekly basis it's £14.95 only £2.50. If you want to try it, call the Lazer Drome on 071 373 8824 for full details.



NEWS



CMD DOWN TO £99!

Are you looking for a computer to do your better and the best? Well, here's the one that's just changed the price of the infinitely adaptable computer. First, to be clear: The price means £99.99, not £9.99, and a few games included. (Commodore Playful Intelligence is the one that's new.) But the price is just what it is. It's a real bargain for yourself or those who want to see what you can play on. By the way, when you see the Commodore Playful Intelligence, if you're interested, call Mike on 01-529-1111.

GREMLIN INSTIGATE PLAN 9

Gremlin have signed up the game rights for Edward Wood Jr.'s award-winning sci-fi epic, Plan 9 From Outer Space. The only problem is, the demand it won was the Golden Turkey for The People's Choice of Worst Film of All Time. Luckily, in case you missed it first time round, the game package includes a video of edited highlights from this classic piece of trash cinema. (Most productions are of Gremlinware) are doing the programming and Gremlin promise the game will be a huge arcade adventure with over 100 digitized scenes from the film. Will you be able to save the Earth from aliens who are using their dead Plan 9 is resurrected the dead? Will you be able to understand the explanation of the Solaris bomb principle? Or will they get the better of you with their flying saucers which look remarkably like paper plates on wheels? Find out - if you dare - early in 1992!



OCEAN FINALLY GO HEAD OVER HEELS

Just a quick note to tell you that Ocean have at last decided to release their ST and Amiga versions of the acclaimed 8-bit arcade adventure, Head Over Heels. The finished article is appearing on the Hit Squad label for the measly sum of £7.99 and it should be on sale as you read this Watch out for a review next issue.

ARCADE COMPACT DISCS STILL PLAYING

We've had a fair few calls from you punters asking where you can get hold of the CDs of arcade music mentioned a couple of issues back. Well, Console Concepts/PO Engine Supplies are still selling a selection so if you want one, give them a call on 0184 444444 and they'll tell you what they've got.

NEWS

NEXT COMPLETE GUIDE IS FOR MEGADRIVE

Following the block-busting success of our Complete Guide To Sega (with a few of those late 'chapters' or PDs for £3.49 to the usual address) comes The Complete Guide To Mega-drive Everything for the discerning Megadrive owner - tips, hints and a full review of everything that's anything in the world of Megadrive games - comes in this single, fatuous, full-colour volume which will retail at the astonishingly low price of just £9.99, not £4.99, but £2.99! This incredible item of gaming information will be in the shops on October 18th, so get your small change ready!



READ YOUR WAY TO POWER

If your Mum keeps going on at you about spending too much time on the Nintendo, she might let up if she sees you getting back to some good old-fashioned entertainment, like reading, for example. Just hitting the book shelves is the World of Power series, a set of children's fiction paperbacks published by Scholastic which are based on the characters and action in various Nintendo games. The titles include Bionic Commando, Before Shadowgate, Buster Master, Castlevania II: Simon's Quest, Intuition, Metal Gear, Ninja Gaiden and Nintendo's Warriors, and each one will set you back £1.95. As an added bonus, at the end of certain chapters there are playing tips which help you get through the part of the game you've just read about. Good idea, eh?

EUROMAX MAKE IT STICK

From the company that brought you the Quicksilver II back in 1993 come a new range of joysticks not from Florida, USA. Euromax's Beatha range comprises controllers for consoles and computers which come in a wide variety of shapes, sizes, prices, and even colours!

At £9.95 The Hot Stuff is the cheapest joystick in the range. It resembles the old Chemash 125, with a pistol-grip stick and thumb, trigger and base fire buttons with an auto fire option. It comes in Nintendo and computer versions, and has also earned the seal of approval of the US National Video Game Team. Crap!

For Megadrive owners, there's the Sticker, a joystick which makes a couple of improvements over Sega's official item, but costs a few quid more at £27.99. All three buttons have a rapid-fire switch, and there's a headphone extension cable built in so you can sit further away from the TV and still enjoy stereosonic twits. The CNG Joystick Jny also found their case-hardened fingers fit comfortably into the grooves on the underside of the pad - that's ergonomic for you.

At £24.95, The Ultimate Superslick is the top-of-the-range joystick which is more of a table-top controller. The Superslick feels a solid, micro-switched stick, four fire buttons (two for left-handed players and two for right-handed) as well as a dual-speed auto-fire knob. There are versions of the Superslick for computers (with the standard nine-pin connector) and Sega Master System.

If all these sound a bit too flash to you, you might prefer Euromax's range of old faithfuls, the Professional 6000 (£15.95), the Arcade (£18.95) and a particular favourite in this office, the Arcade Turbo (£24.95) and the Professional De Luxe (£24.95). Call Euromax on 02952 602541 to find your nearest stockist.



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If you want to avoid being turned away (as so many were last year) you can order tickets in advance by calling Earls Court booking office on 071 870 8141.

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HOTLINES

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A decade elapses across the world can finally stop holding their breath - Super R-Type is here at last! After months of near-fanatic anticipation, Irem's conversion of their legendary coin-op blazes down on the Super Famicom.

Anybody who failed to witness the incredible R-Type saga in the arcade must need their heads examined. R-Type literally blew away the competition when it first appeared - breaking new ground in game design and shaking the world of shoot 'em ups right to the core.

Featuring truly gorgeous graphics, pick-up weapons, hell-on-wheels, amazing end-of-level bosses and a driving sound track, the machine quickly gained so much of a following it soon became established itself as one of the greatest games of all time.

Could anybody do better? After dozens of competing right-stick shoot-ers unleashed R-Type II to surpass the like the first, many do disagree for. Taking all the best bits from the original, adding the plot bitwisely that makes R-Type II the most the best of the breed and weapons designed to blow them back to bits.

Equally convincing, casual and no-nonsense R-Type have already made a name for themselves and continues - the best of the breed on the PC Engine. Most recently Arcadia picked up the rights to R-Type II and turned it in a competent product to keep the name.

But everybody's been waiting for this official Super Famicom conversion, boasting a perfect copy of R-Type II with 5 levels more than in the arcade. It's the only one of the very long wait, how does Super R-Type play?

BLASTING STAGE BY STAGE

Super R-Type features a grand total of seven levels - that's one more than R-Type II in the arcade. The bonus stage comes right at the beginning, so here's the gist on the worlds of action just waiting to be beaten.



LEVEL 1: Completely new, the action takes place out in space, complete with strange-looking space clouds and other weird and wonderful things.

LEVEL 2: Stage one on the original, here you take on great flying space bugs which throw huge masses in your direction and all manner of flying nasties against a tech-mach background.



LEVEL 3: Here your ship magically transforms into a kind of submarine to take on the worst of the aliens in a sudden break showdown of epic proportions!



The most eagerly awaited Famicom game has finally surfaced, but is it the blast to end 'em all, or was all the talk just a lot of hot air? Well, you can see from the screenshots that Nintendo's 16-bit wonder has excelled itself in recreating the coin-op's highly detailed graphic style, capturing all the sprites and backgrounds perfectly and even including a brand new level for the home version. It's only on sitting down to play Super R-Type that you begin to notice the flaws. For instance, the scrolling isn't nearly as smooth as it could have been (it's been said that you don't notice the jerkiness when you're playing, but I do). Also, horror of horrors, there's an abominable slowdown when there are a lot of sprites on-screen at the same time - not what I'm looking for in software for the console to supposedly beat them all. The best and best in game music compensated in some small way for the other deficiencies in Super R-Type, but when push comes to shove, was I to look out for this can't I would be feeling slightly cheated off that it isn't the masterpiece it could have perhaps been.

PAUL RAND

BIG, BAD AND BOSSY

Super R-Type features some of the most elegant and old-level bosses you'll find in a console game. Here's a quick run-down on those scary baddies you'll find at the end of each stage.



BOSS 1: A spinning space horror who throws little balls of destruction in your general direction, but pretty easy to overcome.



BOSS 2: A big belled Bydo beastie who fires swirling lights and a whopping great laser blast from its stomach.



BOSS 3: A snake-producing head thing so terrible you'll just have to blow him away before blowing up.

PER TYPE

LEVEL 4: Basically, a huge mother of a Bydo ship (is this level complete with guns, cannons and bits which fly off in your general direction).

LEVEL 5: Here you begin to enter the heart of the Bydo Empire, with moving wall defenses and a whole lotful of enemies on red alert.

LEVEL 6: Deeper into the core of Bydoland, here you have to make your way through a maze of defenses and hostile horrors before the final challenge.

LEVEL 7: Abandon hope all ye who enter here: this is the final level and toughest of the lot, with scary space snakes and bullets of terror to contend with before coming face to face with the ultimate challenge - big bad Bydo.



Like the world and his uncle, I've been waiting for Super R-Type for what seems like light years. Couldn't really be as good as everyone claimed? The answer just has to be no. Don't get me wrong, this is one hell of a good conversation and a great game - but

it just doesn't reach the standards you would expect of the official Super Famicom conversion of the arcade classic. The gorgeous graphics of the original are faithfully reproduced, the sound is excellent and the controls a real treat - but there's something missing. Even this from conversion doesn't manage to reproduce the smooth arcade feel of the incredible original - and on the Famicom that shouldn't be too much to ask. Occasionally some jerky background scrolling can be detected and sometimes - horror of horrors - the sprites flicker! Generally speaking this is a fine game, but in my view a conversion of this magnitude ought to be flawless on a machine like the Famicom - and perfect this ain't. Perhaps I ask too much, but the upshot is that my cotton socks are still lying in place after everyone promised this would blow them off.

**TIM
BOONE**



BOSS 4: A mechanical monster which blasts back from up to five different directions around the screen as you take pot shots and hope for a quick kill.

WELL HARD WEAPONS FOR WAGING WAR!

With an entire empire to contend with, you'll need some pretty hefty shooters to take on these flying baddees. Luckily enough there are stacks of 'em just waiting to be picked up at various stages throughout the game. Here's the full lowdown on the wonderful weapons at your command...



BEAMUP: By holding down the fire button, you can boost the charge of your front-shooting beam to monstrous proportions. Blue beams will take care of most bad guys, but for and of level bosses hold down the button for a supercharged orange beam and unleash some real power!

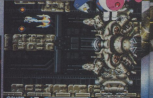
TRM: The big standard was just bolted to your ship from the start. Its only use is to help you turn until something more useful comes along.



MISSILE: Much more interesting. These little cubes actually home in on flying foes and blow them apart before their stupid brains work out what hit them.



PHOTON TORPEDOES: Seriously useful for regaining ground-based enemies, these bangers travel across the ground wasting everything in their path!



BOSS 5: A moving monster which slides around against the backdrop, forcing you to negotiate a maze and take him on at the same time!

ROT

POWER LANCE: These colourful arcs of death will quickly disappear with most of the minor baddees who stand in your way, but only fire in straight lines.



POSS: Price possessions for the well-equipped space jockey, these little powers hover just above and below your ship - firing as well if you collect the right weapons!



ROSE CONE: A seriously useful bit of kit, this can be bolted either to the front or back of your ship, serving as a shield and highly effective ramming device.



LASERS: Useful for wasting enemies falling in those hard to reach nooks and crannies, these bangers around the screen until they run out of power or run into something bad.



BOMBS: Pretty straightforward and, surprisingly, not all that useful. Still, what's time-planning what they help you knock its balls out of alien soundstage?

▶ REVIEW

PER TYPE

SPEEDUP: Like the name says, these give your ship that extra zip. Be careful not to collect too many or you'll whirl around and fly out of control!



BOSS B: A three-bit brawler, which means triple the trouble as it splits up to hassle you from all directions!

BOSS T: The biggest baddest of the flybys, holding you buddies hostage and spawning little flyby bawls in tow. Blow this away to beat the game!

THANKS!

Thanks to Advanced Console Entertainment (311) 253-5482 for getting us our review copy of Super R-Type (and so quickly too!)

FAMICOM

GRAPHICS	91
SOUNDS	92
PLAYABILITY	91
LASTABILITY	92

OVERALL 91

HUNTER

ADAPT TO SURVIVE

The Hunter is alone behind enemy lines. With few options, and the expertise to complete dangerous missions, he must adapt to survive.

His only accomplices are the weapons, vehicles, and dimensional universe; his objective: to attack and destroy the enemy.

MISSION
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7-50
ACTIVE

HUNTER

WE SEEK TO DESTROY.

With the versatility to make best use of a wide range of dangerous missions, the Hunter is a breed apart.

It takes down the toughest of vehicles and structures found in his amazing three-track and survive. The Hunter has the will to win. Do you?



53 M

VISION

Available in September on Arrigo & Atari ST

REVIEW

**AMIGA
ST**

BY AUDIOGENIC

£25.99

£25.99

It's a hard life, this space exploration task. But this mission is over, and the navigation computers have been programmed for the return trip to Earth. Time to tie back and rest...

But things are never that simple. Monitors light up all over the ship, each one filled with the image of Columbus Police Commander Spinks, telling you of the escape of genetic scientist Triax, imprisoned in a space cell a century ago but now free. His life extended using his past experiments, his mission is to create a race of dragons which will rule the universe and destroy all life within it. What else can you do but descend onto the planet Phobos, hunt down Triax and bring him to justice?

Sounds simple, but as soon as you arrive, Triax beams aboard your craft, steals the Destination navigation system from the control console and, before you can reach him, disappears into the void.

So there's the aim - find a way into Triax's underground lab, bring him to justice, then find the Destination and blast off from Phobos. Use the many dials littered around the playing area to assist in your quest, and above all, use your head! - hard problems require hard thinking before they can be solved.

UPDATE

Exile is also available on Commodore 64 disk. The gameplay is almost exactly the same, and it's just as good! We say!

EXILE



OK, so Exile isn't the most graphically impressive game in the world on either Amiga or ST, but, as the badge poem, graphics match not a game, and this is most apt in the case of this product. Exile is a spruelling arcade adventure, quite unlike anything I've ever played, and AudioGenic's inclusion of save features to both disk and RAM is appreciated. Trying to control the jet-propelled main character is a job in itself, but that's nothing compared to the task ahead in this nippy (name so on the ST) exploration title. To begin with, everything seems far too obscure, so far as solving any problems goes, but perseverance is the key to success; there is really one place which hasn't been visited and, sure enough, that's where the required item is lurking. Arcade adventure fans should look themselves away with a copy of Exile and not come out till they've completed it.

**PAUL
RAND**



This looks completely dull. The graphics are so dull they don't look like an Amiga (or even an ST) and the little bike appears to be high on unconcentrated, so it looks like there's nothing but frustration in store. BUT... Stick with it for a while and you will be surprised to find that this is a very compelling arcade adventure. The playing area is vast, but fortunately it's not as bland that everywhere looks the same and you're constantly getting lost. As for the puzzles, they're equally varied, unusual and clever which makes Exile more interesting to play than many other games like it. What's also refreshing is that the game isn't all blissing robots, and most of the problems are caused by the planet's odd natural lifeforms - the doves and bees are particularly annoying. Arcade adventure fans are getting an awful lot of game for their money here, and you normals needn't be fooled by Exile's apparent ugliness - it's a game of unusual depth which will keep anyone occupied for months to come. Well done, AudioGenic!

**PAUL
GLANCEY**



These birds
are a right pain
in the butt.

ANIMAL ANTICS

Not only are there killer robots and, of course, the dreaded Triax to contend with, but in *Exile* all manner of creatures abound to hamper and harm the budding bounty hunter. Many, such as the green birds, just flutter around and herd you into corners without causing any physical damage. But others, such as *Scorps* and *Waps*, harm in all you and don't let up until they've either blown to bits or they've killed you out with wings and tent you to join the *Chair Inmate*. There are also some cute frogs playing in one of the ponds—quite odd their use is, if any, is yet to be established, but it is fun to pick them up and drop them into trees!

4 On my gosh! Bore! Bore! I hope I'll get around here!

JET-POWERED JAPES

Phobos is an enormous place, and to walk everywhere would not just take a very long time, it would also play hell with your control! So it's a good job your character owns a smart jetpack to propel him in eight, smoothly scrolling directions. It must be constantly topped up with power, though, and although there is the odd loose energy pod lying around the planet, most of them can only be acquired by destroying robots, either by blowing them up or, in the early stages of the game, pushing them from high places.



4 The longer you take your gear if you let them!

AMIGA

GRAPHICS	75
SOUNDS	81
PLAYABILITY	85
LASTABILITY	94

OVERALL 90

ST

GRAPHICS	75
SOUNDS	80
PLAYABILITY	85
LASTABILITY	94

OVERALL 90

THE FIRST BATTLE YOU WIN IS AGAINST YOURSELF.

It's your first day on the assault course.

You're cold, wet and knackered.

Ahead of you is a wall that looks about ten feet too high.

And some joker in uniform is yelling at you to get your rear end into gear and get over it.

Not surprisingly, it's at this point that many recruits begin to have a few doubts as to the wisdom of a career in the Army.

(Not to mention the capacity of their muscles to take more punishment.)

But if you don't walk away now, you'll have won your first victory.

That's why we push you hard to begin with.

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Because the Army can't afford to have people who walk away when the going gets tough.

Thankfully, it won't be too long before you begin to change for the better.

As well as gaining muscle, you'll also gain in confidence.

The rifle that felt so cold at first now feels familiar.

The strangers you trained with are now your mates.

You stop getting lost on night exercises.

Finally there is a big breakthrough: your instructor smiles.

One day, you realise you have begun to think and feel and act like a soldier.

You can allow yourself a pat

on the back, because you've made it.

But there won't be much time to rest on your laurels, because you'll soon be meeting new challenges.

Learning a trade perhaps.

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F.



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A cartoon character with a large orange head, a small body, and a single finger pointing up. The number '2' is on its forehead.

PC
PITHECA

Various levels are accessible, in which, of course, there's an assortment of guards at the end of each level. It's worth noting that the great barrier in the sky is not accessible, and PC Kid can walk up his head of weed and roll down PC Kid must be wiser to continue further into the game.



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PC KID 2

ANTHROPUS COMPUTERUS



DONER DELIGHTS

PC Kid's *top-down* look is *Salad*—come to *Two* *Random* *Chick* *in* *silly* and *extra* *food*. The former *lump* the *Kid* into a *realm* of *loveliness*, complete with long, curly eyelashes, allowing him to *sternly* kill his *enemies* with *kindness* by *blowing* *love* *hearts* at them. The second allows him to *happily* *slow* his *top* and *charge* *right* through the *missions* of *hank*, *giving* them no *chance* of *retaliation* until the *chick* *leaves* *on*.



FLOWER POWER

On *growing* the *flowers* *like* *seed* *around* and *about* *PC* *Kid's* *world*, our *hero* is *instantly* *whisked* *off* to *one* of the *many* *bonus* *levels* of the *game*. *Here*, he *must* *collect* as *many* of the *flowers* *as* *possible*, *either* *before* he *reaches* *ground* *level* or *when* the *given* *time* *limit*, *whichever* *is* *appropriate* to the *stage* *in* *question*.

At the end of the level, the *flowers* are *bulled* into *points* and *PC* *Kid* *responds* *with* a *series* of *flourishes* *as* *he* *leaves* *the* *level*. *He* *leaves* *the* *level* *with* a *series* of *flourishes* *as* *he* *leaves* *the* *level*. *He* *leaves* *the* *level* *with* a *series* of *flourishes* *as* *he* *leaves* *the* *level*.



The first PC Kid game was an absolute joy, both to look at and play. So it comes as no real surprise to find that programmers Hudsonsoft have hung on to the basic *Wanderboy* *Marionette* formula which made that title such a hit! And added extra features around it

such as new *bedrooms*, *secret* *rooms* and *bonus* *levels*. What we end up with is a *cart* which *not* only is a *dash* *eight* *larger* than the *original*, but *infinitely* *more* *enjoyable* in the *playability* *stakes*. PC Kid is as *agile* as *ever*, being *able* to *jump*, *headbutt* and *even* *land* *flat* on his *back* from a *great* *height*! All these *actions*, and those of the *multitude* of *monsters* to be *fought*, are *picked* *out* in *beautifully* *animated*, *almost* *cartoon-like* *quality*—when the *Kid* is *underwater*, for *example*, and *comes* *across* a *fish* *monster*, he *jumps* *out* of the *water*, *eats* the *fish* and the *line* *along* *with* it! The *comic* *beats* are as *marvelous* as *before*, *mixing* *old* *fun* and *effects* from the *original* *game* with *some* *great* *new* *ones* and *combining* *with* the *great* *graphics* and *superb* *playability* to *create* *one* of the *best* *PC* *Engine* *games* of *all* *time*.

