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FREE! THE WORLD’S GREATEST HAND-HELD MAGAZINE!

Stuffed full to the brim with the most up-to-date info on your hand-held, GO! is a dream come true! THIRTY-TWO fun-packed pages bursting with news, reviews, tips and previews of the hottest games - and-best of all, it costs you NOTHING! Think you'll need a pair of crap plastic sunglasses to stand the heat? Not at all - because GO! is the coolest freebie in the world!

BC KID - HEAD BANGING EXCLUSIVE!

He went down a storm on the PC Engine as PC Kid, and now he's coming to an Amiga near you! Hudson Soft have really gone to town converting this perfect platform romp to Commodore's 16-bit wonder, so CVG does the business with yet another Exclusive Review of one of the biggest computer games EVER! Want the full lowdown on this white hot little number? Check it out - NOW!

FREE! 16-PAGE STREETFIGHTER 2 PLAYERS' GUIDE!

You're not going to beliiiiiiieve this! CVG sets the standards yet again with an incredible 16-page pullout devoted completely to Streetfighter 2 on the Super Nintendo! This is the guide you've been gagging for, and it's probably worth the price of the mag on its own. Complete with EVERYTHING you need to know, you've never seen anything like it!

WIN A COPY OF STREETFIGHTER 2! (AND A SUPER NINTENDO TOO!)

"Hello, is that Lord EMAP?"
"YES, AND WHO MAY YOU BE?"
"Oh, I'm just a little oik from CVG. We want to give away FIVE copies of Streetfighter 2..."
"WHAT?"
"...and a Super Nintendo for some spawny get to play it on."
"WHAT!!"
"It's goin to cost oodles of cash - but you don't mind, do you?"
"NURSE! NURSE!"

HOT SHOT HOTSHOTS!

We could shout from the high heavens about our mega Hotshot Previews, but we prefer to let the games speak for themselves. Games like Twisted Flipper on the Megadrive, Team 17's brand new Amiga blast Assassin, and Aquabatics, the fab follow-up to Robocod featuring the aquatic agent James Pond! Which other mag gives you such fab stuff?? Answers on the top of a pinhead please...

THE GREATEST GIVEAWAYS!

When it comes to comps, CVG just cannot be touched! This issue we're giving you the chance to walk away with a stackful of gear, like every major hand-held available - that's a Game Boy, Game Gear, Atari Lynx and PC Engine GT to you - with a great game for each! And if that's not enough, then how about staggering off with a superlative Super Nintendo with a copy of Streetfighter 2 chucked in for good measure! How do we do it?

NEW-LOOK CHEAT MODE!

Yes indeedy, the greatest hints and tips section in the entire cosmos never gets even better from this issue onwards - with so many cool cheats for all the latest and greatest games. So if you're stuck on that game, get stuck into cheat mode and give it some stick!

THE HOTTEST REVIEWS!

There's really only one place to be for the full lowdown on ALL the great games - right here in the pages of CVG the world's greatest games mag! After all, when you can find the full lowdown on such titles as Prince Of Persia and Parodius on the Super Nintendo, Splatterhouse II on the Megadrive and the brilliant BC Kid on the Amiga all in one mag, what else do you need? Not a lot, that's what!

05 CVG
8 - WORD UP!
It's all change here at CVG Towers! We've had a promotion and we've got a new addition to the CVG Boys! Who is that lucky lad? Tim's just giggling to reveal all, so join the Big Ed for a voyage into the wide blue yonder...

10 - NEWS
News! News! More news! Everything you need to know about what's happening out there in Gamesland has been bundled together and placed in the section we know News. What's hot, what not and what's what? It's ALL here in CVG!

18 - DAVEY MELLOR'S THESPIAN FROLICS HOTLINES
No, we didn't get up to anything naughty at all. We were only sharing the telephone to try and win a line and marvellous prize from the CVG Hotline. What do you mean, you tapped the call? That's not fair - you'll know all my answers to the questions now!

38 - YOB'S MAILBAG
Fresh from his trip to some tawdry foreign clime, YOB returns to rip shreds out his favourite victims - the readers of CVG! Are you one of the lucky few whom CVG's very own silver-tongued devil has got his teeth into this month? Yes, you probably are...

44 - INCREDIBLE CVG POSTER!
You want posters? We give you posters! Another incredible slice of CVG brilliance can be found nestling in the middle of the mag. Rip it out, stick it up and watch your mates gaze in awe and amazement!

45 - STREETFIGHTER 2 - THE COMPLETE PLAYERS GUIDE!
Who better to bring you the ULTIMATE Players' Guide to the ultimate Super Nintendo game than the ultimate games mag - CVG! Find out all about Ryu and Co, and learn all the special moves when you delve into this SIXTEEN PAGE super-guide - then beat up your mates every time. Hurrah!

58 - CHEAT MODE
He's got his Hong Kong Ray Bans back after they were whisked away on one of his debauched visits to the place they call 'The North East', and he'll be wearing them just for you, as you peruse the pages that he has invariably stuffed full of hot tips and cheats - and cor blimey, that Billington feller has given Cheat Mode a groovy new look, too!

64 - SADIE'S SCORERS
She's mean! She's lean! And she'll probably be seen with a variety of distinguished public figures in tatty tabloid journals in a short while. Unless, of course, she's too busy whipping CVG's high-scoring heroes into shape. She's a gal, isn't she?

78 - HAVE YOU WON A PRIZE?
We thought it about time we handed out a groovy new Megadrive to the winner of the Rad's Cartoon Comp. - and not only that, we're going to show you a few of the oh so unlucky runners-up, who get naught save their piccies in the world's best mag!

94 - HALL OF FAME
Top names! Top games! All inside the CVG Hall Of Fame! What's the best of the bunch this month? Find out this and much more - like the CVG Boys' fave raves over the past twenty-eight days!
AMIGA

22 - BC KID
You probably know him better as PC Kid of PC Engine fame - well he's now on the Amiga in a totally brilliant conversion of his original exploits! We think this is the tops - which is why the Kid not only graces this month's cover, with fabby art by Gary Ward, but also has the benefit of a whopping FOUR PAGE Review! Are we good to you or what?

SUPER NINTENDO

12 - AXELAY
Cricky! One of the best console shooters ever is about to scream onto the Super Nintendo, and CVG is there to give it the once over. You've never seen anything quite like this on the SNES, so stop muckin' about and take a look!

14 - HOOK
Alright, so Robin Williams looks well sillly in green tights but Ocean's game of the film is a right old lark! We've taken an early look at the game and we're ready to tell you all about it!

30 - NINJA GAIDEN
One of the most popular arcade beat 'em ups ever hits the Master System! Is it the hardest little number to grace your Sega? Check out the CVG Review and flippin' well find out!

NINTENDO

32 - TEENAGE MUTANT NINJA TURTLES IV - TURTLES IN TIME
Order in a pizza or two and settle down for a spot of shell-kicking in the latest excursion into the world of the Turtles! Splatter Shredder and conquer Kraang in a game that's a damn sight better than its coin-op counterpart!

36 - PARODIUS
It's the silliest shot 'em up ever and - it's on the Super Nintendo at last! Konami blast into buffoonery with the SNES version of the classic Parodius - and it's absolutely brilliant! Shoot the baddies and laugh your back off at the same time in this corking comic caper!