PAUL
RAND

PREHISTORIC PERILS

Swinging around the end level, guardians are angry, and even those difficult to get past later in the first game. They have become even stronger, too, and include a T-Rexosaur with a volcanic shell that acts as a fireproof suit with a laser-mounted nose (and a gunight perched on the end of its tail) and even a ball-balancing monkey complete with a ball.



Looks can be very deceiving, and at first glance this appears for all the world like a top-standard console platform game. In fact, it's a lot, lot more. PC Kid is a huge bundle of stuff, from beginning to end, combining some well-wicked gameplay with touches of humour

guaranteed to keep you coming back for more. The play area is vast, which means you'll stay superglued to the joyride for hours on end until you think you've discovered everything - only to find a whole new region chock-a-block full of thrills 'n' spills to conquer. You'll need to keep your wits about you too: our Kid has to contend with a huge variety of obstacles and enemies - and three others just keep on coming. PC Kid 2 is one of those games you'll quickly grow to love, and this bold title has even managed to give Marie a run for his money. For good reason: Engine-winning gameplay tricks, this is a dream come true. The real of you will just have to sit there and ponder over all the goodies you're missing because you don't have a PC Engine - and PC Kid II is another on the list. It's a thriller!

**TIM
BOONE**

THANKS

Thanks to Console Concepts (0180 913766) for the game and loaned for this review.

PC ENGINE

GRAPHICS	93
SOUNDS	90
PLAYABILITY	94
LASTABILITY	94

OVERALL 92

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REVIEW

MEGADRIVE

BY ELECTRONIC ARTS

£39.99

When underemployment hit new heights and the politicians told people to "get on their bikes", you took them literally, bought a 400CC speed monster and started racing for money. The venues for your chosen sport are five stretches of North America's freeways through the Sierra Nevada, Palm Desert, Grass Valley, Redwood Forest and along the Pacific coastline. Of course, racing on a public highway is highly illegal, but the substantial amounts of prize money make it worthwhile - as long as you're good enough to win.

You're joined by 14 other riders, all just as eager to collect the purse and, like you, most of them don't care how they go about winning. Your opponents are all pretty tough characters, and if you try overtaking they may well boot you off your bike - or at least give you a friendly smack in the face as a warning. Of course, you're not above using the same tactics and would happily eliminate them from the race by driving them into the path of an oncoming car. Healy, eh?

Complicating things are the highway patrolmen who cruise up and down the state on their Harley Davidsons causing trouble for honest outlaw bikers like you. If you let one of them catch you forgetting about breaking the rules, because you'll be in jail. Unless you can afford to pay a hefty fine, you'll be staying there all the racing season's over!

Choose your course from this menu.



A CRASH! A collision with a car (visible in the mirror) sends bike and rider flying!



A best bet for an action-bike, eh? Now here's a sight we don't see very often. My first impression was that this is really just a racing game with the fighting bits tacked on as a gimmick, but it is actually an essential part of the game. True, you're not meant to

throw every rider you come across, but some of the more stubborn ones just won't let you pass without a fight! The aggression broadens the enjoyment you get from Road Rash a great deal and makes you wonder why no-one thought of it before. You can't beat charging through a pack of four bikers, then swerving a bit to knock them all flying! The 3D effect, though not silky smooth, is very fast and sufficiently convincing to make you think you're coasting up the road at 140 mph and the crash effects are excellent! Run into the back of a car at high speed and both you and the bike are catapulted over the bonnet, and while you're lying stunned by the roadside, the car is bawling the bike further up the road! Road Rash makes all other race games seem like a crashing bore, so try it and buy it!

PAUL
GLANCEY

NEW BIKES FOR OLD!

It's usually not long before you have a lot of spare money burning a hole in your pockets. Save it up and you should soon be able to afford a more powerful bike - just what you need when you finish the first few races and move on to the tougher competition of the Level Two riders.

All the bikes are extremely based on real street machines, although the names have been changed. After all, what self-respecting real-world biker would buy a motorcycle called a Panda?



ROAD RASH

▶ REVIEW



▲ Watch out for that car!



▲ Wheelspin! Split!



SAFETY LAST

As if your competitors don't make things dangerous enough, there are all sorts of other hazards waiting to rearrange a carefree rider's facial features. Naturally you need to take care on bends or risk turning off the road into a tree, sign or building. Also, watch out for cars coming down the other side of the road towards you, or crosswalks, at junctions. It only takes two collisions with a car to write off the bike, and perhaps the rider.

Both the bike and the rider have damage indicators, and if either run off the scale that's the end of the race. If both survive a crash, the fallen rider has to get up, run back up the road to his bike and get going again before he loses too many positions! Just goes to show what a rough lot these bikers are, doesn't it?

ROAD RASH



ROCKY

SOME OF THESE JEANS WOULD EMBLEM FINEER THAN ROCK. WATCH YOURSELF GET THERE.



ROCKY

WIDE BOY GOT A KICK DON'T GO ANYWHERE I TOLD YOU T GO.



ROCKY

WATCH OUT FOR WIFE, HE'S GOT A KICK, IF HE WANTS TO BEEN, STAY OUT AND TRY TO TAKE BY.



FREE "STAY" TO KEEP

BIKIN' BUDDIES

Before the start of each race, one of your opponents greets you and offers some advice. Rock and Wide are friendly competitors and may well provide some useful info. Just remember to be equally courteous to them during the race, because they don't help people who try to run them off the road.

On the other hand there's Jeff, who is mean. He's smug, he's rich, he's not a particularly good rider and he probably has no taste in music. Before the race, he'll either be bragging about how much his custom-made bike has cost or promising that his conduct will be nothing but sportsmanlike. Try to pass him on the road, however, and he'll either try to kick you off your bike or pull a club and smash you over the helmet with it.

ROAD RASH



JEFF

IF YOU SEE A COP IN THE MIRRORS, PULL OVER AND STOP. MAYBE THEY'LL LET YOU OFF EASY.

REVIEW



▲ MIMBLE, WICK! Like a boss, eh?



▲ Start yer engines!



▲ Another race over, but only placed third!

After a hard day's racing, it's time for a snug on the beach.



Think of a superlup Super Hang On with fists and clubs thrown in and you have a pretty good idea of what Road Rash is all about. This is one hard 'n' fast racer, with a whole load of extras and some very nice bitches thrown in on top. The fighting aspect is

crucial to your success - mastering your machine and learning how to throw a punch are top of the list at any boy racer's priorities. Although fairly simple, the graphics work very well - and the illusion of speed is so convincing you'll almost wince when you fall off the bike! Playing the game, you'll soon learn which of the bikers to trust and which is a lying little git to be bashed off the road at the earliest opportunity. You'll also learn to treat police officers with a little respect and the best machines to buy to get furthest in the race - each bike handles differently and to get anywhere you'll have to become skilled in the use of them all. If you're looking for a well 'n' racing game on the Megadrive then look no further than this - Burn rubber and kick ass!

MEGADRIVE

GRAPHICS	91
SOUNDS	87
PLAYABILITY	92
LASTABILITY	90

OVERALL 91

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REVIEW

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BY SICA

the AMAZING SPIDER-MAN

Peter Parker works as a photographer for the Daily Bugle news-paper. Not a very interesting job, you may think. But when the forces of evil get up to no good, Peter becomes Spider-Man, one of the greatest superheroes of them all. After being bitten by a radioactive spider, Peter received all the skills available in the eight-legged creature: walking up walls, spinning webs (with the help of a special invention he invented), great strength for his size and that sixth sense which alerts spiders when you're about to squish them.

Spider's new adventure involves saving one of his most dangerous adversaries - The Kingpin. He's broadcast a television message alleging that Spider-Man has turned to crime and planned a crime which will spread pollution all over the city.

Of course, it's not true, and it's the Kingpin who has planted the bomb, but this doesn't save Spider from suddenly becoming the target of the city's police force. He has to prove his innocence by tracking down the bomb and destroying Kingpin's headquarters.

The Kingpin has recruited some of the most ingenious super-villains to help him, such as The Lizard, Doctor Octopus and The Hobgoblin. All of the badguys have been entrusted with one of the five bomb-detonating keys, and Spider has to find them and destroy them up enough to get the key out of them. Once all the keys have been found, Spider must then track down The Kingpin and force him to reveal the location of the bomb.

Doc Octopus is well-known (how new?).



I'm more than surprised to see Spider on the Sega - I would have thought that, with the likes of the Turtles doing the rounds, the old web-slinger himself would be a bit long in the tooth for kids of the Nineties. That shouldn't stop you grabbing Spider-Man as Kingpin.

As soon as you can, however, because he's been transferred to digital form brilliantly. All Spider's powers have been revealed on the Master System, making it possible to fire webs, walk up walls, vanquish evil enemies just like the man himself - even Spider-Man's Spider Sense has been included, to warn the player of oncoming bosses! When you play the game, it's as if you're participating in an interactive comic strip, even though Marvel's marvel struts around as if he's Chris Evert on a bad day. One thing problem is the sheer amount of cut-scenes interspersed throughout the action; nice to look at the first time round but after that you'll be hammering away at the fire button to get rid of them and continue with the proceedings. All in all, Spider-Man as Kingpin is a faithful interpretation of Spider's comic book and cartoon exploits, and should be snapped up forthwith.

PAUL RAND



AMAZING SPIDER-MAN

▶▶ REVIEW

"MY SPIDEY SENSE IS TINGLING!"

Some people have ESP. Peter Parker has his Spidey Sense. Whenever danger is close at hand, his sense tingles to warn him to be on his guard. This has been included in Spidey vs. Kingpin, in warn of nearby and all-level bosses. Represented by a flashing Spidey-tale, Spidey sense doesn't come into operation until all of the ordinary enemies have been defeated.

Robot extermination the Spidey way.

SPIDEY GAMES TO SNAP UP!

Spiderman vs. Kingpin isn't the only game to feature the web-slinger - other digital beasts include Doctor Doom's Revenge (a pretty neat 'em up from the USA, which also featured Captain America), The Amazing Spiderman (obviously there are two of these, one on computer which resembled Mario Bros., the other a Nintendo-with-words deal 'em up on the Gameboy), and who remembers the Spiderman adventure game by Adventure International from wayback back in 1984?



Spidey gets a shock!

The wall-crawler heads for the Daily Bugle.



DET SPIDEY?



This is a fine example of using a licence to its best advantage. The cut-scenes look and read very much like a Marvel strip, and this lends the game a lot of atmosphere. It's also good to see the game play includes all of Spidey's superpowers (except maybe his super strength - even stepping on a rat can knock him for six). However, there are a few things about the game which I found irritating. One was the badly control method, which takes a lot of getting used to, and results in a lot of unforeseen deaths in the meantime (especially frustrating because Spidey only gets one life). The other thing is the music. The Master System wasn't built for good sounds, but Spidey's soundtrack really grates, and I was forced to jam the volume down to save my ears from permanent damage. Once you're accustomed with the controls and adjusted the sound, Spiderman reveals itself as a strangely compelling game, and it's power to keep you playing is overwhelming. If you were ever keen on the comic, this is a must, and anyone who likes platform games won't be disappointed either.

PAUL GLANCEY

REVIEW

SPIDERMAN



SPIDEY SNAPS!

Not only can Spider-Man act like a spider, he can also act like a newspaper photographer - hardly surprising, considering that's his day job at the Daily Bugle newspaper. Whenever he meets one of his arch enemies, Spidey can take snapshots of them and fog 'em off to his editor, using the dash to purchase better shots! They also have the added effect of helping to prove his innocence.

Time for a bit of a lie down, perhaps.



The cops turn their backs on the outwitted Spidey.



SPIDEY ON CELLULOID!

Not only has Spider-Man starred in comics, cartoons and computer games, he's

even appeared in two musicals! Nicholas Hammond took the lead role in *The Amazing Spider-Man*, a so-so, made-for-television yarn in which Amazing tells a

\$20m extortion racket. Nicholas Hammond also starred in the even weaker musical *Spider-Man Strikes Back*, in which Spidey took on large bad guys with swords in his

quest to rescue a scientist's daughter. Unfortunately, in neither did he fight any of the super-villains from the comic, which is hardly surprising considering their low-bud-

get look. Perhaps now that film budgets are bigger some day could we together name Spidey checkbook a la *Barbie*.

MASTER SYSTEM

GRAPHICS	88
SOUNDS	50
PLAYABILITY	85
LASTABILITY	83

OVERALL 83

AUNTIE YOB'S



Hello dearies, welcome to Auntie Yob's problem page. That horrid nephew of mine has gone down with a dreadful case of food poisoning (he's been picking his nose again, the little blighter) and has left me in charge of this month's Mailbag. Sorting through his sack I can see that you've all got problems - you keep writing to YOB'S AMAZING MAILBAG, COMPUTER AND VIDEO GAMES, PRIORITY COURT, 30-32 FARRINGTON LANE, LONDON EC1R 3AU. Just hold on while I do up me boots and open another crate of Guinness and I'll sort out all your little troubles...

A WEAKLING WRITES...

Dear AUNTIE YOB,
I am Richard Green and I would like to know how to build my muscles up as everyone looks me up for being weak. What shall I do?
RICHARD GREEN,
Surrey

AUNTIE SAYS: You may be a pathetic little wimp, Richard, but don't despair. Auntie Yob will see you through this crisis. First of all, tee up to your teeth. Approach the cruel thugs making your life a misery and reason with them. Tell them the error of their ways and explain how they could be gaining a friend instead of an enemy - then whack them over the head with an iron bar, beat them in the family drinks and run like hell...

I CAN'T TAKE A BEATING!

Dear AUNTIE YOB,
I'm writing in reply to David Black (issue 118) who said the amusement arcade is a place of sin in parents' eyes. I agree it did seem to be a bad word until I converted mine. My Dad really enjoys a good bash on Golden Ace - you should see him bashing away at the buttons. I call him smasher because by the time he's finished, the arcade cabinet has not just a little less adventurous than - she sticks to her

begetting that machine. My brother's like me - he enjoys beating hell out of bad guys.

But I do have to disagree with the statement 'the arcades are a great place to make new friends'. I only seem to make new enemies. For example, I was in the arcade and this kid came up to me and asked me for a game on Final Blotz. I happily accepted and paid for us both. But no-one told me this guy was the heavyweight boxing champion of the world. He knocked me down three times in under two minutes and went on to finish the game - then he had the nerve to ask for another go (do you ever get the feeling you're being taken for a sucker?).

Another example was when I was on Golden Ace, doing really well, and this kid joined in. We were playing for a bit when he said, 'Wait a minute while I tell this annoying little girl with the axe.' And you know who the annoying little girl with the axe was, don't you? Yes, yours truly.

YOU CRAFTY LITTLE BEGGER

Throughout my time I've been constantly frozen around the screen by my neck, bashed over the head with a lead pipe and slashed to bits, all by my so-called team-mates. With friends like these, who needs enemies?

Abstract

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GAUNTLE SAYS: - Is it if it's not your playing partners with the problem, I suppose, but you. Don't you realise how much fun it is to completely wreck other people's games by cutting them off in their prime? Honestly, what's your problem? You ought to take a leaf out of your old man's book and become an axe-wielding homicidal maniac - but make sure you put your coins in the machine first.

JUST POTTY OVER POPULOUS

Dear ALBERT:

I'm a little annoyed. In issue 113 there was a promise of 8-bit Populous saying it would be available in March. Do you know of any shops in London which would sell it?

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

Abstract

DUNTE SAYS: Did you know that stress accounts for more illnesses than eating too many Jelly Tots on an A-360 arcade machine? I'd hate to see you pop a gasket over this, dearie, so why not calm yourself down, by some yoga whilst chanting "I must not be a stupid little piggy". Take a closer look at this issue and all will be revealed.

[illegible]

Normal service will soon be resumed

TAKE A HIKE, WALKER

Figure 1

I haven't really got any idea why I'm writing to you. Anyway, Hi mom's it going? Oh, I have just remembered a question for you - why don't most chess moves work on my ST, for instance Dragon Breed, Robozone 2 and Forgotten Worlds?

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YOB: They're probably not working because you're an idiot. And that you're be trying to enter them into the family business. Do us all a favour and stick yourself under the gallows.

I'LL BELIEVE ANYTHING. I WILL.

Figure 1

Is it true what I read in some crap mag. that Nintendo has dropped its copyright laws? Does this mean that Sega can release the Super Mario Bros games on the Master System or Megadrive without being sued?

WORLDWIDE

YOB: If you seriously believe that then you're a bigger fool than Philip Walker. Come on money, would you buy a Nintendo if you could get Mario on computer? (Gives a laugh)

Page 108

Please, please, pretty please could you print this letter and please could you give me the cash prize (because oh I hope this is a good excuse) I need it to buy a Nintendo. If you will not give me the money could you at least give me some? I need a nintendo

[illegible]

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

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YOB: Whaddya mean, *Cosplay Master Systems?* You should think yourself lucky. 'Cuz there are plenty of people out there worse off than you! Take Jon Ball for Jon, for example: up until recently all he had for company on a Wednesday evening was his green-screen *Waters and Firestones* videos. So my advice is to look on the bright side. After all, at least your name's not *Wesley*.



YOH: So what? My mom taught me everything I know. I remember the days when she was champion cat-burker for Sudbury. She didn't actually live in Sudbury; she just lived up the organists until they let her compete there. My kinda cat!

NO IT WANT
DUNESS

MUM'S THE WORD

Cheng, J. and Wang, Y. 2005. *Journal of Management Education*, 29(10): 1235-1250.

Dear Mom,
I have recently found out the
address of your Mum and if I
don't get the 108 I'll tell her
what she's up to.

PLANT

Starkport, Chesapeake
PS: The old-style CVD made
 further

BRING BACK THE GOOD OLD DAYS

Figure 1

I have been playing some sampler magazines and very fine games, Amstrad, C64 and Spectrum games. Even though I have not had a review of a C64 or Amstrad game in four months and on the high-scores and Database you have been comparing about C64, Amstrad and Spectrum, in the May issue it was too bad that you put Spectrum and C64 ByteSize on one page. There are not more intuitive when there is something good to say about the C64, Spectrum and Amstrad - it's all Amiga, ST and PC. By the way, best sound when the game over to play my Game Boy that this Game Boy graphics were better than the C64. Game Boy it is strange, but I want the good old days back when it was Spectrum, Amstrad and C64 fighting for first place.

© 2000 Blackwell Science Ltd *Journal of Internal Medicine* 247: 105–111

© 2004 Blackwell Publishing Ltd *Journal of Internal Medicine* 255: 115–122

And there is nothing wrong with the Jewish (or the



"FOH: It's all well and good whinging on about 'the good old days' but why didn't you take your head out of that smelly, dark place and look to the future. Honestly, you're more full of data than my library books."

THE GOOD OLD DAYS



EVERYBODY HATES ME!

Dear YOB,

I have just written to say that you think you are taught when you are not. Everything that I hate about YOB is listed below:

1. He always calls everyone a boring old git or fat.
2. He's so tight that he never gives away that hundred quid prize.
3. He never helps anyone when they need help. For example, a boy asked how to load Nanny on the PC in issue 118.
4. His attempts are so hairy he looks like he's got a hoggie in a headlock.

BICCY BAR CRUM,

Gwynedd

YOB: At least I'm popular. I've heard that people hate you so much that kids at school pay the teachers to keep quiet while they beat you up. Look, buy a packet of Bicky Bars, shove them in your gob allways and say the alphabet backwards to find out how much sense you make.

WHAT A MUG!

Dear YOB,

I think Barry Jenkins (from issue 118) is a boring, tired old human being and a large chunk of CVDG readers will, without question, agree with me.

As I'm sure my hypothesis is correct, his friends must look like the cartoon of Tim Boone on page 44 of issue 118 (no offence Tim).

PATRICK WAKEHAM,

Exeter, Devon

YOB: What, you mean he's handsome, suave and generally funky? (Ho, you can't have a pay rise - lol). Actually, I've heard that his friends look exactly like you, so they must be boring old farts as well.



SIZE DOESN'T MATTER, HONEST

Dear YOB,

I would like to congratulate you on a fine magazine. I've seen so many letters complaining about the size of your reviews and, personally, I think they are fine and give me what I want to know without "beating about the bush", so to speak. A certain Mr Jenkins in issue 118 complained about the "naive caricatures of the reviewers". I think that these are very useful as I can see instantly from the reviewers' expressions whether the game received a good review or not and I appreciate that greatly. So thank you, YOB and the rest of the CVDG staff for an interesting and informative magazine.

B RUTHERFORD,

Exeter, Surrey



YOB: If you could see my face right now, you'd see instantly that I think you're a horrible little snigger who has about as much chance of getting star letter as my chiropractor raising a smile...

DISH THAT DOSH, OR ELSE!

Dear YOB,

I am writing a letter to ask you to pay me the sum of £100 or I will come round your house and give you a sloppy wet kiss and use my art of Y-Dosh, a deadly Y-form in your face and you will soon give the cash to Mr Round, ruler of the YOB house and defender of the CVDG orders. I will also ask not to insult my friends Mr W, Mr M and Mr D. I have to be looked at now.

Eye-eye,
MR ROUND,
Cyprus, Wales



YOB: What is your mother feeding you? Whatever it is, don't worry. I can remember my first girl too.



I'M FUNNY, I AM...

Kook! Kook! Who's there? Kyle!

Kyle what? THAT'S SHOWBUSINESS!

Q: How many pessimists does it take to change a lightbulb?

A: None, because it'll only go out again anyway.

Q: How many folk singers does it take to change a lightbulb?

A: Sixteen - one to change the lightbulb and fifteen to sing about how good the old one was.

Q: How many Californians does it take to change a lightbulb?

A: Eight - one to change the lightbulb and seven to share in the experience.

RADIO AUTOMATIC,

Warrwick, Cheshire

PS My Roadster is better than your Famicom.

PPS Welcome Back Paul Ward, my favourite reviewer, but shame you're taking the job which surely would have been mine.

YOB: There's nothing like a good laugh. And there's nothing like a good laugh in this letter. Who writes your material - Dot Cotton?

PONCEY POET'S CORNER

Dear YOB,

I have written a poem about your mega-granny mag.
CWD is ultra-granny.
It's a brilliant mag.
Not just because of the reviews
But because of YOB's Mailbag!
Yes, it's a delight
To see the editors' plight.
As their grunting for a hundred pound,
Is reflected by YOB, then they kneel on the ground.
As they lick YOB's boots
YOB cries "You boots!"
And then proceeds to wrangle every limb
From the grimey toddlers, and take their rest of his.

STEVEN

Steve Wain/
YOB:

There is this bloke called Steven
His enraging poetry's best,
He thinks he's going to win a prize
But no he's not.
Now sad.

JUST A STUPID LUNT

Dear YOB,

Excellent though your letters page may be, I've discovered a very worrying trend. Why, when some idiot writes in to these comic sort of cartoon drawn next to their letter is telling them? They can't help being complete thickos and could get upset over these graphical masterpieces.

STEVEN LUNT

Wigan, Lancs
YOB: What's the matter, thickos? What a cartoon drawn of yourself? Mmm.
What do you reckon, Joe?

NO CHANCE, JOE!

CONSOLE CRAZIES DRIVE ME NUTS

Dear YOB,

What is all this jive flying around about consoles taking over the world? I myself have a PC Engine (which I won in one of your fobby contests) but I still think that they are no better than computers. For a start, games are incredibly expensive on consoles, and you can't even make back-up copies if the cartridges bugger up. Also, if consoles are so good, why are the makers (ie. Sega and NEC) bringing out PC versions of their consoles? Don't get me wrong, I think consoles are more (especially the Super Famicom) but they are not better. I'd say on that.

Anyway, meff said I've designed a wicked game and it's called REVENGE OF THE SEAGULL OF YOB REVEALS BIG NIGHT OUT

LEVEL ONE: You are Lee and have to hunt around backstage and in the studio in a forced perspective (ong to find the keys to his Donsongal organ which 'Vio' has dismantled. If you find his ceremonial gown you get an extra life and his giant power supply gives you speed.

LEVEL TWO: This is a side-on beat 'em up. You play Wavy Gary and have to find Graham Lister (Joe's hero). His henchmen are in abundance but you can use your fists. The Man With The Stick's stick, bits of fence from Novelty Island and if you collect three icons you become the devil and fire beams from your eyes!

LEVEL THREE: Unfortunately, Lister escaped and in this level, which is a third-on view, Op Moot-style shoot 'em up (on a static screen) where Lister is hiding in the audience, you fire The Man

With The Stick's kids at him, but don't shoot too many of the audience! K00 him and you are in the last level...

SIMON BARRETT

Footscray, Mel Glamorgan

YOB: And he it goes on. I've decided to cut the rest of this drive to do YOB's bit for the environment and save a few trees for my pet Reckless Poodle cross breed to cock his leg on. How about this idea for a new game: SIMON BARRETT'S BIG NIGHT IN



LEVEL ONE: Simon waits for his friends to come round and ask him out to the cinema or something.



LEVEL TWO: Simon remembers he has no friends 'cos he's such a drip, so he stays in.
Good, eh?



AUNTIE CLIMAX

Dear YOB,

I've back in the Ronald Reagan ward at the institution where my head is recovering nicely - no thanks to you if the fingerprints on that seagull match yours, you'll be in hot water when I tell you!

That you wish my words!

Honestly, you were such a sweet little boy. Young people

today, I could weep - I could weep.

Hugs and kisses.

AUNTIE XX

PS. I'm warning you, I might

come and visit again

next month.

YOB: LULU

YOUR OWN

ARCADE



The amazing **Atari Lynx** is the complete portable colour entertainment system. The stunningly powerful 16-bit graphics engine produces outstanding colour, crisp graphics with immense animation, superb sound and an unparalleled depth of gameplay.

The complete entertainment system would not be complete without great software and peripherals, the Lynx has both. There are 17 titles available already with many more under development and utilities include Kitbags. Adaptors to run the Lynx off the car battery and cables to connect up to 8 Lynxes for unsurpassed multi player action.



MADE!



FROM £79.99

Please send me more details about the Lynx,
its peripherals and other Atari products.

NAME _____

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Atari Corp UK Ltd, Atari House, Railway Terrace, Brough SL2 5GZ

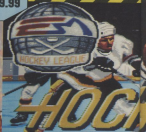


MEGADRIVE BY ELECTRONIC ARTS

£39.99

Summer's finally under way, and what better way to keep cool than to head off to the nearest ice rink and hit yourself out for a rough, tough game of ice hockey? Of course, if you're until the just plain lazy's you could always hook up the Megadrive and go head-to-head against the computer (or a friend) in a simulated version of the sport, courtesy of the producers of the excellent John Madden's Football, Electronic Arts.

The idea is to score goals. Lots of 'em. But not with a ball, but a heavy piece of flat metal otherwise known as a puck. And in EA Hockey the player is given the opportunity to take on the cream of the world's greatest role wrap, it's even possible for the two teams from the same country to go up against one another! Take on the computer for your self, team up with a friend or challenge a human opponent in a game which can be adjusted to suit your skills - the length of each match and even the rules can be tweaked to meet the players' requirements. And if that's not enough, there are even six-on-six fights if the action gets a bit too heated!



John Madden Football was something else, but just wait until you see EA Ice Hockey - you wouldn't have believed that the Megadrive could handle such a game. Brilliance equals the moment the partridge is plugged in and switched on, with a thumping Rob Matarazzo soundtrack to introduce the player to the proceedings. But it's the game itself which really delights, being very easy to play yet extremely challenging and shockingly addictive, whether you play against the computer or a human opponent. The extra touches, such as the action-replay are a joy to see and watch and then there are the delightful in-game touches, such as cameras clicking in the crowd, various cries from the audience when different actions occur on the rink and, of course, the fights - what good ice hockey game could be without them? EA Ice Hockey has the lot, it really cannot be faulted in any area. This is going to be as hard to get hold of as John Madden's was when it was released, so get these advance orders in now!

PAUL
RAND



FOLLOW THE RULES...

But only if you want to. EA Ice Hockey can be played according to the full game rules, complete with penalties and sendings off (the disgraced player is sent to occupy the Sin Bin for two minutes, which adds realism but will appeal most to avid ice-hockey followers who crave such additions as it does tend to slow up the game). On the other hand, commentators can play with 'softened' rules, which helps playability (and speeds up the proceedings) at no cost!

GO ON! KICK 'EM!

If you ever watch Ice Hockey on the TV, you've doubtless noticed the way a few friendly nudges can erupt into full-scale war within a matter of seconds. EA have captured this, one of the fiercest parts of the real game, perfectly. The players pull off their helmets, throw their sticks to the floor and ice hockey is completely forgotten about until one or the other is sprawled across the ice, if only we had that in football, eh?



PLAY IT AGAIN, SAM

One of the most impressive features of EA Ice Hockey is the Action Replay. It works like a VCR, with controls for fast forward, slow forward and play. This means that, even though the action moves at such a cracking pace, those hotly-contested goals can be replayed over and over again, and any arguments quickly sorted out - that's the theory anyway, it still doesn't help stop heated exchanges over whether that last shot was an own goal or not (it was a goal to our taking of screenshots, however!).

REVIEW

EA HOCKEY



Goal!



It looks like Electronic Arts are fast becoming the masters of Megadrive sports sims. After John Madden Football, PGA Tour Golf and Lakers Vs Celtics they've worked their magic on ice hockey and produced a game that is just as playable and exciting as their past hits. What makes EA Hockey so good is the way it perfectly recreates the speed and extreme violence of the actual sport. There are players flying everywhere, and the addition of a little punch-up outgame is a great idea - that way at least you can win an fight sometimes. If not on goals scored EA Hockey is one of the most action-packed sports game available for the Megadrive, so whether you're a sports fan or not this one is absolutely unmissable!

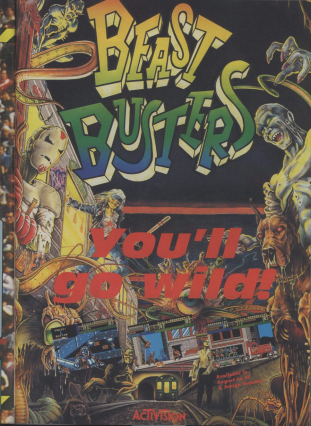
PAUL
GLANCEY



MEGADRIVE

GRAPHICS	96
SOUNDS	92
PLAYABILITY	93
LASTABILITY	95

OVERALL 95



BEAST BUSTERS

***You'll
go wild!***

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ACTIVISION

REVIEW

AMIGA

£25.53

BY OCLAN

They're the baddest SEALs. Air, Land, America's version of our own SAS, and down on land, too. Trained in covert, when he's not enemy lines, then one in the Gulf War, he's a real soldier for the regular fighting forces.

In this game of the line, a US forces diver has been shot down somewhere over the Gulf of Oman, and the SEALs have been called in again to rescue the stranded prey. And, seeing as they're in the vicinity, they've also been given, as a secondary mission, the task of stopping the wheels of Beirut in order to an army's renowned success of 1989 mission. What this boils down to is an eight-level shoot and collect 'em up action versus multi-person, switching areas, with the player playing diversions, killing Arabs and generally getting up to all kinds of covert shenanigans.



▶ The SEAL plants his bomb and swings downwind. ▲ Whew! Kentucky-fried terrorist.



UPDATE

Navy SEALs had been knocking around since Christmas on 8-bit (including the C64-4000 version). This Amiga version has been upgraded alongside an Atari 327 version which also costs £25.53.



It's difficult to find the words to describe Navy SEALs—although I suppose "rubbish", "stupid", and "boring" would fit the bill. It's so frustrating to play the controls themselves are unresponsive, but the real problem is the main character runs like a headless chicken. He'll often run straight into a barrier and is gunned down without even giving the chance to duck! Not only that, but the game is sluggish. Yes, hard to believe but true: I was climbing down a ladder, got to the end and attempted to jump off, but my chap was having none of that! No, the SEAL continued climbing down the wall. In a moment's reflection, well he fell into the control panel! About the only good point in the entire game is its duration of four minutes, but that's one healthy point in an otherwise terminally ill piece of software.

PAUL RAND

FIGHTING FIT

Being one of the world's most advanced fighting units, the Navy SEALs have to be extremely fit, and the character which you control in the game is certainly that. Not only can he run around non-stop without getting out of puff, he can climb over boxes, jump from ledge to ledge, head-butt and shoot his way through the maze, and take out those two lowest-ranking bums!



▶ Charlie Sheen prepared to explode in the movie



THE FILM OF THE GAME

Orion Pictures produced **Navy SEALs** (the movie) which is currently on general release, rated R. It stars **Charlie Sheen**, **Michael Biehn** (who also played a SEAL, albeit a happy one, in *The Abyss*) and the love interest is provided by everyone's favourite nurse, **Jessica Hahn**. Alas, **Navy SEALs** is not one of Orion's best films, and it's been panned by critics both in Britain and across the pond. Word also has it that the release of the film was originally scheduled for **last Christmas**, but was promptly postponed until the conflict with Iraq was over, for fear it might upset our Middle Eastern allies. Don't mix politics and film-making, that's what we say.



because the terrorists are very smart and if you don't swing down when you want to, you have to take extra care to find a long way round to get at and risk instant death from a snatched ankle. The instruction this creates makes **Navy SEALs** far too annoying to keep you playing to the end of the game. Also, it's when time Orion and something new with their own version because this platform format of theirs was tried out last Christmas. That and all the other problems mentioned make this a game which is seriously second rate, and which I'd advise you to steer clear of.

"Practice all of the available moves until you can also them instinctively." It says in the instructions. "After the hell can you use them instinctively when the controls are extremely unresponsive?" It says in my review. Perfect control is essential in this game. Every move must be perfect and if you don't swing down when you want to, you have to take extra care to find a long way round to get at and risk instant death from a snatched ankle. The instruction this creates makes **Navy SEALs** far too annoying to keep you playing to the end of the game. Also, it's when time Orion and something new with their own version because this platform format of theirs was tried out last Christmas. That and all the other problems mentioned make this a game which is seriously second rate, and which I'd advise you to steer clear of.

PAUL GLANCEY

AMIGA

GRAPHICS	80
SOUNDS	71
PLAYABILITY	48
LASTABILITY	40
OVERALL	45

YO!

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LAW!

MEGADRIVE (UK) £34.99
MEGADRIVE (IMP) £34.00

The aliens are coming! The aliens are coming! Call out the National Guard! Too late... They've landed, grown from their spores and are busy festering their faces on the population of the Earth. Stunned by the speed of the attack, the armed forces are taken completely by surprise and are reduced to a mass of goo by the extra-terrestrial invaders. A storm is brewing, and there's no place for weathermen...

But three heroes survive to fight the good fight, take on the seemingly impossible task of defeating the aliens and hopefully win through, for the sake of the world (and a fat pay rise if they do the job well).

Get a headstart through the nine levels of cosmic calamity, pulling your wits and intensive weaponry against storms of the ugliest creatures ever to grace a computer screen. Using those dinosaurs sparingly, though, they have a tendency to run out just as a spawning alien guideline is about to zap you with a dose of interstellar laser energy.



This was obviously going straight down the road to mega-gamedom when - WHOOPE! - something went drastically wrong and the finished product turns out to be about three-quarters as good as it could have been. The game looks stupendous, and the game-play is just as good, but there's just not enough of it! The levels are over very quickly, and before you know it you're tapping the UFO in the last mission. Even with the game set on the hardest possible level (single player mode, rapid-fire off and HALF energy level and game difficulty) Alien Storm presents little lasting challenge to anyone more skilful than a rotated pineapple. It's sufficiently playable to keep you coming back after you've finished, but not for very long I'm afraid...

**PAUL
GLANCEY**



Alien Storm on the Megadrive is a graphical spectacular, with wave upon wave of ugly alien badness eager to have a go at your character. Great attention to detail, combined with smooth animation of all the sprites, makes Alien Storm a real eye-catcher. Just like the Golden Age conversion, this cart actually goes one better than the original coin-op by introducing two brand new levels to attempt, adding value for money. At least it would do, were the game not so incredibly easy - I reached level seven on my first go, and I wouldn't really call myself the world's greatest shoot 'em up expert. Alien Storm is a fair blast, right enough, but if long-term shoot 'em up addicts are what you're looking for, I'm afraid you won't find 'em here.

**PAUL
RAND**



MEET THE TEAM!

Although the coin-op allowed simultaneous, three-player thrills in splits, this Megadrive conversion only caters for two. However, all three original heroes are still there to choose from - here's who they are:

GORDON

Big and brawn, like a real alien ass-kicker should be. Packs an impressive beam cannon - trouble is, it's a short-range weapon, which puts our lad in easy reach of enemy attack!



**SPECIAL WEAPON
LASER AIRSTRIKE**



STORM-TROOPERS ONE-ON-ONE

Like the MegaDrive Golden Axe conversion, Alien Storm has the bonus feature of a one-on-one battle between two human players - or at least, the Japanese version does. The Official English game features a single player battle against a pair of alien troopers. When the first two are beaten, up pod two harder monsters to slay, and when those two are gone...

KALRA

Kalra is an woman warrior who drops on her knees in awe and goes off in search of all manner of intergalactic adventures. Then she shows just how tough a girl can be!



SPECIAL WEAPON
BALLISTIC MISSILE

SCOOTER

He may be a robot, but this towering hunk of tin can show those bad guys a thing or two when it comes to welding his frighteningly effective steel whip!



SPECIAL WEAPON
SELF-DESTRUCTO-TRON



THANKS

Thanks to Console Concepts (0760 710710) for the loan of the original console cartridge. The official game should be available from Sega as you read this.



SHOOT DOWN THE SHOPS, LUV!

Sometimes in each level a guy for help comes from behind a door! Walk through and the action changes to an Og Wolf-style subgame to find extra energy for your special megaweapon. This is done by blasting the storefront (as well as the aliens behind it) to uncover energy pods. If you're REALLY lucky, you may even find the odd first aid kit too. Places to crash include a supermarket, TV shop and even a brain research laboratory!

ALIEN FOODSTUFF IMPERSONATORS FROM HELL!!!

The variety of alien scum to be found in Alien Storm is immense, and ranges from jelly monsters hiding under trashcans to a creature which looks like a cross between a spider, a brain and Freddy Krueger! And if that's not weird enough for you, wait until you find eyes on the main level seven body - it looks just like a Kebab!!



ON THE RUN

Twice in the game, the scapers have to log off along a highway which is under alien occupation! The bad guys swarm on from all sides, but keep your trigger finger pumping and watch the off-world time fly!

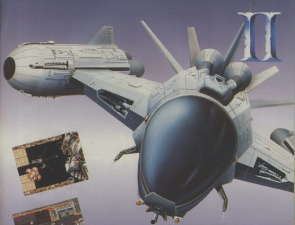


MEGADRIVE

GRAPHICS	91
SOUNDS	83
PLAYABILITY	88
LASTABILITY	62

OVERALL 78

ROTYPE III



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

Emergency News Bulletin 07.43.... 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 "B-9" Starfighter is armed and ready for you....proceed to the battlefield immediately....the nightmare has returned....

Available in September
on 31 & Amiga formats.

ACTIVISION

REVIEW

NINTENDO

£34.99

BY NINTENDO

The President has a big problem. Someone has tapped into the country's defense computer network and rearranged the code, making it impossible for the Pentagon to control its nuclear arsenal. Needless to say, the White House is at a loss, but there may be one hope. The Image Transfer System, a revolutionary new machine, that is capable of transforming the human mind into binary code, allowing a person to travel inside a computer and check programs first-hand. This system is required now, but there is one small problem; the ITS is completely unused, and the scientists have absolutely no idea what happens to the user once inside a circuit board.