68 - PRINCE OF PERSIA
At last, a Super Nintendo conversion of the game that's appeared on more formats than practically any other! Save the fair princess from the Grand Vizier Jaffar in Prince Of Persia - a souped-up spectacular that's bigger and better than any version before it!

76 - NES OPEN
Golf, japes-a-plenty with Mario are afoot in NES Open - one of the best versions of the sport ever to grace the machine! 3D graphics portray the action - dive in and tee off for the time of your life!

EDITOR

TIM BOONE
I once went for a job as a boilermaker, but I didn't know what a boiler was or how to make one. I had to sit really boring multiple choice test about stress levels and pressure and stuff and I didn't have a clue how to answer any of them. In the end I just ticked box A for everything and went home. How the hell do you make a boiler anyway?

DEPUTY EDITOR

PAUL RAND
When I was sixteen our mam made me go for a job as a chicken plucker at some plucking factory near our house. I got all the way there but couldn't pluck up the courage to go in the plucking place. Instead I hid for an hour and a half, then I went home and a half, then I went home and a half, then I went home and a half, then I went home and a half, then I went home and a half, then I went home and a half, then I went home and a half.

ART EDITOR

JON BILLINGTON
I once worked for this weirdo charity outfit full of hippies and right-on people and worked with this bloke making a pamphlet called The Evils Of Sugar. The thing was, this bloke smoked fifty a day - which really IS bad for you - so I gave him a pamphlet on that and he never spoke to me again.

STAFF WRITER

PAUL ANGLIN
I once had this job collecting glasses in this club full of old Welshmen and the boss insisted that I had to work on my birthday. I worked from seven 'til twelve when I should have been at home having a party and all they gave me was a crap record dedication and a baseball cap.

DESIGNER

JENNY ABROOK
I used to work for this construction firm and my job was to buy the stuff they needed like concrete and bricks and things. Then they started asking me to buy things like clinger and life jackets, and I could never work out why they needed them. It must have been a wind-up but I didn't know that at the time, so I bought four of each and never heard anything about it...

MANAGING EDITOR

JULIAN RIGNALL
I once had to dig this ditch and there was a dead sheep in the bottom of it, which burst open when I stuck the fork in. I just freaked out and ran away as fast as I could, but my mate was downwind of the thing and threw up everywhere. It was the most disgusting thing you've ever seen. Aaargh!

ADVERTISING MANAGER: Jim Owens SALES EXEC: Greg Watson PRODUCTION ASSISTANT: David Nye SECRETARY: Joanne Brier MARKETING MANAGER: Marc Swallow MARKETING EXECs: Sarah Ewing and Sarah Hillard PUBLISHING DIRECTOR: Graham Taylor MANAGING DIRECTOR: Terry Pratt SUBSCRIPTIONS AND BACK ISSUE ENQUIRIES (INCLUDING GO!) - HURRAH! CVG Subscriptions, PO Box 500, Leicester LE99 9AA TEL: 0658 410510 EDITORIAL AND ADVERTISING RUMOUR EXCHANGE: CVG Towers, Priory Court, 30-32 Farrington Lane, London EC1R 3AU TEL: 071 972 6700 FAX: 071 972 6710 PRINTED BY: Kingsley Web Ltd, Fengate, Peterborough COLOUR BY: Colourtech, London E2 TYPESET BY: Edmond Honda and his fat belly of doom COVER ART: Gary Ward DISTRIBUTED BY: BBC Frontline (c) COPYRIGHT: COMPUTER AND VIDEO GAMES 1992 ISBN No: 0261-3597 QUICK QUESTION. Why did the chicken get squashed by the truck? THANKS TO: Wavey Davey and his boss's daughter Deprafty. CVG DISCLAIMER: CVG cannot be held responsible for any omissions, mistakes, misunderstandings, lost printers, lost women, lost rats, lost hair or the whole of Class 3C at Middleton Comprehensive School, Barton On The With. Sorry Mrs Pugh, but there's nothing we can do...
Welcome to another incredible issue of the greatest games mag in the world! There's so much stuff jam packed inside this issue I've only got space enough to say enjoy yourselves, don't buy crap mags, accept no imitations and if you see Marcus Hughes from Minehead tell him to stuff his rally bike sideways up his bum. See you next month!

WHAT, A PROMOTION!

OK, time to update you on a few staff changes at CVG Towers. First of all, Paul Rand is promoted to Deputy Editor of CVG and GO! You all know Rand by now, so the Eastington Elvis needs no introduction from me. However, we do have a new face to tell you about. He's Canvey Islander Paul Anglin, who at 16 years old becomes the youngest Staff Writer in the history of the magazine! So how did the spawny little get pull that one off, eh? Basically, we've taken him on because he's the only other person in Britain who can stand Rand twelve hours a day. But seriously folks, little Paul's a gamesplaying demon with snappy trainers and quick wits, so he lands the greatest school leaver's job in the world!

GIVE US A LAUGH AND WIN A PRIZE!

Want to get your name in CVG and stand the chance of winning some free software for your machine? Well, send us summum and we might just send you something brilliant back! We got the idea when an anonymous CVG hero who forgot to include his name and address sent us loads of little items to give us a laugh. Among the package was half a ruler, a little model Batwing and tons of other skill stuff! Anyway, we reckoned it was the tops, so we're starting a brand new competition. Send us something to raise a laugh (make sure it's legal, decent and doesn't go rotten!) and we'll dish out free software to the best of the lot! It doesn't have to cost anything at all because it's the thought that counts, so fire off those little prezzies to: GOODIES GALORE, COMPUTER AND VIDEO GAMES, 30-32 FARRINGTON LANE, LONDON EC1R 3AU. By the way, to the skill lad who gave us the idea: send us your name and address together with a list of some of the other stuff you sent (so's we know you're genuine) and we'll send you a free game for your machine!

GO YOSHI GO!

INCREDIBLE! Remember we told you about the Holostar 2000 back in April? Well that's nothing compared to its follow-up, the Holosad 2003! Giddyup Yoshi's the name of the first game for the machine, in which you get to ride the back of your dinosaur pal, just like Mario! And if that's not enough, Paul reports that manufacturers IQ-O are already working on the Holosad's second game, Dodgem Davey. Here's an early screenshot - and just look at the speed blur on that! Incidentally, whoever can come up with the best caption will win a free game for their machine...
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WHOOPS - WHAT A WHOOPSIE!

Call us useless morons without any brains but we missed the usual thanks boxes off a few of the Reviews last issue. So apologies to all concerned, and if you were wondering who supplied the goodies and where you can get them, here’s the info you need:

Our FINAL FIGHT GUY and STREET FIGHTER 2 on the Super Nintendo were supplied by Advanced Console Entertainment and the Electronic Gaming Club. For more information call them on 071 783 0480.

MAGIC SWORD and KRUSTY’S FUN HOUSE on the Super Nintendo were supplied by Console Concepts. For more details call 0782 712759.

STOP PRESS! STOP PRESS! STOP PRESS!

Just as CVG is winging its way off to the printers, Axelab and Hook for the Super Nintendo drop in through the door! Do we fret? Do we worry? No, we just despatch Paul Anglin to rugby tackle the courier on his way down the stairs and drag him back so’s we can get this in. Axelab, from Konami, is quite possibly the best shoot ’em up you’re going to see this year on any machine. Check out these awesome screenshots if you don’t believe us! The game features utterly incredible graphics with gameplay to match, and the backgrounds are simply awe inspiring - with Mode 7 used to full effect for smooth 3D background scrolling which puts coin-ops to shame! We’ll be giving the game the full works in the very next issue of CVG - so keep ’em here and all will be revealed!