Enter one Colonel Scott O'Connor, crack soldier and pretty kinda guy. Crazy features have volunteered to be games pig and allow himself to be interpreted into the defense system. And this is where the game starts, with O'Connor finding to his relief that the only real side effect is that he assumes the appearance of a Kabuki player.

Kabuki, as if you didn't know, is a an enigmatic Japanese theatrical style, and O'Connor's transformation is adequately explained by the fact that his grandfather was a famous Kabuki actor. Mature people seem to us.

The thing about Kabuki, though, is that they have extremely long hair, and O'Connor can use his new physical mass to whip the bugs which are retaking the defense code. So, running, whipping, shooting and swinging around platforms is the order of the day as each level of the computer's defense system is negotiated. Blocking the bug from each stage is a guardian who is especially tough, but if O'Connor can destroy him, he is rewarded with an extra weapon before he enters the next level.



K A B I
Q U A N
F I G H



CHIPS WITH EVERYTHING

Not only can O'Connor punch and whip badies, he can also load them with his microchip-ventrified gun. The chip only has a limited amount of energy though, and must be topped-up with power from blatted batteries when it runs out. Quite weak at the beginning of the game, it's powered up at the start of each level to provide unstoppable, and a three-way fusion cannon.



Like Paul, I wasn't too keen on this to start with. The smart graphics and the animation on his wig made it look nice, but it was just soooo difficult. A bit of perseverance taught me the error of my ways though, and after a half-hour's play I was hooked. The programmers obviously knew their stuff, but I'm a little disappointed about whoever came up with the plot. As if being beamed into a computer game haven't wasn't bad enough, the Colonel is also transformed into a traditional Japanese actor, just because his granddad was one!

Well, it doesn't stop this from being a topger game, which should give real Nintendo hands a run for their money.

PAUL
GLANCEY

REVIEW

UK TUM TER



▲ Bug-Er Me, Bob! has free gunplay and is the platform game to beat.



BUG-ER ME, BOB!

The bugs that inhabit this computer system cannot be destroyed by a re-write, which is why our hero is in there in the first place. Take on big-eyed bouncy specimen, squid, flying crocodiles and even giant head! Some of the enemies carry power-ups, giving O'Carroll either a dose of life energy or a supply of power for the gun - and you'll need them both if you want to get anywhere in Kabuki.



Kabuki (or Ninja Wing, as it's affectionately known, as in the CVD office) is the latest in a long line of horizontally scrolling beat 'em ups to grace the NES and, to be honest, it's not really too bad. The graphic style is reminiscent in some small way of Batman, with dark,

moody colours throughout the game. To begin with, I wasn't too keen on this one; to me it was just another addition to a genre which was beginning to wear very thin anyway. But I played a bit more, was irritated by the difficulty setting (Kabuki is a toughie, let me tell you), went away for half an hour, came back to it, got a bit further, and was pleasantly surprised when I found I was beginning to enjoy it! A couple of niggling points, though, for one the ludicrous storyline which basically tells us that being beamed into a computer turns you into a hope - do me a favour - and there's the terrible, grating music which was obviously composed by a hard-deaf masochist! My advice is to buy the game, turn the volume down and stick it! Kabuki, because in the long-run you'll not want to leave it alone.

PAUL RAND



▲ Don't let go or you'll end up in the power!

These heads are great to gnaw on.



NINTENDO	
GRAPHICS	85
SOUNDS	53
PLAYABILITY	79
LASTABILITY	84
OVERALL 82	

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REVIEW

AMIGA

BY GORE

£30.99

It's the near future, and the world is not a very pleasant place to live in. Conflict rules the day, and the politicians are powerless to put an end to it. The time has arrived to call upon the pure, destructive power of the AH-73M Thunderhawk, the most advanced military helicopter available. Built to withstand heavy attack and carry a wide range of different weapons, the Thunderhawk is a last-resort piece of hardware, a line of defence to bring into play when all else fails. Become the pilot of this gas-turbine flying monstrosity and enter six distinct theatres of war, each one encompassing ten missions. Use the kit available to complete each mission, then make a speedy return to base to grab a few minutes of sleep before the next sortie.

Like Microprose's F15 Strike Eagle II, AH-73M Thunderhawk can be best described as an 'arcade simulation', as it too dispenses with the need to press awkward combinations of keys, opting instead for simpler controls and faster action. After the long, animated introductory sequences, the screen switches to a view of the war-room, from where the player selects the desired battle theatre. Following a briefing by the Commander-in-Chief, which includes a short poly-gon-generated film sequence of the current mission, the player is then taken to the hangar in which the Thunderhawk sits, waiting to be loaded with suitable weapons. After which, it's up, up and away and into the thick of the battle.



Being a right-aim buff who felt that F15 II could have been so much better with a handle of keys to wrestle with, I approached AH-73M Thunderhawk with some reservations - reservations which went completely out of the window once I'd grabbed hold of the mouse

and got stuck into a mission! The most noticeable aspect of this game is the speed. Gore have produced a product which is breathtakingly smooth and fast, even more so than Microprose's recent crop of aerial flyers. That said, Thunderhawk is lacking in the ground objects department, but to be fair, the action is so intense the player has little time to sit back and admire the view. A lot of work has gone into the front-end too, not least the imaginative animated introductory sequence which sets the scene for the main game perfectly. Thunderhawk reminds me of the old Inferno series, and perhaps that's why I enjoyed it so much. I loved the all-round fluency of the game, and Gore have managed to capture the same feel in their title. Stealing a right set of missions instead of randomly generating them (as most flight games do, Thunderhawk may not have the same long-term pull as F15 Strike Eagle II, but with story-driven, atmospheric sorties to fly, there's enough to keep the most ardent fly-boy up in the air for quite some time.

PAUL
RAND



AH-73M THUNDERHAWK



WATER WONDERFUL WEAPONS

Being a future chopper, the Thunderhawk can utilise a far greater range of weapons than most conventional helicopters. Here's just a selection of what's available:



30mm CHAIN GUN - Forward mounted, unguided. Must be aimed by pointing crosshair at target.



ME HAWK



A Frogfoot starts shooting...

F... and F-16s start



HUDS-ON-HAWK

Use of good flight tactics, AN-10M Transponder is equipped with a detailed radar display in HUD, showing 2000m range, speed, altitude and heading, 7000m range, and the F-16's ability to target enemy vehicles and aircraft. If you catch on that, you'll be able to hit it out of the battle zone and have the trigger required to fight another day.



F-16 - F-16 - Search for F-16s in the air, equipped with a maximum range of 1.5km, but greater accuracy in enemy range.



AN-10M - Air-to-air guided missile, maximum range 20km.



AQM-294 - Nicknamed the Buster, a 60km range anti-tank missile.



SMAR-M - Acronym for Smart Anti-Radar Missile, looks onto radar signatures from a range of up to 35km.



▲ Don't hit the oil rigs



▲ BAMBOOM! The power station takes a direct hit



UPDATE

The Amiga version of *Thunderhawk* is to be joined by an ST version (also C30,000) and a PC version (C34,999). Both should appear at the same time as the Amiga game.

SIMULATION WITHOUT THE FUSS

Being an arcade simulation, much of the fussy stuff normally found in conventional sims has been dispensed with. For instance, no need to turn on various engines and up-thrusters from the tail boom whilst trying to keep the chopper from spinning wildly. All speed and movement is controlled with the mouse only. In fact, the only prerequisites required are to switch on IR and laser sensors, activate nightlights, switch camera modes and alter outside view!



simulator feel to it, because of the simplified controls and the heavily beefed-up weapons, but these features make it much easier to get into and therefore more fun to play. The graphics are simply superb - not as fast and smooth as the notorious *F-28 Retaliator*, but more than adequate - and the fading light on the twilight mission is very effective indeed. The sounds are equally spectacular, and I'm not just talking about the brilliant rocket, gun and explosion effects, either - the animated intro, as well as looking good is full of excellent speech! This is one of the best Amiga air combat games I've seen, so even though it's not the cheapest it's got to be bought!

PAUL GLANCEY

AMIGA

GRAPHICS	90
SOUNDS	85
PLAYABILITY	93
LASTABILITY	88

OVERALL 90

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 colonies which were left to develop other planets. At the same time, life on earth was destroyed by a catastrophic climate change.

Now the mutant races are at war with each other, and man has returned to Earth, rebuilt civilization, 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 training, research, resources, production and sales of Earth City in a complex strategic battle to maximize the planet's supplies. You must construct and pilot the latest space shuttles and ships needed for mankind to venture out into the furthest reaches of the war-torn solar system. Operation Deuteros has begun.

Available in August on Amiga & Atari ST

ACTIVISION

SEGA

MEGA DRIVE

FANTASIA

**Mickey's back!**

In an all new adventure inspired by the Walt Disney classic Film Fantasia. As the Sorcerer's Apprentice Mickey must find out who has stolen the Sorcerer's music and recover the lost notes so the music can play again. In this sequel to "Castle of Illusion" Mickey has a few more tricks up his sleeve. Flying books will give you magical powers! You may use your stored up energy on tiny or huge blasts of magical force. Use it wisely or suffer! Fantasia utilizes the colour capabilities of the Mega Drive to the max - wonderful graphics, superb animation and fantastic musical score -

Twenty awesome levels, you'll never look back!

SEGA

EXCLUSIVE POSTER PREVIEW!

WWF



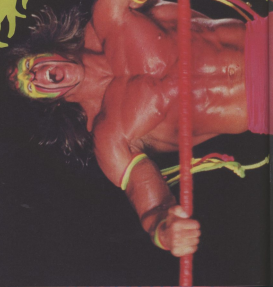
Crank up the CD player and put on some Billie Jean: You the stars of the World Wrestling Federation are a "warrior" to loam. Due out on the MSX in November, Nintendo's WWF **WAR OF THE GIANTS** cuts down to size eight of the best known stars of cable wrestling and, courtesy of a joystick scarcely larger than Hulk Hogan's index finger, puts them under the full control of all their battle-crased fans.

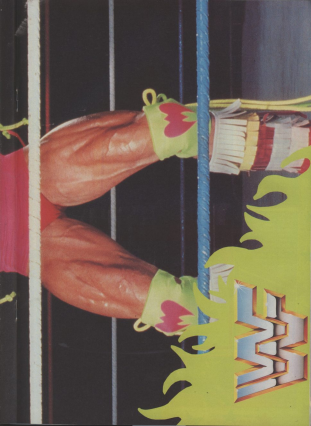
Although not directly sponsored by any single WWF wrestler, both title screens, and packaging, features close-up, full-body shots of The Ultimate Warrior, who is also featured in the game. Each wrestler has a combination of moves which include thumping or kicking attacks, shoulder nudges or running charges, throws, and holds. These vary between each wrestler to suit his real life style.

There are one and two player options and a choice of single wrestler matches or tag team partnerships of up to three wrestlers. On the graphics side of things the sprites are quite small but surprisingly accurate to you really do have an opportunity to look the holds and drop the sweat of your fave WWF wrestler. Watch out for a full review in the coming months.

NOW TURN TO PAGE 69...

COMPUTER
+ VIDEO
GAMES





THE



STARS

FORMAT
NINTENDO

RELEASE
NOVEMBER

PRICE
£ 29.99

Yowzer! The dark horse of WWF wrestling, a complete unknown, players who don't like any of the real pros on offer can get to play using a generic wrestler with a selection of moves taken from the other characters. Ruben, but though you could end up looking like a real wing.



YOURSELF
★★★★★

No WWF game would be complete without World Champion Hulk Hogan. Hogan and Hulkamaniacs won't be disappointed with this one: too the great, twenty five-year-old makes a grand appearance and is, as usual, capable of anything. Beware of his backward snowfoot.



The Ultimate Warrior is the most mystical and potentially dangerous member of the World Wrestling ensemble and has been one of the strongest challengers to Hulk Hogan's long possession and rarely lost World Championship belt. Strong and fast. The Warrior is a good choice.



"The Macho King" Randy Savage is a truly old devil and is famous for his unorthodox method of wrestling. CWC's very own macho man Paul Parley's hotly disputes his title of "King" and has reportedly challenged him to a game of Kick-off to get a fair rematch.

Andre The Giant, occupying almost half of the ring, is massive and a golem, and just perfect for a fight. Andre is a WWF old timer, but he can really be anything he wants because this man-in-cloth is a real mean machine. Match out for his shoulder nudge - it's a real knock out.



Hacksaw Jim Duggan, a whooper, holds a title that is famous for carrying a 2-by-4 plank of wood which he uses to threaten opponents. Unfortunately, he doesn't have it with him in this NES game but he can do a bone-cracking shoulder charge.



Beebe "The Barber" Beetle, who managed, single-handedly, to make a serious case of beardism a surrounding hot fashion statement. An expert at using the wrestler's head, which is included in the game, he is said to have a penchant for giving conquistador wrestlers terrible haircuts.



Revving Rick Rude is a motor-paced muscle maniac who comes to professional wrestling with a vast array of dirty tricks and absolutely mad moves, a few of which are reproduced in the game. If you feel like controlling someone with a bad reputation, Rick won't disappoint.

Big Boss Man the star prisoner is, along with Andre the giant one of the heavyweights in the game. Dressed as a cop and hence as mean as a Police Dog, man, if Boss Man sends an your wrestler you can forget about it!



ALL THAT GEAR

If you think NFL American Football merchandising is big business with T-shirts, footballs and rubber helmets available in almost every High Street shop well if you get a load of the WWF merchandise, wrestling dolls, colouring kits, the size posters, baseball caps and headbands and for all of your favourite WWF heroes in the WWF Catalogue. If you're interested, check out the official WWF magazine, it's published in the U.S. but is available in your local WHS.



CHEAT MODE

ALL FORMATS

JAMES POND

Bubble 2-seven. Licensed to kill. He's James Pond, underwater agent, and "water" television players guide, sent in by Manchester to a very dear Mark Carnes.

SECRET ROOMS: There are three types of secret rooms. To enter one, you must go through the holes which you find in the level. If you leave a secret room and re-enter it becomes a lost room.

GOOD ROOMS: These contain bonus pearl items and some times weapons. In later levels, they contain super bonus coins.

BAD ROOMS: These contain enemies and bonus letters.

NEUTRAL ROOMS: Contain large chests which, when touched, release a number of items: some good, some bad which can be picked up.

COLLECTING LETTERS: All bad rooms contain letters. You receive 50 points for collecting letters. These letters make up a name. Whenever you return home you will find that the letters which have been collected are glowing. When all the letters in a name are collected you receive a bonus of 10,000,000 points. All the letters can be collected up to three times.

MUSHROOM TRANSPORTERS: All mushrooms transport the player to another area within the present level. Some ride a mushroom to activate it. The two types of mushroom are

MUSHROOM TO MUSHROOM: Allows you to transport from one to another. Very useful to get to inaccessible places or to fire ship sections of the map where a large amount of items would otherwise have to be found and ferried through.

DROP-OFF TRANSPORTERS: This type of mushroom will not do anything until you have successfully dropped off an item for a mission in the same section as the mushroom. Then, when

you use the mushroom, you will be transported to the place where you dropped the last mission item.

SWITCHED WALLS: Most switched walls have a hint wall elsewhere in the same section. By touching the switch (a small, red bubble on the seabed or a ledge) you will hear a sound which indicates that one of the walls have disappeared and another has appeared. The walls can be toggled on and off.

ALTERNATING WALLS: Most alternating walls also have a hint wall feature. One wall will automatically appear, and its twin will disappear, at regular intervals.

DISAPPEARING WALLS: These can only be found above water and will disappear when you try to jump on them.

APPEARING WALLS: These can also be found above water only and will appear out of thin air if you touch a

OYSTERS: Oysters can be found on certain missions. When you touch one it will tell you and kill up to eight enemies it cannot leave the section in which it was found.

EXTRA ENEMY GRIDS: Grids bounce up and down. On edge is gained if you touch the grid while it bounces upwards.

BAD SCIENTISTS: These teleport out of thin air. They always teleport to where you were a few seconds before it appears, so it is advisable to keep on the move. Scientists only appear on levels 11 and 12.

JELLYFISH: Found on missions four, six and ten. You will need special x-ray sunglasses to see them.

PELICANS: A pelican (looking 17) can be found on missions two and five, just above the surface of the water. If you stay too close to the surface, the pelican will swoop down and attempt to pick you up. He will then drag you through the air for a short time before dropping you back into the water.

PUFFA FISH: Appears in missions two and five. They run off with toxic waste canisters to keep you from dumping them back on land.

SQUID: Appear in missions three and eleven. Coming into contact with them results in a screen blackout for a few seconds.

EXPLODING RUBBER DUCKS: There are four of these lying around in mission six. The ducks will explode and kill you on contact.

EXTRA DYNAMITE: For use in mission three, this can be found in your home page.

WEAPONS: HELMET: Enables you to breathe above water for longer periods of time.

SHADES: Enable you to see otherwise invisible players.

TOP BWT: Reduces the amount of damage taken.

BARBQ: Has two uses. Firstly, dispenses with the need to bubble and jog like enemy. Also, allows you to kill otherwise indestructible, land-based creatures.



AMIGA



PREDATOR 2

He's one ugly mother and, frankly enough, that's what you've come over to accomplish the deed. Pause the game and type **YOU'RE ONE UGLY MOTHER** to gain infinite lives, energy and bullets! Thanks very much to Ralph Buzzone at Washington, Surrey.

GODS

God smelly! Martin Rennie of Hasting Island, Hants has completed this rather than-thou invade adventure from those Galaxy buddies, the Demag Bros. And being the saintly fellow that he is, Martin has sent these angels' passwords to us!

LEVEL TWO - RWW
LEVEL THREE - RRL
LEVEL FOUR - RML

DAMOCLES

Oh, it may be getting old, but it's still one of the best space exploration games going. And there's a useful tip to get your hands on the author's computer, from Monowogan Anders Rishug.

First of all, fly in to the author's house on Dion at the co-ordinates 14, 13 on Birmingham Island. Land by his house and leave your vehicle. Look through the windows until you spot his office. Now go forward until you bump into the window. Press the 'pick-up' key a couple of times, and now you should have his computer, desk and chair. If this doesn't work, reposition yourself and try again.

Anders adds that he has no idea what to do with the computer, but it can be told for a not inconsiderable sum of one million IQG's! (Actually - pick up the Author's Computer and hand the author's chair. Now you can fly around at phenomenal speeds and do all sorts of things with the computer - Ed)

PANZA KICK BOXING

It takes ages to get your percentages up to something respectable in this popular beat 'em up - but not any more. Thanks to Adrian Banda of South Australia.

Set up the game for 2-player mode and fight. Your opponent obviously won't fight back, and you're able, after a couple of games, to go up against the cream of the computer's crop with more sensible percentages.

When you die, press UP and the two top buttons of the same time (as though you were using magic) to begin where you left off.

ELITE

The classic space-busting game gets a classic cheat... all the way from Rockcastle in Lancashire, from Andrew Todd. Once the game has loaded, press keys Y, Z and hold down **SPACE** while the 'Start Page' message appears. Now you can claim the cosmos at 0.01 stars!

MANCHESTER UTD

A rather obvious tip, this one, from Andrew Todd, but if you're like you may not have actually worked it out!

When playing a one-player game, press player two's fire button. This takes away control from the computer, allowing you to run around and knock in goals to your heart's content. Rather like playing against Sunderland, really.

TARGET RENEGADE

He's hard, and he wants his girl back. Make sure he does with this player cheat, from Ross Tegally. On the hi-going table, enter your name as PA... to receive a replenishing supply of lives.

C64

ARKANOID 2

There are a ton of jolly old games out on budget, and here's a tip for one of them. Thanks Apaty of Walnut, W. Midlands, for this one.

Type **DEBBE 3** on the title screen to receive infinite lives, then start degusted as spacecraft.

ROBOCOP

Robots move! You have the title & lives to enter the cheat to cemo! Well, that's the theory, according to Aydar. Hold down the keys F, G, H and J during the game to become invincible.

CREATURES

Not only a lot of Action Replay points and tips on how to complete the three virtute screens in this brilliant Thalamus rom.



lands onto the rope. The small, gray creatures will chase through the rope and cause the weights to drop onto the cyclist, who rules Cretaceous the power.

POURTE SCREEN THREE

STEP 1: Select a hammer and move left until the green creature on the rope is in range, and blast him. When he spits out the little creatures, run back, turn to face them and shoot. Kill four sets of three before shooting the stability.

STEP 2: Go to the top ledge and edge right until you can shoot the topes boys. When you shoot the bottom one, the top one will spit out more little burgers. Shoot two of them, run back to the edge, turn around and annihilate the other two. Kill three bands of three before they go.

STEP 3: Drop down and a silver ball will appear. Go to the right side of it and flame breathe it. It will swing left, then right, then drop, knocking over the acid vat. Now just sit back, and go!

POKE

POKE 1559,60 - turns off collision detection

POKE 1559,173 - turns on collision detection

POKE 2528,173 - lives

POKE 24181,173 - shields



CJ'S ELEPHANT ANTICS

He may not be packing his guns, and saying goodbye to the car, but now he's packing a chest and saving hell's inhabitants courtesy of his trainer, Roger Tuma from Sanhans, Ca. Don't run.

Reset the machine and enter any of the following:

POKE 18429,181 - infinite lives (player only)

POKE 19871,189 - infinite lives (player and)

POKE 62559,255 - infinite lives (both players)



GOLDEN AXE

Want to kill some mean, mythical monsters but can't get off the first level? Don't quit your job across the room! Try this simple tip from Chris Griffin of Southall, Middlesex.

During the game, press **RUN STOP** and then the semi-open key to skip levels!



TURRICAN II

Loads of tips on other machines, but surprisingly few for the good old C64. To redress the balance, here's some Action Replay codes from that Southern SOB, Chris Griffin.

POKE 5655,173 - infinite time

POKE 18178,0 - no weapon names

POKE 18139,99 - extra life



AMSTRAD



BACK TO THE FUTURE II

Quick Marty! Take a look at this cheat from Jonathan Dine from Congleton, Cheshire, in 1991, and jump through time faster than even the DeLorean can manage!

On the title screen, slowly type **HEADGUTT**, then press **ESC** to skip through the carcut levels.

YOGI'S GREAT ESCAPE

Hey, hey, hey. Boo! Boo! Jonathan Yogi is smarter than just average spook, coming up with a great cheat on FS-Tec's date perform paper. Simply redefine the keys to FCB to gain an infinite supply of Yogi's.



GAME BOY

HYPER LODE-RUNNER

Want a levels cheat for a classic Gameboy game? Look no further than what's an offer from Richard Webster of Weybridge, Surrey.

Once you've cleared fifty levels, enter the code **GM 8386** to return to any one of them!

TENNIS

Having trouble with your serve? In volley in this delightful late game on Nintendo's delightful late machine? Try out this cheat from Tommy Blanton of London SE15, and become the next Agassi!

Serve the ball and, when it reaches its highest point in the air, swing the bat. Then let the ball to your fold to score the point.

GOLF

First a cheat for all you budding Beckers, now a tip for the would be Woodens, sending you. All the way from up in boring business, and the home of Scott Burns, Irvine. To practice every hole on every course, press **DOWN** and **START** when the Nintendo logo comes down.

NEMESIS

One of the best cheat 'em ups to appear on the Gameboy has now been cracked by Tim King just to be confused with the Secretary of State for Defense who hails from Chesham. Use a found that by pressing the game and pressing **UP**, **UP**, **DOWN**, **DOWN**, **LEFT**, **RIGHT**, **LEFT**, **RIGHT**, **B**, **A**, **B**, **A**, stops the play to choose any weapon.

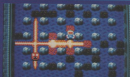


PC ENGINE

AEROBLASTERS

For more computers, send a considerably easier cheat in this hyperactive two player blaster, while on the title screen push **RIGHT**, **RIGHT**, **RIGHT** and **SELECT** followed by **UP**. After that push **SELECT** for the saved test. Then simultaneously press **SELECT** and **LEFT**-**UP** for hard mode, or **SELECT** and **RIGHT**-**DOWN** for easy mode.

Press 1 button ten times then **SELECT** for stage 2, 8 button eleven times then **SELECT** for stage three, and so on.



BOMBER MAN

Peep this game with a bang, with the help of these handy procedures and cheats sent in by George Nagata.

UNBLINKP - 1-1 POWER B
WADJLJAD - 1-2 POWER 10 AND 2 BOMBS ONSCREEN
BNJNJLV5 - 1-3 POWER 13 AND 4 BOMBS ONSCREEN
MOJAJWMS - 1-4 STRONGEST BOMB (10M)
REJJBUNY - 3-4 BOMB POWER 3, 10 BOMBS ONSCREEN
RUJJBUNY - 5-4 BOMB POWER 10
RAJJBHJPM - 1ST STAGE BOSS
WJCTJPM - 2ND STAGE BOSS
WJTHJWJL - 3RD STAGE BOSS
WJLJWJWJ - 4TH STAGE BOSS
WJLJWJWJ - 5TH STAGE BOSS
WJLJWJWJ - 6TH STAGE BOSS
WJLJWJWJ - 7TH STAGE BOSS
WJLJWJWJ - 8TH STAGE BOSS

To get 18,800 points, get the PC Engine machine which appears onscreen when you bomb all of the blocks without killing any enemies.

To get 24,900 points, get the Core Golem which appears when you keep Bomberman still for three minutes.

To get 29,900 points, get the Super Golem which appears when you kill all the enemies without bombing any blocks.

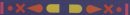
To get 129,400 points, get the girl's face which appears when you stay on the exit until the time remaining is 3.33.

DIE HARD

Want a bit more hardness, and rather less dying in the game of the Bruce Willis movie? Just use the cheat from that man Nagata again!

On the title screen, press **RM** while holding down the 8 button for infinite continues.

For the stage, speed and difficulty selection, press **UP**, **UP**, **LEFT**, **LEFT**, **LEFT**, **DOWN** and **RUN** on the title screen.





PARASOL STARS

To get to the sound test, press **USE** while holding **1, 2** and **DOWN** on the joystick at the title screen. Thanks for that splash of knowledge from George Magala.



JACKIE CHAN

Here's a cheat for this smashing martial arts chop-choy: on up, from now on (like *Two Gunner of Excess*), just make sure you don't play when Prince Philip is around. On the title screen, press **UP, DOWN, LEFT, RIGHT** and **DOWN**. A bell will ring. Now hold down **SELECT** and push **DOWN** to enter the stage **SECRET SCREEN**. You may need to do this a few times (as it doesn't always work) and go.



MEGADRIIVE

GOLDEN AXE

Why be stuck with one character when you can choose a new

lighter on each level in this, one of the best beat 'em ups on the Megadrive? You can now, if you use this cheat, visit in by Russell Rogers from Manchester.

In Arcade mode, hold down **BOTTOM LEFT, A** and **START, A**, until a small, white number should appear in the top left hand corner of the screen. Now, by moving the **D** button up and down you can select any level, and, by moving the **D** button left and right you can choose one of the characters!





SHADOW DANCER

Here is something you don't see every day. Unless you have the chest (doubtful), and look at it every day. Here, anyway, this one comes from Andrew Tui Tui Tui from Mischief in Rummy.

Hold down all three buttons and press **START** to activate Private mode.



MAGICAL FLYING HAT TURBO SIMULATOR

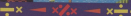
Quite a clever little music lives chess this, found just by chance by silly Richard Walker of Haddock.

On levels one and three (and some others) can be found red flagpoles which, if jumped upon, sway from side to side. If you jump and then fall straight down onto the yellow top, the pole bends in the middle, one of the red spots which make up the pole turns white and you are given an extra life. Do this until all the spots are white to gain loads of lives!

SONIC THE HEDGEHOG

Why hang around with the hottest cheats when we can give you to you straightaway? Read and learn from Mr W Lewis every format, an ITI of Degenham, Essex.

To access the stage select screen, press **UP**, **DOWN**, **LEFT**, **RIGHT** and hold down **A**, **B**, **C** and **START** together on the 16-bit screen.



NINTENDO

FAXANADU

It can become long, being just an ordinary, run-of-the-mill player. So try this password, from good ol' mystery master Richard Johnson, and become a Lord with a Dragon Slayer, battle evil, battle heroes, magic sword, lots of red potions, loads of cash and much, much more.

HTTU76UNUPM4W4101



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All entries must be in by 4 O'clock on Saturday 8th September.

The first two names put in the hat has the chance of winning either of the two prizes.

The winners of the prizes are final.

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HIGH SCORES



Dear Wimps,

Wimbleed Cricket! Bad weather! That's what we're blessed with at the moment. It doesn't seem to have worried all you high-scorers, mind you - we are talking deluge. That said, most of them have been for criminy, old games or budget reissues, and it's been one heck of a time sorting out the wheat from the chaff. Is it the biting recession, or is it just the meanness of you all that's stopping you shelling out for new software? Still, there's the promise of better times ahead...

Sadie

AMIGA

It's all change in the Amiga chart this month, with the first of the Manchester United Europe scores coming in, along with a pretty unbelievable Kick Off 2 score, which contains 6.0 affectionate scoring references.

MANCHESTER UTD EUROPE	1.0
BAR, London SW15	
PGA TOUR SOUP	50 (SAVINGPRAISE)
Jim Sheppard, Maidenhead, Gwent	
CARVUP	595,485
Gavin Haxton, Aberdeen, Scotland	
KICK OFF 2	55.0 (ENGLAND v GERMANY)
Paul Francis, Grayswood, Kent	
CHUCK ROCK	581,250
Philip Fitzgerald, Slingshire	

AMSTRAD

Are you all selling your CPC's or something? It's the quality of software so bad that you can't be bothered to buy them? Now I know that the second one cannot be true, so my advice is simple - play those games and send in those scores NOW!

JAHANGHIR KHAN WORLD SQUASH	33,511
Hazel Khoshdel, London SW15	
MIDNIGHT RESISTANCE	33,790
Ian Gifford, Bridgend	
KICK SHAK DIZZY	66,427
Gary Thomson, Motherilton, Scotland	
PAPERBOY	51,956
Daniel Gregory, Stalybridge, Cheshire	

C64

Indifference city in the 64 section, with a multitude of, let's say, middling reissues or games old and new. At least someone has been working hard this month, judging by that awesome Turbicon 3 attempt! Apart from that, nothing much to inspire, and if things don't improve it'll be painful stick time for all you lazy C64 owners.

MIDNIGHT RESISTANCE	578,391
David Ha, Blackfin, Australia	

EXTERMINATOR

Matthew Sadie, Shrewsbury, Salop	1,214,760
ESWAT	583,500
Adam Carpenter, Plumstead SE18	
PANG	1,368,273
Matthew Scarlett, Victoria, Australia	
TURBICON 3	21,170,880
David Phillips, Dublin	

ST

A couple of new games pop up - a generally uninspiring ST table, although the Rainbow Islands score proves that there are at least some Atari freaks out there willing to sit and play their machines. But the silly season is almost over and I want top scores on new games from now on!

TDK	29,655
Paul Corran, Biddington, Glasgow	
PREDISTORX	34,419
Paul Corran, Biddington, Glasgow	
SENZ 2	449,830
James Carling, Dorking, Surrey	
SAURCPT	604,890
Richard Hill, Twicken, London SW15	
RAINBOW ISLANDS	6,888,800
Frank Allen, London E2	

SPECTRUM

At least the Spectrum owners out there enjoy their gaming! Completed games, top scores and new titles fill the chart to ensure that the beloved Spycoy hangs on in there for a while longer.

MAGICLAND-DIZZY	COMPLETED
Ben Thomas, London W15	
RARC	300,675
Stephen Hancock, Ramstead, Essex	
SHADOW DANCER	109,790
Stephen Hancock, Ramstead, Essex	
SUPER OFF-ROAD RACER	53,780,860
John Griffith, Loughborough, Leics	
LOTUS ESPRT	223
James Childs, London SE7	

SEGA

I'm hardly been swamped with Master System scores this month, but what has arrived has certainly been impressive. Now with the Christmas season looming and the promise of new games ahead, it looks as though I'll have a whole of a time sorting out all you high-scorers!

CHAGE HQ	SCORE - 12,805,800
Steve Smart, Bristol	
GHOSTBUSTERS	56,581,000
Chris Savage, Seafordside, Sussex	

WORLD SOCCER
Brian Hanson, Rochester, Kent
MOONVALKER
Gordon Cullen, Newark, Suffolk
AMERICAN BASEBALL
Edward Hudson, Hemel Hempstead

14-8

F1 RACE
Maxwell Halls, Fitching RD
CONTRA
Ray On-Wyn, Harlow

AUGUST 6 (28-40) (single)

COMPLETED

MEGADRIVE

A storming Megadrive chart, with the first appearances of Sonic the Hedgehog and Wrestle Wars in the following table. The future is certainly looking rosy for owners of Sega's 16 bit wonder, but what about a score or two for Neo Wing? It's waiting...

SONIC THE HEDGEHOG 232,418
Craig Wootings, Mill Green, S Wales
WRESTLE WARS 3 MATCHES UNDEFEATED
RAA, London SW15
RINGSIDE ANGELS COMPLETED ONE CREDIT
Richard Lunt, Croyd, S Wales
SHADOW BANCER 280,000
James Boady, Dorset
REVENGE OF SHINOB 1,421,280
Abbas Felson, Fagburn, Devon

NINTENDO

Where have all the Nintendo gamers gone? A veritable trickle of scorecards passed through my hands for the NES and, although what's here is possible, it's not enough. Let's see a marked increase in scores for this great machine in the next few months - you have been told.

TEENAGE MUTANT HERO TURTLES 7,778,780
Arian Blain, Rotterdam, Holland
WORLD CUP 10-8 (W GERMANY)
Oliver Higgins, W Wottonham, Kent
WORLD WRESTLING COMPLETED UNBEATEN
Diamond Palmer, London SW1
BLADES OF STEEL 23-3
Diamond Palmer, London SW1
FIGHTMASTER 908,780
Jesper Andersen, Norway

GAME BOY

All change in the Gameboy table, with loads of new games appearing to tempt Gameboy owners into gaming with their pocket secrets. Think you can do better than the impressive line-up below? Well then, show yourself!

BALLOON KID 118,880
Ben Nutfield, Exeter, Surrey
DUCKTALES 920,000
Berkhan Galland, Kingston-on-Thames, Surrey
WWF SUPERSTARS COMPLETED (HULA HOGAN)
Andrew Robertson, Edinburgh, Scotland

PC ENGINE

The Engine is going through a rough patch at the moment, and it shows in this month's table. That isn't stopping die-hard Engineers from doing their utmost on the scoring front, mind you. Rats! should be doing the rounds by now, and I hope to see some-thing for this Russian rip-snorter come next issue.

POMPING WORLD 452,200
Gary Mangal, Rom, London E3
AEROLASTER 64,148,000
Gary Mangal, Rom, London E3
CHASE HD 6,200,100
Nathan Russell, Hord, Essex
BASTARD II 252,200
Nathan Russell, Hord, Essex

SUPER FAMICOM

Not a lot in the way of new games on the Famicom, but a month of great scores to pit your skills against. What's needed here, methinks, is a few new releases to really test things up!

ACTRAISER 15,800
Erol Osman, Peckham SE15
FINAL FIGHT 3,820,203
Roger Adams, Wolverhampton, Staffs
GRABUS II 1,510,800
Erol Osman, Peckham, SE15
ULTRAMAN 378,200
Alexander LI, London SW13
DARKS TWIN 4,660,800
Hermet Jando, Glasgow

ARCADES

Why cover only the latest coin-ups when there are some perfectly respectable scores coming in on some of the wackier machines? Here's a selection of the best efforts to what these amazing appetites in time for next issue.

NAHC 22,118,200
David Roberts, Eastbourne, Kent
MOONVALKER LAST LEVEL, ONE CREDIT
Greg Hancock, Foughton-in-Spring, York & West
SUPER BUBBLE BOBBLE 4,000,000 (COMPLETED), ONE CREDIT
Ian Potter, Winkley, W Midlands
MIRCS 267,000
Stephen Hancock, Romford, Essex
ROAD DOD MACROE 7,800
Scott Stamp, London SW15

Right, wimpies, you know the drill - every month CVG will be throwing down the gauntlet to all of you weaslings. 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 MACHINES _____

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NOW

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brother Knull. In twenty-four hours, his
role will be a devastating ultimatum:
WAVE LANE!

Because that story was played out once, not
wonder if you will be a hero. It's a story that
ANDREW THE CITY AND THE CITY will always
DETECT THE GUN, the city will never see. The
PLOT OF THE GUN, the city will never see. The
PLOT OF THE GUN, the city will never see.

And the story of the city will never see. The
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PLOT OF THE GUN, the city will never see.

SEGA

BYTE SIZE AMIGA

Paul Rand, self-confessed Amiga lover and creator of Mr Boss demos, sails north on another 16-bit journey of fun and laughter. But he stops all that when he has to write the ByteSize column. Read on...



CRIME DOES NOT PAY

TITUS £24.99

One would expect the Cosa Nostra, AAA the Mafia, to be quite sensitive about themselves. Not so, according to Titus, in whose game a huge brass plaque decorates their headquarters! Hire either an Italian mob or some Chinese gang, then walk one of their members around town (as if it is a recession, y'no see, so they've obviously had to flag their lines), picking up objects and

throwing people. Only the objects are placed in the most tell-tale locations (an alcoholic mayor's medical records in a BUTCHER'S SHOP!) and, even if you kill someone whilst the police are around, they walk nonchalantly by, bothering neither yourself nor the dead guy on the floor. It looks crap, it sounds crap and, by golly, it is crap. Oh yeah, there's also a seal on the packaging claiming endorsement by The Mafia. Cor, these French people eh? What a foot.

OVERALL 27%



NORTH AND SOUTH

ACTION SIXTEEN £7.99

Control either the Union or Confederates in a one-on-one player insult on the American States, interspersed with comical cut scenes whenever anything important occurs such as fights, mail train pick-ups and the like. The game itself is jolly, enough

for a budget title, but why oh why do the French insist on naming any atmosphere by treating a serious subject in a Benny Hill style? I was expecting the fan-boys to storm in dressed in big floppy hats and leopards! I wonder what sort of game they'd make out of the Battle of Waterloo.

OVERALL 74%



SHERMAN M4

ACTION SIXTEEN £7.99

It's World War II, and you've been given the opportunity to take charge of a Sherman tank platoon in one of four battle-zones. Go off on reconnaissance runs in a jeep, then grasp the controls of these armoured hulks and face the enemy in a series of 40 or so campaigns. Although there are better tank sims, doing the rounds today, M4 Sherman Tank is an absolute crap at the price. First 3D polygons, more than a few missions and a loose playing atmosphere combine to put this, cheaply at £7, above a lot of the other armour battle gaff.

OVERALL 82%



COUGAR FORCE

TOMAHAWK £24.99

The CIA haven't got any cash left to take on the Pacific drug dealers since they lost it all in the BCCI collapse, so it's all down to the Cougar - a one man army who unfortunately is in chocky at the moment. The idea is to break out of nick, then go after the bad guys using a variety of transport. Horizontally scrolling shoot 'em up, high-speed driving and pseudo flight sim styles all come together to make a hotch-potch of average gaming fare - far in the short term but not one to seriously consider as a purchase.

OVERALL 60%

TORPEDO RANGE

SEGA £26.00

The aim of this navy tale is to steer your World War II sub around the world hunting enemy boats then fighting it out with all torpedos tubes! Mating. The battle subgame takes one of five different forms dependent on the type of target you attack, and though the action in all of them is basic they're decent fun - reminiscent of arcade oldie Wolfpack. You can also save up to four campaigns in battery-backed memory which is another plus.

OVERALL 79%



SOCCER

TOMKIN HOUSE £26.00

Up til now, the Game Boy has been pretty badly served for a good football game, but Tomkin's Soccer does something to rectify the situation. Link up with another player or try the computer side in a friendly game or an eight team world tournament. Goals, corners, throw-ins and penalties are all included, and the game's controls are pleasantly uncomplicated making it a very enjoyable kick-about. There are some nice presentation points too, so this is definitely worth a go.