First impressions of Hook on the SNES are also very good. One of the best features of the game is the music - a smattering of lively, orchestral ditties which spur you further into the game. Peter (you know, Pan) starts the game with a flashy sword which, after collecting the relevant item, can unleash bolts of energy! This can be handy to tackle tricky baddies from afar, because they might otherwise drain you of strength - and you only get two energy units to begin with. Most of the baddies can be destroyed with one swift smack - but others, like the rolling fat bloke who tumbles down the hill toward Peter, take two or more. Watch out for the archers who fire arrows into the air, or the bloke who shakes up a hornets nest and sends them swarming after you! Hook may not be the most original platform game in the world, but it is well done. Our copy came courtesy of those fine folk at Console Concepts, so call ’em for more info on 0782 712759.

FLASHBACK FLASHES IN

Coming soon from US Gold to an Amiga and PC near you is Flashback, latest game from Delphine - the people behind top titles Operation Stealth, Cruise for a Corpse and Another World. Taking the part of Conrad B Hart, research scientist to the stars, you find yourself crash-landed on a bizarre jungle planet surrounded by hostile creatures and remembering very little of how you got there...

As you can see from these screenshots, the graphics are looking absolutely top stuff, and we’re promised gameplay to match. Delphine are also well proud of their animation system, and although you can’t see it from these pixless the movement is so lifelike you may well swear you were watching a movie! More news on this one the second it drops in!
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NEWS

THE EAGLE IS LANDING SOON!

Everyone wants to make a console game these days! The latest software house to jump onto the ever-growing bandwagon is Microprose, who are putting the finishing touches to Super Nintendo and NES versions of their top-selling flight sim F15 Strike Eagle 2! Chosen because the game was the easiest sim to convert to consoles, thanks to the limited amount of keypresses needed in the original home computer version, F15 is looking a bit of a treat on the Nintendo machines and no mistake. In fact, the SNES game could turn out to be even better than the original, with those custom chips being pushed to the limits of a dazzling spectacle of graphics and sound! We're getting our hands on smart pre-production copies of both these titles in the near future, so watch out for the full CVG treatment very soon!

CVG SPAWN CENTRAL!

Not too long ago we ran a competition with Tekmagic to send one lucky reader to the European Football Championships in Sweden! Spunky boyo William Shields of East Grinstead was whisked off to see the tussle between England and France - you know, the one which we should have won but didn't! Still, William had a lot of fun, especially when he came down to the CVG offices to spend an afternoon - and didn't mind one bit when he got his ass kicked on our Streetfighter 2 arcade machine! If that's not enough, Tekmagic threw in an armful of Sega consoles and games because that's the kind of guys they are! Here's a piccy of Wills looking as happy as a sandboy at the match, together with his winning compo entry. What a star! Look out for more CVG comps soon - next time it could be YOU!

TANKS A LOT!

We get loads of videos sent to us at CVG, and one of the coolest we've received lately is Dominion Tank Police, the latest animated extravaganza from Japan! It's all to do with the world becoming a much more violent place and the normal police being replaced by the Tank Police - coppers in massive battle tanks! As you might expect from a 15 certificate Japanese cartoon, Dominion Tank Police features guns galore and even a couple of women in various states of undress! Parts One and Two come on one cassette, with parts Three and Four, surprisingly enough, being supplied on another! Each tape costs £12.99, with the last two episodes becoming available on September 7th.

SEGA'S LITTLE GENIE-US

There's just no stopping the Game Genie! It's enjoying great success on the NES, even though Nintendo aren't desperately happy about its existence, and there's soon to be a version available for the Megadrive! Galoob, the company producing the game cracking device, are including a codebook in the package containing over a hundred different cheats for a variety of games, giving the user infinite lives and loads of other stuff! This well useful piece of kit will be released for the Megadrive in October, with a price tag of £44.95. And look out too for a Game Boy Genie, which we'll be covering in a future issue of GO!
# Crazy Console Prices!

## Sega Mega Drive
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GUY SPY GOODIES!

Now this looks like a bit of a laugh and no mistake! Guy Spy is the Dragon's Lairish offering from Readysoft on your Amiga and PC, and as you can see from these screenshots the game looks well 'ard! Playing the part of the world's greatest counter-espionage agent you have to destroy the dreaded Doomsday Machine in this cartoon romp featuring 1500 frames of animation and 6 megabytes of graphics on six disks! With any luck the game should be out by the time you read this, priced at £29.99 on Amiga, a fiver extra on PC.

BLUNDERS DOWN UNDER

It's true! The Holostar 2000 wasn't an April Fool at all - according to one sad Aussie mag, that is. Antipodean reader Leigh Price spotted the 'Scoop Exclusive' piece in a copy of Megazone magazine, in which they drooled over its custom polygons and got into a right old state over those 64 bits! Quite what they were thinking when they went on about how this new technology had been used by US Defence pilots is beyond us - the Holostar 2000 is actually an upside-down Atari VCS with bits of plastic stuck to it! Of course, if those Down Under dizzies want to buy our Holostar, just send a cheque for £229 made payable to Cretinous Australians Should Hang (CASH for short)...

VIRTUAL REALITY AT HOME!

After years of speculation about virtual reality becoming an everyday part of life, there now comes news of the HOLOSTAR 2000 unit, which will transform your lounge room into cyberspace. Although still in pre-production form, the Holostar is the first of the new generation of 64-bit machines, featuring custom polygon generation and state of the art infra-red and ultra-sonic sensory equipment.

It will also have the revolutionary Holospec System with fibre optic scanning, which has been used by US Defence Force pilots in testing jet fighter prototypes. The unit comes with LCD glasses and sensor equipment, which looks a lot like a mouse. The Holostar 2000 will be released in Britain in August for a surprisingly cheap £229 (around $500). It will hopefully make it's way Down Under in

SECOND'S OUT - ROUND TWO!

Well, you may have missed your chance to be the First Samurai when Fat 'Un Bob went under, literally, but Vivid Image have been beavering away on the sequel to one of the best beaters ever! Yet indeed, First Samurai on the Amiga was a fine old laugh which suffered badly when Maxwell went down with the ship. As a result not many of you got the chance to buy it, which was a right old shame 'cos it was dead good. Anyway, as you can see from these shots, the sequel's already well underway and looking well wicked! Best improvement from the original is the option for two players, so two Second Samurai's can kick butt at the same time! From our sneaky peek we can tell you that the graphics are totally spiff and the game's already moving well. More news when we have it!

2. SAD RAND'S CLIMBING CAR

Right - prepare yourselves for some serious sadness. It all started when Probe boss and top roistering boyo Fergus McGovern sent Paul Rand a birthday present from Japan - a car which climbs walls. "Codswallop!" cried the CVG boys. "You can't have a car that climbs walls!" Well, Rand decided to prove it - and spent most of the day lovingly constructing his little toy car. When it didn't work (sad) he managed to rope in a few poor unfortunate souls to attach sticky tape to the wells (sad) and tried in vain to run the car up the wall (sad). Then he realised he hadn't read the instructions properly, got the car working and pranced around CVG Towers showing it off to all and sundry. We think this is probably the saddest sight we've ever seen, but if you can find a picture of yourself doing something even sadder then send it off to I'M SAD I AM at the usual address and we'll award the game of your choice to the best of the lot...