OVERALL 82%



CHOPLIFTER II

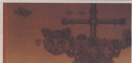
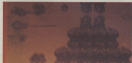
VICTOR MUSICAL £20.00

This update of the Gun Gortie classic has you rotating across a horizontally-scrolling landscape, rocketing enemy tanks and gun emplacements. With it's all clear, pick up any hostages you can find and taking

them back for a mug of cocoa in friendly territory. Apart from the enhanced-up graphics and the addition of extra weapons (bombs and stuff), there aren't many new features in this new version, but then when the original was so good there really isn't much else you need. An unusual and fun twist.

BYTE GAME BOY SIZE

Paul Glassey dives deep into his Sainsbury's carrier bag, pulls out his Game Boy and gets stuck into the latest batch of hot titles, kindly loaned to us by Advanced Console Entertainment (on 011 363 6480). Watch out for more next month.



PARODIUS

KONAMI £25.00

In Parodius, Konami takes a sideways at the console shoot 'em up establishment - and why not, seeing as they're responsible for most of it? Fly either the Vic Viper, Twin Bee (from the game of the same name, which is also called Beets and Whitties in UK arcades), or Octopus or Pentarius the Penguin into a horizontally-scrolling battle against the Parodius Empire. Each ship has a different range of weaponry, but as in Gradius, you have to shoot a crowd of aliens and collect the remaining parts before you can

use them. At various points in each level, some rather unusual bosses appear, the first one being a pirate galleon in the shape of a cat.

The game is very silly, but it's really challenging and fun, as well as good-looking. The smaller sprites are a little indistinct unless the light is perfect, but the bosses are tremendous. Meanwhile the loudspeaker provides some great sounds - the music contains snippets of the Gradius tunes and some popped-up classical tunes. All this amounts to one of the best shoot 'em ups yet seen on the Game Boy. An essential purchase!

OVERALL 92%

GHOSTBUSTERS II

HIT SQUAD £3.99

They're back! A new threat has arisen from the world of the supernatural, and the Ghostbusters are recruited into service to save NY from the evil Vigo. In a



three-level basement of sheer enormity. Status of Liberty controlling and, finally, high destroying. The three subgames are, um, unusual, but they are completely programmed making them playable if not particularly addictive. A good buy at this price.

OVERALL 82%

MULTIMIXX 1

KLIXX £4.99

The Leaderboard series was acclaimed as the best trio of golf games available on 8-bit. The games - Leaderboard, Leaderboard Tournament and World Class Leaderboard, have now been bundled together by these

carry people at five and knocked out at a knock-down \$4.99. At the time, they were hailed as the best golf games going and this still holds true, so, at this price the package is a bargain which you'd be silly to miss out on!

OVERALL 91%



LICENCE TO KILL

HIT SQUAD £3.99

Join James Bond in his second Timothy Dalton 007 extravaganza. Chase drug smuggler Sanchez across six levels of flying, shooting and car chasing, then, in the great Bond tradition, go back and do it all again. Licence to Kill is still the best of the Bond games in my opinion, with good use of graphics and differing styles of gameplay, making this a tough, variety-packed and graphically pleasing joint with the main bond.

OVERALL 86%



BYTE SPECTRUM SIZE

Plenty of budget stuff this month, but luckily Paul Reed is here to wade through the quagmire which is the Spectrum software shelf and pull out a few price specialists.



APB

HIT SQUAD £3.99

Calling all cops! Calling all cops! Officer Bob is on the beat, and you control him in this multi-level race against time, criminals and the wrath of the Chief. Beginning with the arrest of the bad reckless driver, you pro-

gress to more dangerous felonies. APB was a smash in the arcades, mainly due to the extensive use of humorous, cartoon graphics. These have been quite successfully carried over to the Spectrum version, making APB a jolly little title to have in your budget collection.

OVERALL 83%



BUBBLE BOBBLE

HIT SQUAD £3.99

But and Bob have had their girlfriends kidnapped by Baron von Blubba and he's turned the two chums into bubble blowing dinosaurs! To get out of their predicament, it'll must negotiate the hundred levels of von Blubba's

kingdom, blowing bubbles and turning beetles, at the time racking up the points and collecting bonuses. Bubble Bobble ranks as one of the best Spectrum coin-up conversions of all time, boasting pleasant graphics and extremely addictive gameplay. If you have as much as an ounce of sense in your body you'll rush out and buy this now!

OVERALL 92%

CRIME DOES NOT PAY

TIFFIN £25.99

The Mafia obviously don't care who knows about them - not only have they 'stamped' their seal on the game's box, on coming to play you find they've even stuck a brass nameplate outside



ARMOUR GEDDON

PSYGNOSIS £25.99

Psygnosis' multi-vehicular simulation makes the big leap to the ST at long last, with its mixture of air and ground based combat allowing the player to control fighter planes, tanks, helicopters and even hovercraft in a desperate race to find five pieces of an

their HQ! All very tacky, which suits the game perfectly. Scurry through the city streets, collecting tediously positioned objects and shooting badies in full view of the police. It's all displayed in glorious Pop-A-Vision, and it's all rather unpleasant.

OVERALL 30%

ancient Neutron Bomb, needed to destroy an enemy laser cannon. Filled 3D vectors portray the action excellently and, even though the playing area can be a bit sparse at times, there's enough diversity in the modes of transport (not to mention loads of death to be doted out) to warrant the purchase of this large and challenging game.

OVERALL 88%



WRECKERS

AUDIOGENIC £25.99

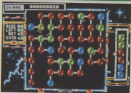
Canton Designs unleash their latest 16 bit wit and vigour onto an unsuspecting world in the form of this forced perspective 3D adventure. In this race against time and green smoke-like aliens called Plasmoids, the player is cast as controller of a deep-space beacon whose task it is to ensure that the thing runs smoothly, whilst at the same

time riding the beacon of Plasmoids. Whilst the plot doesn't sound too interesting, the game itself most certainly is. Plying around the beacon, repairing numerous broken-down pieces of equipment, and at the same time killing waves of aliens eats up time, which is not on your side as the beacon is primed to explode within the hour! Fun and zaps all round, and pretty graphics into the bargain!

OVERALL 82%

ATARI ST BYTE SIZE

The quantity of ST software seems to have dropped off this month, but does the same apply to the quality? Here's famous reviewer and Eastington sea-symbol, Paul Rand to sort the wheat from the chaff.



ATOMINO

PSYGNOSIS £25.99

This second Psygnosis title is a puzzle game programmed in Germany, which would explain why it lacks the graphical delights usually found in their other wares. The idea is to build molecules from various atoms. That's it, nothing else. No rescuing pri-

enters or saving planets, just simple molecular science. It's rather a lot of fun, too - very much a member of the Tetris School of Puzzling. As you'd expect, the more levels completed the harder they get, and you can soon find yourself hoisted, attempting to get yourself out of a spot. Highly recommended to thinkers, this one.

OVERALL 82%



BYTE SIZE

Even more budget titles in the C64 Bytesize, which are given the once over by Messrs Rand and Glanney. The Two Paulies. Take it away, lads...

RENEGADE III

HIT SQUAD £3.99

Read Mr Renegade's girlfriend has been kidnapped AGAIN, and he has to rescue her AGAIN, but this time things are more tricky. Her captors have taken her back in time, and Renegade has to swing back to Stone Age days, and kick in a load of savanah and dinosaurs to reach her. Unfortunately, that's just the beginning, as Renegade has to chase the miscreants through the time-tunnels, beating up mummies in ancient Egypt, knights and dragons in medieval times... you get the idea. Unfortunately, while this looks really smart (the sprites are incredibly detailed), Renegade III's gameplay is frustrating, mainly because your character is very difficult to control accurately. Even more annoying is the fact that the smallest enemies are the hardest to beat because few punches are most difficult to use!

OVERALL 69%

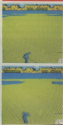


AMERICAN 3D POOL

ZEPPELIN £3.99

Where the American 3D comes from we don't know, as this is a simulation of good old English Pool, as well as Billiards and with a Trick Shot editor thrown in to boot. Play the computer or a chess, and enter either the league or championship, and take the Pool title! Although there are a few dodgy bits such as the way the computer can always manage to get itself out of a hopeless snooker, this game isn't too bad at all. Long term qualities are highly questionable, but if you've got a few gold ones jangling in your trousers, give it a shot.

OVERALL 75%



SDI

HIT SQUAD £3.99

Take control of a Strategic Defense Initiative satellite in this conversion of the Sega coin-op. Once positioned in orbit you have shoot down enemy missiles headed for the USA with the built in laser cannon. If

you really want, you can play with a friend, one player steering the satellite while the other guides the laser sight. It's all a bit like an updated version of Missile Command, and while it's not particularly addictive or attractive to look at it's a fair buy for four quid.

OVERALL 72%



THE UNTOUCHABLES

HIT SQUAD £3.99

Join Eliot Ness and his squad of G-men in this six section crusade to arrest Al Capone, and fill up many of his tactics full of lead. This was a departure from Cooper's usual film license formula of platform/puzzle/shooting

games, and as a result is just as interesting to play as it was when it was first released. The games does consist of platform sections (no escaping that I suppose), but the rest of the game is mostly 3D shoot-outs which look great and play nicely too. A very worthy cheapo.

OVERALL 88%



MULTIMIXX 3

KIXX £4.99

Capcom's Street Fighter (put 'em up!), 1943 (shoot 'em up!) and Bombs Commando (put 'em up!) may have been classic arcade games, but the collection of conversions amounts to a real mixed bag. Street Fighter

was, is and always shall be horrendous and 1943, as well as being very dull, is incredibly easy to complete. Bombs Commando, on the other hand, is one of the best conversions to ever grace the C64, and it's really the only possible reason for buying Multimixx 3. If you at really can't stand that, don't bother.

OVERALL 60%

CHASE HQ

SEGA £24.99

Join two top car cops in this race and chase conversion of the hot arcade game. Driving a squeal Porsche, you have to belt up the highway, avoiding the law-sliding drivers (for which you score points) and hunting down a criminal in another speedmobile, finally bumping

him off the road before time runs out. This version of the game is even faster and smoother than Master System Chase HQ, and it even has a few extras, such as a route map and spare parts which provide extra speed and bump power. Shinobi was the first game that made the Game Gear worth buying - this is the second!

OVERALL 90%



HASTLE GOLBY!

SEGA £24.99

This bizarre game lives up to its bizarre title! Golby controls the conveyor belts in a factory, and he has to switch over positions in the belts so that the nice stuff that comes out of the machine gets to the people waiting at the

bottom - easy, if it weren't for the patrolling security guard who for some reason wants to kick Golby up. This is such a simple game, it comes as a major shock to discover that it's such fun to play. Definitely worth putting on the shopping list - preferably somewhere near the top.

OVERALL 85%



DEVILISH

SEGA £24.99

Here's an odd game. It's a cross between Breakout and pinball, set in a (wondering more of game-stones and ghosts? Your objective is to knock as much of the scenery out of the way, while keeping your ball from running off the bottom of the screen

using a ball, which, at the push of a button, changes shape. It sounds odd and it is, but at the same time it's quite good fun, and it makes a refreshing change from ordinary ball and ball games. One to try before you buy, but it's certainly one of the better CG titles so you should be impressed.

OVERALL 80%

BYTE GAME GEAR SIZE

Game Gear owners get their first Bytesize this month, as Paul Gancey plugs in and finds that Shinobi isn't the only good game on the machine... Our review carts were very kindly loaned to us by Console Concepts (on 0782 712158) and Advanced Console Entertainment (071 3430488). Chase HQ and Devilish are also officially available in the UK.



MAGICAL GUY

SEGA £24.99

An odd Japanese import, this, being a shoot 'em up which starts in (what looks like) the corridors of a school? Guy is magical insofar as he can fly through the air, zapping any evil monsters that come his way, and he has a special Magical Girl who

gives him an extra weapon when she meets him. There, told you it was odd. Actually, in spite of its oddness, it's not a bad game. The graphics are nice and smooth (especially the bosses), and the action is, well, not rivetingly exciting, but we've seen worse on the Game Gear.

OVERALL 70%

REVIEW

ST

£24.99

BY VIRGIN GAMES

What's been almost every sport imaginable on our screens lately, on both TV and computer: football, rugby, cricket, tennis, ice hockey - even (and female) wrestling? All of them call on the power of the participants in order to gain results, but that's not so snooker. A keen eye and a lot of practice are all that are required to triumph in this silent pastime. There's been many snooker simulations on most machines, and here's another one - *snook* Jimmy White's *Whirlwind Snooker*.

Except this isn't your normal 2D, look-down-on-the-table kind of computer snooker. In *Whirlwind Snooker* the player is treated to full 3D views of the action from any angle desired. Zoom in and out on individual balls, take a look at a prospective shot from directly behind the white - even have a butcher's from the pocket which you're hoping to pot the ball into!

Apart from that, the game's the same as it has been since time immemorial. Pot all the balls, with a colour after each one, followed by the colours in order of yellow, green, brown, blue, pink and black. In *Snooker* Jimmy runs as well. There's all *Snooker - Lovers!* Courtesy Matchroom Match-Crap Songs Inc. There's the usual player set-up screens, and even an option to create your own look-what?



UPDATE

Don't get your balls in a tangle, *Artiga Owners* - Jimmy White's *Whirlwind Snooker* is on cue for release at the same time as the ST version.



▲ KOPPOD would a shot



Growing from *Archer McLean*, who kept teenagers around the world up into the early hours with *Droptone* and *International Kaxite*, this was expected to be something a bit special. But no-one told us it was going to be *Triffid* good!

Snooker is simply incredible, with super-fast, pixel-perfect scrolling 3D, and an ultra-realistic game of snooker to boot. Recently, turn off the lights and shut the curtains and you'll believe you're the *Whirlwind* himself, in the smoky Crucible Theatre lining up that match-winning pot! Even if you, like me, are utterly hopeless at snooker, you can't fail to be hooked - in fact, just like the real thing, practice does reap its own rewards and you begin to instinctively discover the best places to hit the ball, when to pull side on - you even have to chalk the cue! These screenshots really can't do the graphics justice, and they certainly can't show how well the 3D works when the balls are moving. If you're the sort of person who likes prodding balls with a piece of wood, there is nothing - I repeat, nothing - to even come close to Jimmy White's *Whirlwind Snooker*.

PAUL RAND



▲ Now THAT wasn't very good...

JIMMY WHITE'S Whirlwind SNOOKER



SNOOKER SHOW-OFF? HERE'S YER CHANCE!

OK, so you may find that you're a complete Joey when it comes to snooker, but why should that spoil your enjoyment of the game? Just click on the Trick Shot option and open up a whole new dimension of spherical athleticism. Just pick up a few balls, put them wherever you want 'em to go, and then try and pot them like the professionals do when they're not playing in competition. Seriously, if only I could earn a living that way...

▶ Another of Archer's little jokes...



▶ Should be a spectacular trick shot!

LOOKING AT IT FROM ANOTHER ANGLE



▶ A certain pot.

Think this is the normal viewpoint in Jimmy White's Whirlwind Snooker, do ya? Well, you'd be wrong, maddy. Cos in this game, it's possible to take a look at the table from almost any angle imaginable. Archer McLean has cracked the problem of creating fast, realistic 3D and at the same time has come up with what is undoubtedly THE most realistic simulation of snooker yet seen on a home computer.



The direction indicator
▼ helps out.



REVIEW

JIMMY WHITE'S WHIRLWIND SNOOKER



▲ A bit of side can work wonders.



▲ POOLCART Great pictures there, isn't?



If you've got a snooker table you might as well make yourself some money and sell it now. This game takes up less space in the living room and is so realistic you might as well be playing the real thing! The 3D is stunningly fast and smooth, and the motion of the balls is

perfect - obviously all-important to a snooker game. The range of options is exemplary, so you can view anything from any angle and, with practice, play any shot just as you would in the real game. The only thing missing which I would have liked to see is a 'play' shot option, because you can play some pretty spectacular shots. The computer opponents are all challenging players and Jimmy White himself is astonishingly good. If you fancy taking on the master or even if you're only vaguely interested in snooker this is a game that you must try out, because it's a perfect conversion of the sport which has to be seen to be believed!

**PAUL
GLANCEY**

WHAT THE COMMENTATORS REALLY MEAN...

"Forget the chairman, the Hurricane!" (He'll have another black eye if he's not careful).

"A beautiful pot from the young challenger" (How the hell did he put that one away?).

"There's a tense atmosphere in the Crucible tonight" (This bloke's taking his time, isn't he?).

"There's a £20,000 prize for the highest break of the tournament" (I bet he misses the next ball).

"And the young beauty has taken the title yet again" (Thank God it's over, girl, anyone!).



ST	
GRAPHICS	94
SOUNDS	80
PLAYABILITY	95
LASTABILITY	95
OVERALL	94

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REVIEW

MEGADRIVE

£34.00

BY TRICO

Street

You're the toughest kid on the block. Hard as nails, you are. So mean, in fact, that you're not averse to going out of doors in just your jim-jams. But word soon gets round if you're a right-darned sort of dude - some folk might even think you're a little... weird. And what's the best way to silence the gossip? Take them on in a fight, that's what!

Punch and kick a tail through the baddest baddies in town, acquiring extra power and skills the further you progress. There's money to be made in this streetlighting lark too: not only is there a large sum of relatives given for each win, but someone is running a book too, and those winnings can be gambled on the next fight. You don't have to bet on yourself either - some of these baddies are BIG, and it may be worth sticking a few shillings on them, now and again!



THANKS!

To Compton Concepts for the loan of our review can-i-dge. Call them on 0780 710750.

One punch sends this bad-ass flying!



Bobby comes from a fight-or-the-throw!



Real 'em ups are actually few and far between on the Megadrive, so it's refreshing to see a good example of the genre popping up now and then. And while Street Smart isn't the best ever, but saying that it isn't bad either. Graphically, you can't help but compare it to

Streetfighter - big, bold and brash baddies compared to the relatively minuscule main character, and some well-drawn backgrounds into the bargain. The playing area scrolls from left-to-right as opposed to just a static screen, giving room to move around and, more importantly, keep out of the enemy's way, giving time to plan some sort of strategy. And with some of these guys, that's exactly what you'll need to do, it's not just a case of storming in there with fists flying. The betting idea is a good one, although I must say I fail to see any significance in it - it would have been a real touch to link the winnings in with the purchase of extra training, for instance. Probably my biggest complaint with Street Smart is the lack of moves available - punch, kick, jump and a special move is all you get, and in these days the punters expect to select their on-screen battles with a flurry of attack options. Having said that, I found Street Smart a playable game, and suitable fodder for those of you starved of the genre.

PAUL RAND

A SELECTION OF STREET FIGHTIN' MEN

BOBBY

He's the young upstart of the crowd. Not the most powerful fighter you'll meet, but don't make the mistake of thinking that he's a pushover!

MIKE

The mad, bad trucker who knows how to handle whip-pernappers like yourself. He's got a powerful kick and a wicked double-fisted head smash!



REVIEW



I'VE GOT THE POWER!

The key to success lies in your three attributes: Power, Attack and Defense. All of these are quite low in relation to your opponents to begin with, but can be increased throughout the game. Each time an adversary is dealt with a number of energy units are earned, and these can be shared out between the three categories, depending on the talents of the forthcoming enemy—sometimes you may require extra power, while others might call for a boost to your attacking or defensive skills.



I approached this game with some excitement, not because the arcade game was particularly good, but because the Megadrive really needs a Street Fighter-style beat 'em up. Unfortunately, I was to be sorely disappointed. Street Smart is a competently programmed, and fairly playable, but if you're expecting something comparable with Final Fight on the Super Famicom you'll be gravely disappointed. The fact that the sprites are very small wouldn't be too much of a problem if there was a bit more scope to the gameplay. Punch, kick and a fairly unadventurous super-slap special move just don't make for ultra excitement these days, and when the opponents don't really have much in the way of fighting technique either, the whole thing gets pretty dull. The betting business doesn't add much to the gameplay, nor does the two player mode, in which both players take turns at fighting a baddie, then fight each other. It would have been much better if you could fight the other player all the time. Desperate fight fans may enjoy this, but I suspect the majority of players will find this a disappointment.

**PAUL
GLANCEY**

LARRY

This old sailor man has learned a trick or two during his life on the Golden Wave—an energy sapping forward roll punch, for instance. Not to be toyed with if you don't want to be sunk.



MOE & JONE

Remember Mike? Well, he's had a word with his brothers and here they are, gunning for you. Stronger than their little 'ol, and how in stereo, these brawler boys could be more than a match for a loner!



MEGADRIVE

GRAPHICS	80
SOUNDS	70
PLAYABILITY	78
LASTABILITY	56

OVERALL 62

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6	MAGIC LAND DIZZY	CODE MASTERS	SPECTRUM
7	DOUBLE DRAGON	MASTERTRONIC	C64
8	SPIKE IN TRANSYLVANIA	CODE MASTERS	C64
9	MULTIMIXX 1 GOLF	KIKX	C64
10	DIZZY PANIC	CODE MASTERS	SPECTRUM
11	SONIC THE HEDGEHOG	SEGA	MEGADRIVE
12	HEROQUEST	GREMLIN	SPECTRUM
13	NORTH AND SOUTH	DI	ST
14	FANTASY WORLD DIZZY	CODE MASTERS	SPECTRUM
15	PAPERBOY	ENCORE	C64
16	TREASURE ISLAND DIZZY	CODE MASTERS	SPECTRUM
17	CAVEMANIA	ATLANTIS	SPECTRUM
18	DIZZY COLLECTION	CODE MASTERS	SPECTRUM
19	QUATTRO COIN-OPS	CODE MASTERS	SPECTRUM
20	NINJA RABBITS	MICRO VALUE	ST

Budget software rules the roost, with Bubble Bobble appearing from nowhere to top the chart. But look at Sonic The Hedgehog - just missing out on a top ten placing, and it's a single format console game!

ATARI ST

1 - Manchester Utd Europe	Krisalis
2 2 Xenon 2: Megablast	Mirror Image
3 8 Ninja Rabbits	Micro Value
4 7 Lombard RAC Rally	Hit Squad
5 - Flares Of Freedom	Rainbird
6 10 North And South	Oi
7 - Pro Soccer	Code Masters
8 - Treasure Island Drizzy	Code Masters
9 4 Lemmings	Pygnosk
10 12 Fantasy World Drizzy	CodeMasters
11 - Waterloo	Mirror Image
12 - California Games	Kixx
13 - Hero Quest	Gremlin
14 9 Little Puff	Code Masters
15 3 3D Pool	Mirror Image
16 16 GDS	Renegade
17 - Run The Gauntlet	Hit Squad
18 - Classic 4	Empton
19 - Oil Imperium	Rainbow Arts
20 - Street Fighter	Kixx

Winning their European Cup Winners Cup again, Man Utd became champions of the chart at their first anniversary following class behind in Flares of Freedom and the rest of the chart is mostly cheap and/or nasty (with the exception of Lemmings and Hero Quest).

CVG TIP FOR THE TOP

Play to be either Man Utd Europe or Midwinter 2. We'll stick our necks out and say the latter game will be occupying the top position next time around.



AMIGA

1 - Manchester Utd Europe	Krisalis
2 - FIS Strike Eagle II	Microprose
3 - Full Contact	Team 17
4 12 Secret Of Monkey Island	US Gold
5 7 Xenon 2: Megablast	Mirror Image
6 9 Fantasy World Drizzy	Code Masters
7 - Lemmings	Pygnosk
8 10 North And South	Oi
9 2 PGA Tour Golf	Electronic Arts
10 - Run The Gauntlet	Hit Squad
11 - Defender Of The Crown	Mirror Image
12 - Ninja Rabbits	Micro Value
13 - Little Puff	Code Masters
14 1 Eye Of The Beholder	US Gold
15 - Miami Beach	Code Masters
16 3 Lombard RAC Rally	Hit Squad
17 - Pro Soccer	Code Masters
18 1 3D Pool	Mirror Image
19 - Toki	Ocean
20 8 Switchblade2	Gremlin

Over half the chart is made up of budget titles - why? There's certainly the quality software out there, so get out and buy it! Manchester Utd Europe sheds to number one, leaving even Microprose's excellent FIS II on the touchline!

CVG TIP FOR THE TOP

With the start of the '91-'92 football season just around the corner, expect Fergie's boys to be up there somewhere. Mind you, with the amount of cheap stuff clogging up the chart, you need luck.





AMSTRAD

- | | | |
|------|-----------------------------|--------------|
| 1 - | Dizzy Panic | Code Masters |
| 2 - | Quattro Carbons | Code Masters |
| 3 - | Double Dragon | Mastertronic |
| 4 - | Dragon Ninja | Hi Squad |
| 5 - | Magic Land Dizzy | Code Masters |
| 6 - | Bubble Bobble | Hi Squad |
| 7 - | Professional Footballer | D&H Games |
| 8 - | Red Heat | Hi Squad |
| 9 - | Cavemania | Atlantic |
| 10 - | Quattro Coin-ops | Code Masters |
| 11 | Dizzy Collection | Code Masters |
| 12 | Mulmex 1 | Kixx |
| 13 - | Dig Doo | Beau Jolly |
| 14 | Quattro Firepower | Code Masters |
| 15 - | 4 Most Speed Stunts | Alternative |
| 16 - | Super Scramble Simulator | Kixx |
| 17 - | Unsubmittables | Hi Squad |
| 18 - | Paperboy | Encore |
| 19 | Quattro Racers | Code Masters |
| 20 | 12 Scooby Doo & Scrappy Doo | Hi-Tec |

Magic Land Dizzy gets knocked off the top shelf. Don't get too excited though, it's only by the throat in the egg-man's series. All but one of this month's Amstrad top twenty are budget titles, so it's nice to see a seventeen quid game flying the flag for big-spending CPC owners. In the form of Beau Jolly's big box compilation.

VG TIP FOR THE TOP

Bound to be either Dizzy, or else one of the clutch of cheapie compilations doing the rounds at the mo.



C64

- | | | |
|------|--------------------------|--------------|
| 1 - | Bubble Bobble | Hi Squad |
| 2 - | Spike In Transylvania | Code Masters |
| 3 - | American 3D Pool | Zeppelin |
| 4 - | Dragon Ninja | Hi Squad |
| 5 - | Mulmex 1 Golf | Kixx |
| 6 - | Double Dragon | Mastertronic |
| 7 - | Quattro Carbons | Code Masters |
| 8 - | Professional Footballer | D&H Games |
| 9 - | Magic Land Dizzy | Code Masters |
| 10 | Paperboy | Encore |
| 11 | Cavemania | Atlantic |
| 12 | Cu's Elephant Antics | Code Masters |
| 13 | Dizzy Collection | Code Masters |
| 14 - | Quattro Coin-ops | Code Masters |
| 15 - | Out Run | Kixx |
| 16 - | Manegade 3 | Hi Squad |
| 17 - | Scooby Doo & Scrappy Doo | Hi-Tec |
| 18 - | Creations | Thalman |
| 19 | Red Heat | Hi Squad |
| 20 - | Forgotten Worlds | Kixx |

Bob and Bob bubble up to the highest heights of the C64 chart this month, tag-teaming over the competition and relegating Magic Land Dizzy to sixth place. It's good to see Thalman's Creations waving the flag for full-price software - more of the same, please!

VG TIP FOR THE TOP

Bubble Bobble could hold its own for a while yet, but we're putting our money on Out Run to hit the top spot. Possibly.



SPECTRUM

1	1	Bubble Bobble	Hi Squad
2	10	Professional Footballer	D&H Games
3	3	Magic Land Dizzy	CodeMasters
4	2	Dizzy Panic	Code Masters
5	4	Slightly Magic	Code Masters
6	9	Dragon Ninja	Hi Squad
7	7	Quattro Cartoon	Code Masters
8	6	Hero Quest	Grimm
9	12	Spike In Transylvania	Code Masters
10	13	Mutanimals 1 Golf	Kix
11	-	Ghostbusters 2	Hi Squad
12	-	The Match	D&H Games
13	8	Raid Seas	Code Masters
14	-	Treasure Island Dizzy	Code Masters
15	9	Continental Circus	Hi Squad
16	11	Cavemania	Atlantis
17	-	Operation Wolf	Hi Squad
18	16	Euro Boss	E&J
19	18	Double Dragon	Mastertronic
20	-	Via	Virgin

Seveners out of the top twenty are budget, with Bubble Bobble holding the number one position, and no less than seven slots filled by the Codemasters!

CVG TIP FOR THE TOP

Who knows? If it's going to be budget, Bubble Bobble is the most deserving. Could be something from the Codemasters, though.



GAME BOY

- 1 Super Mario Land
- 2 Double Dragon
- 3 Ganargyle Quest
- 4 Spideeman
- 5 Revenge Of The 'Gator

Hardly surprising, but that big-nosed plumber holds on to the top of the official Game Boy chart.

CVG TIP FOR THE TOP

A lot of top carts in there, but unless Nintendo release something really amazing, it's going to take a lot to topple Mario.



NINTENDO

- 1 Nintendo World Cup
- 2 Super Mario Bros 2
- 3 Gremlin 2
- 4 Mega Man 3
- 5 Tecmo World Wrestling
- 6 Gauntlet 2
- 7 Snake Rattle And Roll
- 8 Duck Tales
- 9 Super Off Road Racer
- 10 Track And Field 2

Crazy World Cup blunders its way to the top of the NES chart, leaving behind it a wealth of infinitely better carts. Have you Nintendo owners no taste? Let's see better things next month...

CVG TIP FOR THE TOP

With so much software out for the NES, who can tell what will hold the coveted number one slot next month. It's high time Gremlin 2 was up there, though.





SO CUTE... IT'LL MAKE YOU PUKE!!

Something very bizarre has happened in the fairy village... the inhabitants have changed from charming chipmunks into fluffy devils! It's so bad they've even gone and kidnapped the beloved "Mew" of our precious fairy princess, Tam and Rit.

Now she has captured in the top of the Mahaka Tower where she can only be saved by shopping anything madly on the head with their magic rods.

Be careful... it'll make you puke!

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REVIEW

MASTER SYSTEM £34.99

BY TECHNIK

The battle of Good versus Evil is a common cause, and can be found in most games in one form or another. But Populous takes the fight to its highest level - God taking on the Devil in a tussle for ultimate control of the world.

Being cynical, though, you won't find these two bopping it out in a boxing ring, no, you'll suspect it's the poor followers who must take the hit. Populous is all about faith-building, closely followed by faith-exploiting. Each god must build up his followers by giving them more bigger houses in which to enjoy pleasure and receive fully paid-up members of whitewash faith, every building to. Once enough people are available, the gods then pit them against each other in simple, honest-to-goodness fighting, until one or another race is wiped out.

Good and Evil have other tricks to their sleeves, however. If things start going badly, and providing they have enough believers, they can invest that faith in a little divine intervention to tip the balance and hopefully win control. And once that happens, it's onto the next level, where holy high-jinks get that bit trickier.



▲ Lots of mini-castles, just waiting to join together...



SECTS AND VIOLENCE

More wars have been fought over religion than for any other reason, and Populous is no exception. Once a large enough army of believers has been assembled, it's possible to pit them against the enemy in a number of ways. The simplest is to stick on the cross-hairs and aim which direction your followers do randomly attack the opposition. The most effective form of violence, however, is only achieved once enough temples have been accumulated. Sacrificing a follower as a tower and then boosting the belief level will turn that into a giant, with enough power to kill the enemy and destroy his home and fields all he does until he's dead - sort of a grotesque Terminator. The catch being about this deity is that should he come across people of his own faith, he'll absorb the energy of that chap to become even more powerful.



POPULOUS



▲ Every territory. Time for EARTHQUAKE POWER!



MORE FOR YOUR MONEY!

The complete version of Populous is made only four types of units to conquer, but with the Master System, TeamSage have taken those, added on the territory of the Promised Land, expansion disc and added some of their own - making it a staggering FIFTYTHOUSAND LEVELS! That's a lotta levels, and a lot of holy wars.

UPDATE

Populous has been available on Amiga, PC and PG for some time, and the MegaDrive and Super Famicom versions are also out. Not too long ago, it was available on the MegaDrive only (plus it's the MegaDrive game that you can keep up with the pack of the others) and are well worth buying along with the Promised Land expansion disk for extra levels (sorry, only available on computer versions).



I must admit I had my reservations on seeing the Populous game lying on my desk. I simply didn't believe that such a product could be successfully converted to a console such as the Master System - although, having foregone all the original 16 bit (wording) had a hard enough job putting the game on the Amiga! But I was absolutely floored by what TeamSage had achieved! Start playing and you won't believe you're using an 8 bit Sega. Graphically it's extremely close to the 16 bit versions of the game, but what is most noticeable about Master System Populous is the speed at which the landscape scrolls - it's incredibly fast and, unlike the pretty sloppy MegaDrive conversion, it's perfectly perfect. It's heartening to see that sort of effort. TeamSage's about 'em ups being released for the Master System, and when that stuff has the quality and depth of Populous, it makes you wonder why you upgraded to a MegaDrive in the first place.

PAUL RAND



Being down at the seaside is no fun
when grenades haven't been invented.



MAKE A QUAKER WITH MANA

The faith which increases the more people join your sect is called Mana, and Mana can be used against the opposing god in some quite spectacular ways. As has been mentioned, though Mana allows the creation of tools, oil figurines and still volcanic eruptions (they remember, too who's cleverer you use the more Mana you build up, and it's a long test for supplies to increase, so use it sparingly).



When it first came out in 1989 I liked the idea of Populous, but the novelty soon wore off after getting through a couple of dozen long hours and finding that there were all pretty much the same. Looking this version, as well as being technically brilliant, has the addition of lots of different types of world, a feature which helps stem off any boredom. The 1990 version wasn't detailed graphically, so Master System Populous manages to copy the look of the game almost exactly, and actually improves on it slightly by the addition of the super-speedy scrolling. The feel of the game has also been accurately carried across, and it hasn't lost any of its features in the translation - all the special powers are in there, as are all the other stuff, with a different selection system. To think that Populous is a very clever game indeed, and it will knock the socks right off of any Sega owner who owns a good strategy game.

**PAUL
GLANCEY**

Evil wins by taking all
your towns and churches.
Better luck next time...



GAME LOG	
BATTLES WON	05 / 05
NUMBER OF ENEMIES	0 / 0
NUMBER OF TOWNS	0 / 0
NUMBER OF CHURCHES	0 / 0
TOWN SCORE	000

MASTER SYSTEM

GRAPHICS	94
SOUNDS	74
PLAYABILITY	92
LASTABILITY	93

OVERALL 92

107

REVIEW

AMIGA

£25.99

BY 21ST CENTURY ENTERTAINMENT

Why on Earth can't people leave a poor little froggie alone? There's our amphibian look-alike sitting in the bath when suddenly a wise and vain approaches. According to him, the evil criminal Uncle has returned and is draining the energy from the life-towers of seven key planets. As only Pogo has any knowledge of the workings of these towers, he has been chosen to take up the challenge of liberating them. Trouble is, this time round there are 'Up' and 'Down' towers to contend with!

The aim is different depending on the tower. On 'Up' towers, the object is to get to the top and destroy the controlling light-house found there, while 'Down' towers require the player to at least 80% of the damage inflicted by Uncle and his henchmen.

These goals are achieved by travelling across the walkways, using lifts and hidden doors and utilising special items to be found on each tower, whilst all the time avoiding or destroying Uncle's minions - strategically blocking the route. On successful completion of a tower, Pogo must travel to the next by means of one of those sub-games, played on land, in the air or through the water.



HIGH-RISE HI-JINKS

Unfortunately, the creators of these tower blocks forgot to build an elevator shaft into the middle! This means that Pogo must walk along the outside platforms, dodging and killing baddies and working out the correct routes along the gangways. Here's a rundown of just a few of the features to be encountered...



SWITCHES: Change elements of the tower - destroying monsters, uncovering hidden doors and the like.



Same game, different programmer. That just about sums up Nebulus II. John Phillips, creator of the quite staggering original, has passed on the job of producing this sequel to German team Internal Byte Systems. Although they've added a few extra ideas to

the basic concept of the game, such as the bonus screens and item collections, they really haven't done a lot else with it. Gaspingly Nebulus 2 is as good as, if not better than, the prequel, and the rotational scrolling of the towers is simply superb. Sound, though, is extremely off-putting - the plinkety-plink tones are very annoying, and in Nebulus 2 only serve to annoy the player. What grates most, though, is the frustrating gameplay which forces the player way, way back down the tower whenever a mistake is made and which puts Pogo right back to the start whenever a life is lost. There's some dodgy collision detection too: I was a good couple of pixels away from one of the baddies but still was sent hurtling to a watery doom. Sequels are rarely a match for their original concepts, and this rings true with Nebulus 2. Nice to look at, you'd still be better off playing the superior original.

PAUL RAND



MAGIC PLATFORMS: Invisible portions of the platform which appear when trodden on - try walking into this one if it looks like there's nowhere else to go!



▶ REVIEW



DYNAMITE PLUNGERS: Destroy Tower Pushers, allowing Pogo's safe passage.

BLUE PLATFORMS: Decrease Pogo's speed.



TOWER PUSHERS: Push Pogo off the platforms if he attempts to pass.



LIFTS: Carry Pogo between levels of the tower.





FROGGY WENT A-COURTING AND HE DID RIDE...

To get from level to level, Pogo has access to three different types of transport in the sub-games. In the air he rides a pedal-powered helicopter, killing birds and popping balloons by prodding them with the handy spike attached to the base of the chopper. Across land, he steers a donkey through a maze of obstacles, picking up time bonuses along the way. Underwater, Pogo pilots a one-frog submarine through various dangers including sharks, torpedoes and those most horribly horrible of foes the giant air-bubbles of Gooni!

...SWORD AND PISTOL BY HIS SIDE

Actually, Pogo has only a single shot gun at his disposal - and it won't kill all the baddies. However, there are extra items to be collected along the way to make traversing a tad less traumatic...
KEYS: Open locked doors.
ROCKET: Flies around the tower, destroying whatever gets in its way.
WAGNET: Pulls Pogo upwards onto magnetic platforms.
ALL-SEEING EYE: Shows out-of-view enemies.
BOOTS: Allows Pogo to jump higher.
TRANSPORTER: Gives access to the transport platform, which allows Pogo off to other transporters on the tower.

UPDATE

Expect to see Nebulus hopping around on your ST sometime pretty soon. As for other machines, we'll let you know as and when.



SPAWNING A LITTLE HERO

The original Nebulus, published by Hewson, blew everybody's socks off when first published many moons ago. Incredibly simple and yet amazingly addictive, the game flourished across just about every home computer there was. Nowadays you'll even find our froggy little hero doing his thing in fine style on the Gameboy under the name of Geronian.



It would have been interesting to see how Nebulus II would have turned out if John Philips had finished it. Because although the German programmers have put a lot more traps and goodies into the sequel, it doesn't have quite the same feel any more. It's not just that

the new Euro-funk soundtracks, strange spellings and scintillating graphic effects make it look like an imported demo. One of the most admirable features of the original was that it was simply and logically designed, yet quite difficult to play. The difficulty level in this one has been upped considerably, but, in cramming more puzzles and traps onto the enlarged towers, the programmers have made them incredibly complicated and much harder to learn. There are so many fake platforms, blind alleys and doorways which lead back on themselves that I found myself getting lost all the time, which proved very frustrating. Technically, Nebulus II is amazing. But it'd take a very resilient player to get the most out of the game. If you're buying this on the strength of the original, my advice is to try to have a play before you part with the cash.

PAUL GLANCEY

AMIGA

GRAPHICS	93
SOUNDS	69
PLAYABILITY	72
LASTABILITY	80

OVERALL 79

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REVIEW

PC ENGINE

£35.00

BY HUDSON SOFT

Earth has had enough of these constant alien attacks. Every week some galactic race gets together and has a bit of a riot that. "Hm, there's a nice planet, let's go down there and blow the T11 out of it, that'll be good for a laugh!" People don't even go to the shops for fear of a few thousand megaton thermo-nuclear device falling out of the sky. It's time to get tough.