SAD CENTRAL

1. CVG BOY IN BOMB SCARE SHOCKER!

Ok, so a lot of things have been said about Jon Billington's sad VW Polo, but nobody's ever mistaken it for a bomb before - well, until the police, fire brigade and bomb squad did! Sirens flashing, they rushed round to pash old Muswell Hill and broke into his car thinking our man was an international terrorist! Apparently somebody had spotted Jon and Mean Machines' very own Gary Harrod climbing out of the wreck, decided they were shady characters and phoned the cops! "It was ridiculous," says Jon. "They actually tried to tell me off for parking my car where I live. The policeman said she hoped they weren't being petty and stupid about it all. I just looked at her..."
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STEVE (ORDERS AND BOSS)
EA IN WHOPPER CHOPPER SHOCKER!

And while we're on the subject of console flight-sim hilarity, you need to know about Electronic Arts' forthcoming conversion of their mega-selling PC game LHX Attack Chopper! The player gets to control either an AH-64A Apache Gunship or the futuristic LHX 'copter of the title across a variety of scenarios, with missions ranging from blowing up enemy outposts to rescuing POWs from concentration camps.

The original PC game was an absolute stormer of a sim, which the CVG boys still play and enjoy, and the Megadrive version is set to be a totally accurate conversion! All of the different camera views can be accessed, allowing you to watch the action from a stack of different angles, and the 3D frame update is very fast and smooth - and that's just on the nowhere-near-finished ROMs that we were treated to a first look at! More info will be available next month - stay with CVG for the full lowdown!

PUTTYING IT ABOUT A BIT

You probably know all about Silly Putty - it's the rubbery stuff you buy in blue or pink, it looks a bit like a bogey and you can do all sorts of interesting things with the stuff like pull it, stretch it, and lift images off your favourite comics and mess about with them. Well, now Silly Putty has its very own game, coming soon on Amiga, ST and PC courtesy of System 3.

Playing a blob of putty (and why not?) you get to stretch, bounce and even inflate your way around a weird and wonderful world, taking on your arch enemy Dazzledaze before all the other Putty People are shipped to earth as bubblegum! System 3 are promising up to fifty levels of weirdness, and from what we've seen the game certainly looks out of the ordinary! The game should be out in September priced at £25.99 on Amiga and ST and £29.99 on PC.

SPORTY SCHOOLS

The Sega buses have been out in force again, this time to promote the Sega Sports Challenge, a nationwide competition in which schools from six different regions took part in a range of events for the prize of £2,500 worth of sports gear for the school and a host of other goodies for the participants. The eventual winners were Cowley High School from St Helens, who can proudly proclaim themselves Sega Sports School Champions! And a big round of applause to the runners-up, High Strens School from Sheffield and Ryton Comprehensive from Gateshead. Hurrah! By the way, to any of you lot looking over someone else's shoulder and reading this - bag off and buy your own copy, you stingy git. Yes Mr Headmaster, that includes you too...
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INTO SUMMER

Master System

COMING SOON ON GAME GEAR

DOMARK
Prehistoric children and lost girl-friends might not sound the ideal combination for a fast-paced romp in the Mario and Sonic mould, but that didn’t stop Hudson Soft from achieving massive success with PC Kid on the PC Engine! One of the best games of its genre ever to hit a console, home computer owners were more than slightly peeved at the prospect of not ever being able to step into the animal-skins of the Kid on their machine. But all that is set to change for, due to massive public demand, PC Kid is making his long-awaited debut on the Amiga! As always, CVG went and grabbed an Exclusive look at what is set to be one of the biggest hits this Christmas - read on and find out all about what’s in store!

PC or BC? OR BONK?
The biggest change between PC Kid on the Engine and the forthcoming Amiga version is in the name - the computer game is to be called BC Kid. Not the most massive alteration in the world, but think yourselves lucky; in the States, where the PC Engine is known as the TurboGrafx 16, PC Kid isn’t called PC Kid at all - he’s called Bonk! Just imagine trying to explain that one to your parents while they’re rifling through your games pile!

CHILLI SAUCE WITH THAT, PLEASE
There’s nothing the Kid likes better than to munch on a nice, hot kebab - and when he does, all kinds of things happen! Eating kebabs causes Kid to go all funny and dark, allowing him to head-butt the floor and freeze all the nasties for a limited amount of time. And, when he swallows a mega kebab, Kid goes absolutely wild, making him invincible for a short while!
CHROMAGNOM KID IN KIDNAP CAPER!

Basically, you play the role of the Kid - a half-pint homo-erectus whose girlfriend has been kidnapped by the bad dinosaurs. Of course, the young 'un's got to go and rescue her; so pull on your loin-cloth and shout 'Ooga! Booga!' across five enormous stages of platform action, set both on land and in the sea - and even in the stomach of a gigantic Diplodocus! Eee, the things those prehistoric types used to get up to, eh?

BC Kid? That sounds a little familiar. And indeed it should. This is an Amiga version of the classic PC Engine platform romp PC Kid, which took the Engine world by storm when it was released about two years ago. The main reason for its astounding success was the strong comedy element. The thought of guiding a slap-headed caveboy along prehistoric landscapes and putting dinosaurs to oblivion is a real rib tickler. But PC Kid's merits aren't just down to the laughs. Graphically the game is brilliant, with real cartoonish looks and fast smooth scrolling backed up by some top sound effects and a host of prehistoric tunes. The gameplay is fast and extremely addictive, and this is a game you won't crack in a hurry. But of course the question everyone is asking is how does it compare to the PC Engine version? The answer is: they're exactly the same! So now Amiga owners everywhere can enjoy some top class console gaming action, and this is brill. As the Yanks say: "Keep on Bonking!"

PAUL ANGLIN

CVG 023
PC Kid was a game that I played absolutely to death on the PC Engine - even with the plethora of amazing games that are around for the little NEC wonder, it still managed to grab the title of Best Engine Game Ever in the CVG office when it arrived. So imagine my delight when we got a perfectly converted Amiga version through the post! By golly, I jumped with delight at the superbly cute characters, hopped with joy at the massive levels, and nearly burst a gut with pleasure at the hordes of enemies that were there to contend with! This is such a brilliant game that if you pass it by you deserve to be eaten by one of the monsters in BC Kid's world! Graphically gorgeous, with masses of colour, and the kind of simple yet demanding gameplay that has made this style of game one of the most popular, coupled with the innately cute Kid, make BC Kid a massive success. Don't think - buy!

Paul Rand

More Famous Than The Brat Off Home Alone

Over in the Land Of The Rising Sun, PC Kid is big business. He's on mugs! He's on mugs! He's on towels! He's on towels! Well, perhaps not, but he most certainly is on a hefty pile of products! Kid merchandise sells like sushi in Japan, as becomes the third biggest video game star over there, just behind Mario and Sonic. And soon, everyone will know his name over here too! Of course, we've known all about the Kid for yonks, 'cos we're great, we are.
In BC Kid's world, the emphasis is on cute. Jolly little bird things with half egg-shells on their heads, milling around the levels; happy dinosaurs which Kid can climb inside and find secret places; comical capers of all sorts, from climbing up vines by your teeth (!) to giving all those baddies a Glasgow kick.

The pair of PC Kid games on the engine must rank as two of the greatest console laughs of all time - and incredibly the Amiga version is just as good! Here's a game specifically written for a particular console and converted perfectly onto home computer! The people behind the game are Hudsonsoft, the same software house which turned in the Engine originals, and absolutely nothing is missing! The first thing to strike you about BC Kid are the awesomely hilarious graphics, which even manage to beat Sonic and Mario for sheer appeal. Then there's the sound - fabulous jolly tunes to spur you on through the game. But most important of all there's the gameplay, perfectly ported from the Engine version and a complete winner. The urge to discover what the next level looks like just won't let up until you've finished the game, and even then you'll still be going back for more! PC Kids I and II are two of my all-time fave console games, and this Amiga version IS PC Kid. So stop shuffling about and buy the game just as soon as you possibly can!

TIM BOONE

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CVG 025
It's Christmas Day and the staff of the Nakatomi Corporation are having their party. Little do they know that a gang of robbers are in the process of ripping off the $640,000,000 worth of security bonds that are stored in the high-security safe. Well, they don't know until the gang, led by Hans Gruber, breaks into their shin-dig on the thirty-first floor and holds them hostage. But what Hans and his cronies fail to realise is that hiding out somewhere in the building is John McLain - police officer and husband of one of the party guests. He's not altogether enamoured at the prospect of his missus' incarceration and decides to try and shut down Gruber's operation - by shooting all of them. Well, what would you do?

It's taken a long time to come, but Die Hard has finally been converted to the NES - and it's a bit of a hoot! Slightly reminiscent of Gauntlet, what with the top-down view and the fact that you've got to run around and kill lots of baddies, but the similarity ends there. Strategy is an all-important factor in Die Hard - make sure you get hold of a radio early on in the game so that you can follow the movements of the baddies and avoiding landing on the same floor as one of the mega-criminals! The game follows the storyline of the film almost to a tee - lots of stills from the movie, crawling through air vents and being found out and shot at by the terrorists - even having your feet ripped to shreds by broken glass, hampering your progress! It may not have the best graphics ever, but Die Hard certainly scores plenty in the gameplay stakes!

GET EQUIPPED

McLain begins the game with no shoes and a police-issue revolver. When he kills the baddies, they may or may not drop some equipment that will prove valuable during the game. Such items as sub-machine guns, ammo and radios all contribute to helping John complete his mission and get rid of Gruber.

ELEVATOR ACTION

The Nakatomi building is big. And with feet like McLain's, he doesn't want to be tramping up and down stairs all the time. So it's a good job the lift's in good working order, to carry our crackshot copper between floors. But be careful - gang members might be hiding the lift, waiting to pick you off. Or they may be just inside the elevator, guns at the ready to fill you full of lead when the doors slide open.

FINDING YOUR FEET

There are two energy bars to keep an eye on in Die Hard. The first is the normal energy meter which is depleted whenever you get shot. The second, and more unusual - is the Foot-o-meter! You see, John McLain hasn't got any shoes on and, with all those bullets whizzing around, there's a lot of broken glass on the floor. Whenever he steps on these shards, the Foot-o-meter goes down, but luckily there are first-aid kits hidden in rooms which John can use to soothe his torn-up toes.

Not really very tidy here is it?

One lock down, 39 crooks to go and your feet are looking good.

It was my idea for Johnny boy to get the first aid box.
Die Hard

MOVIE MAYHEM

As you may recall, there was a Die Hard movie based upon the film of the same name, which starred Bruce Willis as hard LA cop John McLain. It cost a fortune to make, mainly because of Bruce's large salary and the huge production values of the special effects. The film was also a hit, despite most of the critics' reviews.

MOVIE MAYHEM

There's a Die Hard video game in the works, and it's not a total rip-off. The game is based upon the film, and the graphics are quite impressive. The gameplay is fast and frenetic, and the controls are easy to use. The story is also well-developed, and the game is rated T for teen.

MOVIE MAYHEM

There's also a Die Hard CD-ROM game in the works, and it's very impressive. The graphics are outstanding, and the gameplay is fast and frenetic. The story is also well-developed, and the game is rated T for teen.

MOVIE MAYHEM

I first saw this game at a trade show, and I was quite impressed. It looks completely new, and it plays completely new. It's a real treat to play, and I highly recommend it.
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There's nowt so useful as having an ancient band of ninja warriors on hand to look after your country. That's the situation Japan's been in for centuries, guarded by the Dragon Ninja clan under the leadership of Ryu Hayabusa. Mind you, they can't be that good. While old Ryu is out and about, a gang of hoodlums has been in and massacred the entire Dragon Ninja posse! Not only that, the ancient scroll of Bushido has been stolen - and this is no ordinary scroll because its owner can control the world! The fate of the Earth is in the hands of Ryu - and you control him in an eight-level beat 'em up in which you've got to kill lots of baddies, collect lots of items and, ultimately, retrieve that scroll. All in a day's work for a top ninja bloke like yourself.

Or not...

"There's been something of a shortage of good beat 'em ups on the Master System, so it's good to see a cart of the quality of Ninja Gaiden cropping up out of nowhere. It's nothing very special graphically, although it has to be said that the sprites are of above average quality, even if they do verge on the titchy side. The eight levels you'll negotiate are quite tough, with a goodly amount of enemies to smack about, and loads of great items and weapons to pick up and use. An annoying factor of Ninja Gaiden is the continue option - why oh why do game producers put infinite continues in their products? Nobody wants to finish the game at the first sitting - and at thirty quid a throw, Sega shouldn't expect them to. It hasn't got a whacking great name behind it, but Ninja Gaiden should hold its own quite admirably in the cut and thrust of the Master System world!"

**Paul Rand**

| GRAPHICS | % 81 |
| SOUND   | % 78 |
| GAMEPLAY| % 83 |
| VALUE   | % 80 |
| OVERALL | % 81 |
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**RING FOR SOFTWARE**

**TRADE ENQUIRIES 081 342 9042**
The New York crime rate is getting ridiculous these days. I mean, car thefts and break-ins are one thing, but stealing the Statue of Liberty in broad daylight, in front of a television audience of millions, is quite another. Surely no ordinary criminal would dare try that? But wait - this is no ordinary bad guy! This is Shredder, the arch enemy of those heroes-in-a-half-shell, the Teenage Mutant Hero Turtles. After witnessing these terrible events, our amphibian friends have decided that it's time to teach Shredder and his cronies a lesson.

Yes, it's those Ninja/Hero Turtle boys again, fighting for truth, justice and pepperoni pizza, and I thought these guys had burned out. This is not a conversion of the very poor and not-at-all exciting Turtles in Time coin-op; it's Konami's own version - and doesn't it look grand? Turtles 4 has been given a real cartoon look, and it's very impressive. The sound has also been given the treatment, featuring some really great effects, not least a smattering of superb speech. Sounds good so far? Unfortunately, the whole game trips up on gameplay. Although Turtles in Time is enjoyable enough, it is very easy and will not take you long to finish. Normal mode is a breeze and Hard mode is little more of a challenge. A real shame, because if it hadn't have been for this little niggle, Turtles 4 could have been a smash. As it stands, it joins the already bulging ranks of the could've been.