Unfortunately for Earth's leaders, the alien forces have been totally annihilated by the concentrated spite of armed alien abuse at the planet. Since the alien resistance is unnecessary, that is, no one has been able to reverse Mr Final Soldier out of his retirement top is. Boring for years. Even since that time in the bar when he had one pint too many and lost a large portion of Alaska. But the money is right, the shop is hard and the weaponry is of the very best quality. His boss? Hop over to the nearest alien world, and let rip with everything he has - which is quite a lot, really.

PC ENGINE

PHASE 7

Letting rip with the spinning smart bombs!

SET YOURSELF UP FOR A KILLING SPREE

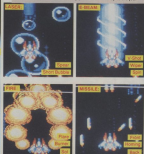
On selecting the Set Up option at the start, you're given the option to select exactly which tool or weapons you wish to pick up during the game proper. There are four categories of armament - Laser, E-beam, Fire and Missile, with three types of weapon in each category (apart from Missile, which has two). These allow for the alteration of weapons systems for a particular level, should what you currently possess not be up to the job!



Let me ask a question: if the PC Engine is as much a dead duck as people would have us believe, how come it's attracting software of such mindblowing quality as Final Soldier? What we have here is a top blast, pure and simple. Sorry, did I say simple? The game

starts off quite easy, but some the fourth level you'll be trying so hard to stay alive that half the time you'll not notice missiles flying up your rear and because you're desperately attempting to dodge five or six of them lining up in front of your ship! The game is hardly subtle as far as progressive difficulty is concerned, either. One minute you'll be skimming around, popping off enemy craft as though they were fish in a barrel. The next you'll be met with a hail of bullets so concentrated they look like, erm, something very, very concentrated indeed. Graphically, Final Soldier puts most Megadrive shoot 'em ups to shame - and so does the gameplay, for that matter. What I really liked was the opportunity to select the type of add-on weapons you wish to collect before the game has even begun, adding more scope to what is an already excellent blast. Great music and FX too - raucous and catchy - complementing Final Soldier blasting action to a tee. Great fun.

PAUL RAND



REVIEW



Final Soldier
PC ENGINE

UPDATE

Do you honestly think Final Soldier could ever compete on anything except the Engine? Forget it.

THANKS

Thanks to Console Concepts (0762 712758) for the loan of the review gamecard.



Here it is: a blast 'em up straight from the jaws of Hell - and put another name-way winner on the amazing PC Engine. Just when everybody starts to write off this aging 8-bit machine, along comes a blast-to-gold-smashing expert everybody wants to play - leaving

all the other machines to gather dust until Final Soldier is finally beaten. This game leaves even the Megadrive looking a bit ragged around the edges - with huge, colorful sprites shifting fast above the super-smooth vertically scrolling backgrounds. You'll soon lose count of the sheer number of objects whizzing around on screen - and its gameplay doesn't slow on jot. Ironically, that's the only minor niggle I have about the game: there's so much going on at such incredible speed it's sometimes hard to slow enemy fire and you're down to kingdom come before you know what hit you! That aside, Final Soldier is a damned fine slice of arcade-quality blasting, and put another reason why the Engine will still be around when that so-called superior machines are long gone. Buy that.

TIM
BOONE

DEADLY ALIEN MAYHEM

Final Soldier pits you against worlds of alien soundbuge whose sole purpose in life is to blow you away in a hurry. Among the monstrous horrors you'll encounter are spinning discs of doom, spiders of death and laser-breathing mega-monsters so ugly they make your hair curl. With that lot up against you, it's damn handy you've got a limitless amount of firepower and not a care in the world about using it all.

PC ENGINE

GRAPHICS	94
SOUNDS	90
PLAYABILITY	92
LASTABILITY	94

OVERALL 92

REVIEW

AMIGA

£24.99

BY OCEAN/RECLAIM

Y's, dudder! Listen, man - Earth's in serious trouble! and it's up to us to sort it all out. Check this out: our poor old planet's been invaded by a load of totally unradical aliens - real pointy alimbags, man - and they're trying to build a weapon to take over the whole planet!

This is serious, dudder, and it's up to me, El Barto, to send these space mutants back to wherever they came from (before everyone gets taken over by these horrible-headed alien alimbags).

Now how on Earth am I gonna do that? Well, luckily yours truly has himself a pair of totally cool X-ray specs which allow me to see through the aliens' human disguises.

Then I have to hide or wreck the crucial items the aliens need for their super weapon, using spray cans, sheets, and just about everything else I can get my hands on!

As if that's not enough, I have these evil dudder Nelson the bully and Sideshow Bob getting in the way. Somehow You got to just wade the rest of the family to help me out, and you know they never believe a word I say!

That's right, man, we're in big trouble - so I'd better jump on my skateboard and get down to it before everything goes totally crazy.



Well man! This is tough! As if the space mutants didn't make things hard enough, Bart has to solve some pretty obscure puzzles just to finish off level one. You can get hold of these or four spray cans to paint the purple objects red, but only three things that I sprayed

actually changed colour! Gripping, masking and tipping paint cans over the evening are both neat tricks, but I couldn't work out what I was supposed to do with all the other bits and pieces. Making things even more difficult is the complicated joystick control which takes a lot of mastering, simply because there's been so much crammed on there. Try to get Bart to run faster or use another object and he's more than likely just put on his X-ray specs while you try to work out the correct combination of direction and fire button. I'm sure I would have enjoyed *The Simpsons* a lot more if I could've got a bit further into it, because the later levels described in the instructions sound more interesting than the first, and I didn't even get to enlist the help of the rest of the family. This has most of the hallmarks of a good arcade adventure, but I fear *Simpsons* fans expecting something a bit more along the lines of the arcade game may be disappointed.

PAUL
GLANCEY

THE
SIMPSON
BART VS. THE
SPACE MUTANTS



RADICAL BITS 'N' BOBS!

Luckily for Bart, there are a whole host of goodies Bart can collect throughout the game to make his struggle against alien-kind that little bit easier. Here's a quick look at some of the great bits and pieces our hero needs:



SPRAY GUN: On display at the museum, each of these alien has 12 shots. Think or-ber-ber that!



SLINGSHOT: You'll find these dotted about at the Krustyland Amusement Park, and with 12 shots apiece they make pretty darned handy weapons!



REVIEW



PRIZE

1,000
SCORE

3
LIVES

100
TIME

20
GEMS

BART'S AMAZING ADVENTURE

First of all, out on the Streets Of Springfield, those darned mutants need all sorts of purple objects for their Ultimate Weapon. They'll get them too, unless Bart can get there first and hide that crucial key!

Then the action shifts to the far-flung Shopping Mall, where those crazy mutants are looking for hats (hats?) as their second choice for building blocks. It's up to Bart to find as many pieces of headgear as he can and finally knock 'em off!

Over at the Kousityland Amusement Park there are more mutants, this time looking for balloons to transform into a deadly weapon. This time Bart's gotta get rid of that rubber, either by grabbing the balloons or bursting them with his pneumatic beating tool. In the Springfield Museum, our hero discovers that signposts are the next crucial ingredient needed by those out of their heads outer space. To collect them, Bart can use his dart gun - avoiding the laser trip-wire at the same time!

All this leads up to the showdown at the Springfield Nuclear Power Plant, where those aliens need nuclear rods to complete their weapon. Bart has to collect them as quick as he can and shoot down to the basement to put them all back in place! To... tally radical, man!



SPRAYPOINT: A crucial piece of kit which Bart can use to hide important items needed by the aliens by simply spraying over them!



COINS: These turn up in all sorts of unlikely places. You'll need them to buy all sorts of goodies including hats, spanners, bombs, tools etc. Insignia and more! Bart can carry these around and use them whenever they're necessary. Phew!





USE

750 1 878 20

KEEP IT IN THE FAMILY!

Throughout the game, Bart needs to convince his family that the aliens really have landed. Trouble is, nobody believes the little story teller! What can poor Bart do to persuade them he's telling the truth? Simple - dispose of enough aliens to provide proof that these outrageous extraterrestrials actually exist! Each time he gains an alien, another letter spelling out the name of one of the Simpsons appears under his or her picture. Once Bart has collected the lot, that character is convinced he's telling the truth and decides to help out!



PAUSE



PAUSE

750 1 878 20



This has to be one of the biggest buzzes of the year, man - and one of the year's hardest games! I must admit to fearing the worst when The Simpsons first arrived. Would this be another second-rate clone using a tired old theme? Thankfully it isn't that, although there

are going to be some mixed opinions. For my money, developers Acclaim have come up with a title which is both good fun and extremely challenging. The Simpsons smacks of quality from the cartoon-quality intro sequence, complete with speech, through to the game itself. Looking very Bart-like, our hero is a highly complex little dude and it'll take a while to figure out all his moves, but once you have it all becomes a lot simpler. Be warned that this game is no pushover - and some might argue it's a tad too tough. But with plenty to see, explore, try out and chuckle over, this is a game I'll want to keep coming back to until the challenge is finally completed. My advice is to check this out before parting with any dosh because this may not be your idea of a great game at all...

TIM
BOONE



UPDATE

Bart Vs The Space Mutants will also be available on the ST and 486s, and Acclaim's Nintendo game (from which all the other versions were converted) will be released in the UK well in time for Christmas!

AMIGA

GRAPHICS	86
SOUNDS	79
PLAYABILITY	82
LASTABILITY	83

OVERALL 83

THUNDERHAWK

A11-73M



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PREVIEW

GUNSHIP 2000

MICROPROSE

When a game enjoys a worldwide sales figure in excess of one million copies, securing a list of top industry awards as long as your arm, it makes good business sense to release a sequel at some stage. Simultaneous with Gunship is the software in question, and Gunship 2000 is the sequel which promises much, much more than even the original could deliver.

This time around, the player is not restricted to only one chopper. Seven helicopters feature in Gunship 2000, four of which three can be selected for each mission. Gone are the wire-frame graphics to be found in the first game, moving aside to make room for the sort of detailed, filled 3D views usually found in Microprose's more conventional, fighter plane sims. With missions available in either Central Europe or the Persian Gulf, and a mission editor included in the package allowing the player to create, design and save his own custom missions, Gunship 2000 could well be as big a hit as its four-year old parent.

VERSION

PC

DATE

AUGUST

PRICE

£ 39.99



F117A STEALTH FIGHTER 2.0

MICROPROSE

Never the sort to rest on its laurels, these Microprose chaps. One of the best flight simulators of recent times has been revised and updated and is about to be released on to an important world. F117A Stealth Fighter 2.0, sequel to the Gomertron firm's award-winning F10 Stealth Fighter, not only features enhanced cockpit and out-of-the-window graphics including night-time HUD, spots explosions and graduated landscapes, the loyalty plot will also be given the chance to fly into a clutch of brand new hotspots - including Columbia, Panama, Northern Japan and, most controversially of all, Iraq. We've seen a pre-production copy of the game and, although the frame rate looks a little on the slow side at present, Microprose are promising big things for F117A Stealth Fighter 2.0 - and they usually deliver.

VERSION

PC

DATE

OCTOBER

PRICE

£ 39.99

GRAHAM GOOCH WORLD-CLASS CRICKET

AUDIOGENIC

By the time you get to read this, England will have been well and truly stuffed by the West Indies in the Test match, so what a fitting time to release a game based on the "exploits" of our "frenzy" band of "cricketers".

Gooch and co are brought to life on computer in a way which they struggle to do in real life. A look at the screenshots shows just how much effort has been put into making the game as realistic as possible - so no doubt tick will be out for a duck, we'll lose 5-0, and it'll start raining. Actually, we've played an early version of the game and, to be honest, it's not too far off at all. In fact, Graham Gooch World-Class Cricket is shaping up to be one of the best cricket sims available.

VERSION	DATE	PRICE
SPECTRUM	SEPTEMBER	£ 11.99
CGA	SEPTEMBER	£ 11.99
CPC	SEPTEMBER	£ 11.99
AMIGA	SEPTEMBER	£ 29.99
ST	SEPTEMBER	£ 29.99
PC	SEPTEMBER	£ 29.99



PRE VIEW



STORMLORD

RAZORSOFT

A few years back, the now-defunct Hewson launched a game across a range of computer formats called Stormlord, featuring a medieval-type character battling his way through an awesome adventure full of mayhem and monsters. It received quite high acclaim and sold a few copies and, helped along by 21st Century Entertainment (the phoenix which has arisen from the ashes of Hewson), Razorsoft are releasing a Megadrive version of Stormlord, complete with nine channel stereo sound and over 400K of graphics.

The game has already received a handful of accolades on the other side of the pond, but how will it fair when the kids at CwG get their paws on the disc? Only time, and a few worn-out joysticks, will tell.

VERSION	DATE	PRICE
MEGADRIVE	AUTUMN	£ TBA

ACE

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THUNDERHAWK, JIMMY WHITE'S WHIRLWIND SNOOKER, CASTLES, CENTURION, ALIEN STORM,
MARTIN ISLAND, BATTLE BUSTERS, ILL WILD WHEELS, MATRIS, G-100, HALLEY WARS, PACMAN,
PSYCHIC WORLD, B-TYPE II & SUPER B-TYPE FACE OFF ...AND MANY, MANY MORE!

WORLD-CLASS RUGBY

AUDIOGENIC

The Rugby World Cup is looming on the horizon, and what better way to get all you computer-playing hookers and prop forwards drooling at the mouth than into (or the imminent) release of a game simulating this rough, tough sport? World-Class Rugby lets you scrum down with the best of 'em, line up for a line-out, go on searching rans and convert that egg-shaped ball to your heart's content. But is it playable? Well, an early version we played suggests yes, but you'll just have to keep your eyes peeled to CUG if you want to find out whether World-Class Rugby is to be the Kick Off of rugby games, or struggling to score a try.

VERSION	DATE	PRICE
SPECTRUM	TBA	£ TBA
CGA	TBA	£ TBA
CPC	TBA	£ TBA
AMIGA	TBA	£ TBA
ST	TBA	£ TBA
PC	TBA	£ TBA



PREVIEW



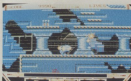
VROOM

LANKHOR

It's a sporting sensation in this issue's Preview! Not only Rugby and Cricket, but F1 motor racing too! And what better time to release a Grand Prix game than now, with England's own Nigel Mansell hotting up his World Championship challenge? We've seen a dose of vroom, and to say we were impressed is an understatement. Blindingly fast, smooth polygons whizz past your car as you forge ahead at the pack to hopefully take first place and spray bubbly onto the crowd from the winners' podium. It'll be interesting to see whether or not the programmers can keep the speed in the finished version but if they do, and equally as important, if the gameplay is up to scratch, Lankhor may well have a race to beat even the most tech-savvy maestro of the GP circuit himself.

VERSION	DATE	PRICE
ST	SEPTEMBER	£ 29.99

PREVIEW



THE KILLING GAME SHOW

ELECTRONIC ARTS

EA are soon to be knocking out a Megadrive version of this platformer shoot 'em up which was a minor S/T and Amiga hit for Psygnosis last year. The action is supposedly set in a futuristic game show, but an EO-208 look-alike leaping around a platform, zapping strings of hostile robots seems more like a recipe for a present-day video game to us. Well, let's not be cynical, because we've seen an almost-finished copy of the Killing Game Show and it is, in fact, quite a jolly blasting romp with some nicely detailed graphics. Shame that the fab intro of the computer version has been cut down, but that would have necessitated an 8 Megadrive cartridge, and hence, a larger price tag. Psygnosis fans are also warned that Electronic Arts are releasing *Shadow of the Beast* on Megadrive and, according to a short EA spokesman, that will be exactly the same as the Amiga game. On web...

VERSION
MEGADRIVE

DATE
AUGUST

PRICE
£ TBA

BUSHBUCK

ACTIVISION

Built on an oddball, this one, but it does look good. Bushbuck is a global scavenger hunt in which you (and a bunch of other players if you like) have to race around the world looking for various weird and wonderful items. Of course you don't know exactly where to look so you'll need to find clues which will get you to the closest cities before your supply of air tickets runs out. What we've seen of Bushbuck looks good fun, and you get facts on each city as you enter it, so it could even be 'educational' as well! Horrors - what a thought!

VERSION
PC

DATE
OCTOBER

PRICE
£ TBA



LEATHER GODDESSES OF PHOBOS II

ACTIVISION

Illusions lived! Well, maybe they don't as such, but one of their classic titles has been revived so that a sequel could be written by the original author. Unlike the first in the series, *Leather Goddesses of Phobos II* is completely graphical, and there's hardly any text at all - the characters' lines are even spoken rather than written on screen. As well as that, for maximum player-friendliness, the command interface is completely mouse-operated. The game starts in Fifties Mid-Western America, where aliens are about to land and claim the Earth as their own. The tone of the game is the same slightly raucy spoof SF yarn, so it should appeal to anyone who enjoyed the first game. The PC version is to be released first with other 18-bit versions to follow.

VERSION
PC

DATE
OCTOBER

PRICE
£ TBA



PREVIEW



EYE OF THE STORM

EMPIRE

Wait! This looks weird, doesn't it? Eye of the Storm is a vast 3D arcade game set in the turbulent red spot of Jupiter (hence the name), and these shots show just a few of the plants, animals and other cast that inhabit Jupiter's atmosphere. Strange phenomena in need of entertainment give the player various missions to accomplish for cash, but these usually involve doing something very dangerous... These shots are from PC version, but Eye of the Storm will also be appearing on the ST and Amiga. Whether or not those lesser machines will be able to cope with the beautifully smooth light-source shading of the PC game is something we'll have to wait and see.

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

MAGIC POCKETS

RENEGADE

First seen on Fred's Minicomputer, Magic Pockets is now coming to your computer screen. Sean Griffiths of the Bitmap Brothers is, as we write, slaving to put the finishing touches to the game's many levels of platform action. Each stage is a massive maze packed with monsters which the Bitmap Kid has to negotiate to find one of his toys which has been stolen by nefarious forces unknown. Along the way, there are numerous battles out to stop Kid, but luckily he is armed with Pocket Power. After a quick rungame in the pockets of his trendy shorts he puts out whirlwinds, breaser bombs and various other weapons which destroy 99% of all known foe, turning them into fluffy bonus points.

Instead of having a boss to beat at the end of each stage (which Sean thought had been done to death anyway), there's some kind of special bonus round. After retrieving his bicycle at the end of stage one, Kid has to challenge a load of Frankenstein's to a race. Beat them all to the finish line and the points are yours!

From what we've seen, Magic Pockets looks like it will be a right bopper game, and no mistake. Watch out for a review in the next ish.

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





LISTEN, JUST GIVE
ME A COPY OF CVG
OR YOU'RE NEXT...

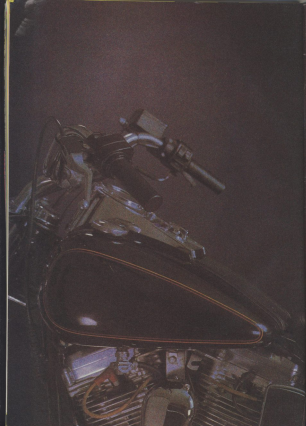
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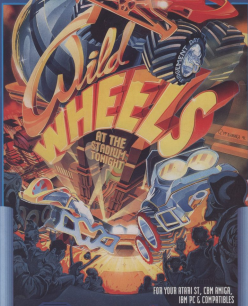


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By head is thought, and my heart is pumping the adrenaline around every corner of my hyper-keen body - the "driving seat", that will be then forward, coupled like a Ferrari into it's interior, as I am placed into the command seat of my vehicle - ready to enter the arena of play... and combat. "Wild Wheels" they call us. Gamblers who play a "game" - a game where there are two ways to lose... down on your knees or down on flat - the flat of that flat sea "flat" for action are the finally brutal mechanics of engineering - machines that will join and the opponent, wait there, and then, because there into a action while flat, speeding game, it's shaped. The flat of that's where many of us will experience our last... flat, thinking back

Now, in the arena, the game becomes a struggle to win, a fight for life. The arena from the screaming crowd is shown by the nearest seat of the empty seat of this mechanical beast. It's a game playing and every corner of power to drive me just ahead, and delivering a heavy, scorching blow into my back as it accelerates at the command. Taking care, I firm up every muscle ready for the great flat, the flattening arena as I release my left handbrake... and its message - "GIVE UP!" But that's just half the game story. Now fill enter the arena... **GO! GO! GO!**
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