NO CONVERSIONS?
When Konami announced that they were producing a Super Nintendo version of Turtles in Time, the CVG boys were less than impressed. 'Oh no, not a conversion of the terminally sad and tragically low quality coin-op of the same name?' was the resounding howl, but how wrong we were! This is, in fact, a version that Konami have written themselves. Thank goodness for that!

STOMP SHELL!
Do you suffer from the Oi, you've picked my power-up blues? Yes, two-player mode can be a cruel world, can't it? Turtles in Time, however, gives you the chance to do what you've always wanted to - kick seven bells out of your mate! Unlike in a lot of games where this is possible in the actual game, Turtles in Time locks yourself and another Turtle in mortal combat in a separate sub-game!
ELITE FEET
The Foot Clan is one thing - sorting out the bosses at the end of each level is quite another. Standing in your way is a prehistoric Turtle-saurus, an alligator that zips around at the speed of light, the two mutants Bebop and Rocksteady and, of course, the dreaded Shredd-

HERO TURTLES 4

IN TIME

SPECIAL FX
One instantly noticeable thing about Turtles 4 are the incredibly cartoon-like graphics, which really capture the feel of the Turtles perfectly. And, being a Nintendo game, it's awash with incredible effects - the most visually stunning of which being when you throw the baddies out of the screen! All you see is this them hurtling towards you - Mode Seven strikes again!

TAKE IT, OR LEAVE IT.
BAXTER STOCKWELL ISN'T LOOKING VERY HEALTHY!

MODE 7
AHoy! THERE GOES A FLYING FOOT - HURRAH!

Turtles? Finished? Not if Konami have anything to do with it! Pity they've come up with a rather tawdry product in Turtles 4 - Turtles In Time. Give them their dues, it's not a straight conversion of the diabolical arcade game, but it does have its bad points. Certainly not in the presentation though - Turtles In Time looks absolutely brilliant, with big, colourful sprites and backdrops and the Super Nintendo's graphics chip producing some fine effects, most notably when the Foot go flying toward the screen! Sound is ace too, with lots of thumping soundtracks and spot effects and even speech - although the cry of 'Cowabunga!' at the end of each stage is a tad twee. No, the problem here is the difficulty setting - or rather lack of it. Even on the hardest level Turtles 4 is ridiculously simple and if you don't make it to the end after a few hours play there must be something seriously wrong with you. Turtles In Time should be called Turtles In No Time - 'cos that's how long it'll take to complete.

PAUL RAND

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What can you do when eleven of your most favourite sectors of the galaxy have been captured and overrun by weird things? Do you call the Old Bill and demand immediate action? Do you hold up all the traffic and generally make a fool of yourself? Or maybe just sit around, feeling sorry for yourself and talking about the good old days? No of course you don't - you jump into your death-dealin' starcruiser, put on some thumping rock tracks and take no prisoners. I don't care how cute they are; they're not going to get away with this!

I absolutely loved Parodius on the P.C Engine; the idea of blasting a nice tabby out of the sky really appealed to me. So when I got to grips with this Super Nintendo version, I had very high expectations. Thankfully my demands have been more than met - what little room there was for graphical improvements has been more than filled, and the cuteness rating has been jacked right up for maximum effect. The sounds are really great giving a terrific atmosphere, but the addictive gameplay really makes Parodius stand head and shoulders above the crowd. Okay, so it's nothing original, but it is one of the cutest games I have ever been subjected to, and try as you might, you just cannot put it down. And with ten basic levels - not to mention the Omake level which can be selected on the title screen - there's little chance of doing that for a good while. You can keep your R-Types and other oh-so-serious blasts, 'cos for me, Parodius is the bizz.

Paul Anglin
THANKS...
...to Advanced Console Entertainment and the Electronic Gaming Club for the cartridge used in this review. For more information call them on 071 783 0480.

I was quite simply dumbstruck when Super Nintendo Parodius came into the office! If you thought the PC Engine version of the game couldn’t be bettered, think again - this looks, sounds and, yes, plays like an absolute dream, with stacks and stacks of hilarious sprites and some of the wildest gameplay witnessed in a shoot ‘em up. Fans of the Nemesis/Parodius series of games will instantly warm to Parodius because of its similarity to those great blasts, and newcomers will leap at the chance of a blast simply because it is so - weird! Honestly, flying around in a turbo-charged octopus, taking pot shots and cat/balloon combinations?! A challenging feast of fun and firepower, with enough levels and difficulty setting to test the hardest hardman, all combine to make Parodius one of the best shoot ‘em ups you can find.

Paul Rand

ONLY IN FUN
Remember Nemesis? Well, to say Parodius owes a little to that games, is like saying that there’s slight congestion on the French Motorways at the moment. Without that classic shoot ‘em up, Parodius would no doubt never have existed. It gets it’s name, from the fact that it is a parody of Nemesis - hence the name Parodius - with similar power-ups and level maps but altogether wackier graphics!

BIRDS AND CATS AND BIRDS AGAIN!
No shoot ‘em up would be complete without a goodly supply of end-level baddies, and Parodius is no exception. Don’t expect alien terrors or enormous star destroyers though - you’ll be taking on such guardians as a parrot with an Achilles belly button and a foxy lady with long but lethal legs. Also out to stop your progress to that next level, is a big bird decked out in Stars and Stripes, a cute kitten on a balloon and an inflatable spiky fish!

GRAPHICS % 89
SOUND % 91
GAMEPLAY % 94
VALUE % 93
OVERALL 92

CVG 037
BLOAAAAAAAAARRGH! Welcome to another hot and hilarious slice of the greatest Mailbag in the world, courtesy of yours truly - the one and only YOB! Reckon you're hard enough to tackle my wit and wisdom? Fire your rubbish away to YOB'S LAFF RIOT MAILBAG, CVG, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. There's £100 for the best of the lot, and bog all for the rest!

SELINA SCOTT
Dear YOB,
Or should I say "Dear Frank"? Why? I hear you cry - because I have been doing some detective work for a while and have revealed the true identity of the greatest criminal of all time! For all these years now, the great and glorious YOB has been writing in the style of Frank O'Connor - yes, that sad lad from the CVG crew. Last month my theory was proved correct when YOB entitled one of his letters "Quick - say hamburger!" Only four months ago Frank admitted that as being his favourite saying!
1. Are you really Frank?
2. Will you ask Sadie out for me?
3. Are you the same YOB as in Mean Machines?
4. Do you remember the hundred quid I lent you last week?

Hedley "Detective" Thorne
Chief Inspector

(Do not print the below text!)
Dear CVG lads - could you please print the above letter in YOB's Mailbag? Keep up the good work. Go! is an absolute treat! All the

FAITH BROWN - TOPS
Dear YOB,
AGGHHHH! I hate Marti Caine, have you seen her latest program? Have you? Huh. I can't believe how crap it is. Joker in The Pack-hey? More like lots of middle aged cretins trying to redeem themselves from their sad and boring lives, and what better way to do it than to go on national television and make a complete ass of yourself.

The only type of person this would appeal to is someone who spends their weekends at garden centres and crap like that, and dim farmers who say things like "oook that there program is a reet larf." Let's face it, when you start laughing at the jokes these guys dish out you're better off dead. The people on this program should be subjected to some form of physical torture, considering the mental torture that they dish out. Having said that though this would make an excellent licence for a video game. You have to mow down the contestants Operation Wolf Style, whilst they fire crap jokes at you and Marti takes the role of the end of level guardian.

PAUL KELLY
Cleveland

YOB: OK, I feel a bit of a laugh coming on: what's the worst programme on telly and why? Write in and tell me! We'll award YOB's stinking sock to the worst of the lot and I'll give away a little sack of software to the best letter of the lot. Fire those laffs off to: SMELLY ON THE TELLY, YOB'S MAILBAG, etc etc.

PRINCESS DI
Dear YOB,
I think that CVG is the dopest, flyest British games mag in the world - no kidding. I love the humour, the previews and the reviews and of course I like YOB's killer insults. Canadian game mags don't have the guts to insult their readers and their humour isn't that great, so that's why I switched to British game magazines or should I say CVG. Here are a few quick questions:
1. Is the Atari Lynx worth the money? A simple yes or no will do.
2. Does Blood Money for the Amiga have any sort of cheats like skipping levels or infinite lives. It has to. What is it?
3. Was the HoloStar 2000 really an April Fools prank?
4. Who does your hair? Thanks for answering my questions.

STEVE SABO
Surrey

PS I hope you slip on a banana peel and split your hollow head into two equal parts.

YOB:
1. Six months ago I'd have said no, because there just wasn't enough software for the machine. But suddenly Atari have got their act together and are releasing more of titles for the machine - so the simple answer you need is...maybe.
2. Oh dear.
3. Oh dear.
4. The CVG gardener usually has a go with his shears once he's finished with the vegetables. Trouble is, their haircuts
KIM BASSINGER

Dear YOB,

I have a friend who, whilst scratching inside his ear, hooked his finger and got it caught around his optic nerve. Then, trying to remove his finger, he pulled so hard that his eyeball was ripped from his socket and nestled just inside his ear. This gave him a whole new view of the world and, liking the experience, he promptly did the same to the other eye. He became quite ecstatic because now, not only can he give sideways glances without moving his head, if he doesn’t like what he hears he just closes his eyes. We’ve got him locked in the cupboard at the moment. Please send £100 so that we can get him some professional help.

Yours in all seriousness
STEVE CHALLIS

Milton Keynes

YOB:

Dear Steve’s friend,

Feeling a little bored and lonely in your padded cell? Never fear, Yob is here. I’m sending you a Do It Yourself bazooka kit hidden inside a birthday cake. The instruction manual’s a bit of a bummer, but you should have plenty of time on your hands. Do be aware that the explosives contained in the shells are very volatile, so handle with care. Anyway, you’ve constructed the device I’d suggest pointing it at the door and waiting for Steve to arrive. When he does, flick off the safety catch, take aim and fire while shouting: “Bulls-eye, sucker - no hundred quid for you!”

PS Let me have the kit back when you’re finished.

never look as good as mine...

PS I’m not saying Canadians are fat, but I went out with one once and they held a sponsored walk around her. Every time she turned over in bed she burned her bum on the lightbulb. Whenever she went sunbathing a load of conservationists would try to roll her back into the sea...

CARON KEATING

Dear YOB,

I am writing to tell you about a cheat for Streetsfighter 2 on arcade. This is for all those sad people who find this game hard.

1. Get close to your opponent.
2. Crouch down and push joystick towards your opponent.
3. Still pushing joystick towards opponent use weak punch or kick 3/4 times.
4. Still pushing joystick towards opponent stand up and push throw button.

5. Repeat this method until your opponent is dead. This is useful for opponents who are blocking.

JAMES GILBERT

Romford, Essex

YOB: I’m writing to tell all of you about a cheat for Jamesfighter 2. This is for all the people who think he’s a cretin.

1. Get as close to him as you can.
2. Tell him he’s thick.
3. Tell him he’s stupid.
4. Tell him he’s got a brain the size of a chicken McNugget and he’s such a waste of space a pigeon wouldn’t even bother crapping on him.
5. Repeat this method until he goes away.

AND HER MOTHER

Dear YOB,

I have a few questions which I hope you can answer.

1. Will there be a Terminator 2 for the Megadrive?
2. If so, when will it be released?
3. I have heard rumours that a WWF game is being released by Sega. Is this true?
4. If so, when will it hit the shops?

GARY ROONEY

Glasgow

PS How about sending me that hundred quid.

PPS Please could you insult my friend Stephen McGowan who thinks you’re a boiled egg.

YOB:

1. Yup.
2. It’s planned for January next year.
3. Yup.
4. It’s also planned for January next year.

PPS After priceless info like that?

PPS He’s the chicken’s ass it came from.

MICHELLE PFEIFFER

Dear YOB,

Twenty thousand cans of Cola. Pepsi Cola?

ALEX POLLARD

Brighton, Sussex

YOB: A prat by any other name just isn’t the same.

JOANNA LUMLEY

Dear YOB,

I’ve been buying CVG for three years now and I first started in Australia. Recently I moved to a Greek island called Cyprus and I missed one issue of CVG because I thought it wasn’t available over here. I was wrong. My point is, if such a small island gets copies of CVG that really prove that CVG is the best. By the way I don’t care if you criticise me, just print my letter please. Here’s also a poem I wrote:

CVG is the best,
Forget about all the rest.
It’s so heavy
I need a Chevy
To toe it home
To write this poem.
It doesn’t take ages
To flick through the pages
But where I stop
It’s at this spot:
YOB’S MAILBAG!

AKIS THOMAS,

Nicosia, Cyprus.

YOB:

What’s this pile of pus?
An island called Cyprus.
A jobbie in the sea,

No use to you and me.
A waste of time and space,
A totally useless place.
Sorry about that Akis,
But Yob likes taking the mickey.

ANDRE AGASSI’S GIRLFRIEND

Dear YOB,

I just decided to write to you to express my feelings on a matter which probably concerns most of your sane readers. This Sega vs Nintendo thing is getting a bit bloody tedious and because of the sad people who write to your letters page (not at all though) is spilling over onto your magazine through no fault of your own people new to the console world are becoming turned off. Owners on both side have been fighting it out for too long. These people either made the wrong decision in the first place or are just plain jealous of other people and their machines. I say just be contented with the machine you’ve got and look at the good points of it (however few they may be). For those people who suffer severe paranoia for their machines and think that Mean Machines have got it in for theirs then I say if the game is said to be crap by the four reviews in your mag then it is crap. Also I wish people would write their real name on their letters instead of hiding behind false ones like “Grunthos the terminally flatulent” and please highlight the star letter so that people can see what to read and take seriously and highlight the prats so that people can take the pps out of them severely.

BRENDA GILMORE

N Ireland

PS Some things just have to be said you know.

YOB: And some people need to be dragged through a mangle and hung out to dry with a big dunces cap on their heads and sign saying IDIOT attached to their T-shirt. Nobody’s forcing you to listen to their views, especially if you’re going to whitter on about it endlessly and bore the bits off all of us. Next...
JULIA SOMMERVILLE
Oh dear YOB, First I would like to say that your section of CVG is the best, and it's the first thing I read when I buy this fab mag. Well anyway, I've had three questions for you to answer:
1. How long does it take for Mega Drive to load (start) a game?
2. When Amiga is 16-bit, has more memory, more graphics and better sound than the Mega Drive, how come Mega Drive games look much faster, smoother and bigger than Amiga games?
3. Why does button C on the Mega Drive joystick work as space bar on Turrican I and II on Amiga, when only button D is supposed to work.
LEON NASH
(Real name JAE HO)
Yokogawa Electric Corporation
PS Can you please send me a picture of you signed? If not, a hundred pounds will do.
1. How long will it be before you develop intelligent life?
2. How come you managed to get some spit on your stamp with a question like that?
3. Is this letter some sort of fluke? Did an infinite number of monkeys sit down with an infinite number of typewriters and come up with this? Answers on a postcard please...

CLAUDIA SCHIFFER
Dear YOB,
Lynx is brill and anyone who says otherwise are totally sad, including you OK? Because Games Gears are 8-bit (sad or what?) Game Boys well they're so sad they're probably about 1-bit I expect.
EDWARD ASHWORTH
Oakwood, Derbyshire.
YOB: Sorry, did I miss something or are you actually alive?

MICHEALA STRACHAN
Dear YOB,
I am thinking of buying a Super Nintendo but I'm totally confused about which version to get. Looking through the ads in your mag only makes matters worse, with USA Super Nintendos, Japanese Famicoms and UK scart and pal systems for sale. Which if any will play both UK and imported games? Which would you recommend and would I still need a converter if I buy a scart system? Please help.
D MILLIS
Mersseyside
YOB: Get yourself an official UK Super Nintendo. The box contains everything you need (two joypads, scart connector etc etc) and is fantastic value for money. If you can't hang on for official UK games and want to play imports, get yourself the relevant adaptor from a grey importer - they cost about thirty quid - and play away. Easy, eh?

ANNE DIAMOND
Dear YOB,
You have been subjected for termination and have only a while to live so answer these questions quick.
1. What is the best home computer Atari ST, Amiga or PC?
2. Will Populous be coming out on the Game Gear?
3. How do you get past the third end of level baddle on Gremlins 2?
Why do you swear at people using words like cr*? If you have answered these questions I thank you but I have a gang of tough 14 year olds who would like to kick your butt because you are a pathetic little wimp who thinks he is a YOB, so which would you prefer, termination or the 14 year old treatment?
ARNOLD SCHWARZENEGGER
Hollywood
PS Why do all these people demand money off you in horrible ways? Oh and by the way Tim, Howley, Billy, Ant, David, Alan, Simon and Ziche would like a hundred quid each. Don't mess with them!
PPS You have stupid laugh. How do I know? Wouldn't you like to know? (from Howley the hard man)
YOB: 1. For sims and mega adventures, PC. For arcade games and new innovative titles, Amiga. For nothing at all, ST.
2. Very unlikely.
3. With difficulty. PS I don't need to bother. They talk enough crap on their own.
PPS Ho Ho Ho.

SUZANNE MIZZI
Dear YOB,
Referring to an article in your last mailbag, are normal computers (with keys) going to die out like the Spectrum? This question crosses my mind because it has happened in the USA. In the USA several problems are happening with computers these are the ease with which games are copied (this will lead to ruin for games companies) loading times and the need to swap disks, the unversatility of systems and the regular faults with them. I am not a computer hater or someone who gets off on a console out of its plastic bag and I know that they have benefits eg decent cartoons and titles which have a little class.
YOB: I looked through this and tried to decide whether there was actually anything here worth commenting on. Sadly there wasn't, because it's the most boring piece of a letter in this month's Mailbag and I just had to print it to put you lot through the same torture I suffered. You don't like it? Tough.

PAT OFF EASTENDERS
Dear YOB,
I am a 14 year old boy and I live in Norway. I buy CVG every month because it's the computer magazine that's not so expensive than all the others. I think £1.75 is quite enough for the CVG and GOF are quite good to but not as good as the CVG. But why aren't there any disks on the front cover as on the CU Amiga format? Something else I have got some problems:
1. I don't dare to order from England from computer magazines. But I want me the game called Afterburner to the computer Amiga 500 plus that I'm crying myself to bed at night, because I don't know where in Norway I can by the game, so couldn't you send me the game or at least tell me where in Norway I could buy it from. Couldn't you send it to me free please YOB?
2. How can I make a menu to get games out from an hard drive?
3. Why are you always a punch on every picture you are on in the CVG. Could you never be dressed like a gentleman you could were a smooching for example. I hope you understand my English, because I'm not always following the English lesson at school. A little poetry:
Phantom
Dear YOB,
Recently my grey haired old mum flipped over to Singapore on a cut price sex and sauna holiday. Good for the arteries she reckons! On one shopping trip she brought me a cart for my Gameboy called Game 24 x 1. On it are 24 games including Mario, Elevator Action, Tetris, Pipe Dream, Spiderman, Loderunner, Dr Mario, Space Invaders etc. For this brilliant package my dear old mum paid the pricey sum of $A20. I paid $A50 for that piece of crap Castlevania and all games are between $A20 & $A30. $A50 is about one days pay after tax here and is a lot of money. CDs only cost $A25 and they're coated with gold! How about a bit more concern for the long term development of the industry by the marketers and distributors and a lot less greed! Have you guys ever considered a mail order service via your magazine and you could cut the price significantly? Your magazine is brilliant, really. I've been collecting them religiously since 1985 when I bought a 464 and a copy of Manic Miner. Mario on the Gameboy is my favourite game of all followed by Knight Lore on the Amiga and R-Type on the Sega. Your magazine goes from strength to strength and I'm constantly amazed at the sheer depth of the mag. I do miss Update that's not correct. I'd really like to see a far more dedicated Update section. Up until two years ago CVG provided an excellent chronicle of the development of computer technology as it always has, devolved directly into games technology. Please be honest with your criticisms as these games are far too expensive to waste on a dog. I was really peeved that you gave Castlevania a recommendation. Manic Miner plays more smoothly and is far more enjoyable than that crap. I'll go further and say that if I had to choose between Castlevania, Donkey Kong and Manic Miner, Castlevania I wouldn't even take it if it was free. In fact looking at the excellent packaging of Castlevania I'd say that the box would be 99.99999% of the value of the game! I didn't like Choplifter II either. Thanks again for a terrific mag. I hope you're all multi millionaires 'cos you certainly deserve it!
More power to CVG!

Rick Dempsey
Western Australia.

YOB: Has it possibly crossed your rather undersized mind that different people like different games? Just because one title doesn't do the business for you doesn't necessarily mean it's crap. Take Castlevania, for example. Some people think it's one of the greatest games they've ever played while personally I can take it or leave it. The CVG boys are careful that each review game is looked at by at least one person so that individual likes and dislikes don't dominate the review and you can be sure that if it gets a good overall, it's a good game.

We're also careful to warn people if we don't think it's going to be their cup of tea, but most people have a brain larger than a cherry and can decide for themselves whether they're going to like a game before they buy it. If you're so stupid that you can't understand simple logic like that I suggest you put in for a frontal lobotomy at the earliest possible opportunity because all it can do is be a bit of good.

HEATHER LOCKLEAR
Dear YOB,
I would like to start off by saying I love your mag and I turn to your insults the second I purchase your mag, but enough of the boot licking, I would like to ask you some questions:
1. Is there going to be a 32-bit Sega machine coming out in a couple of years called the Gigadrive?
2. If so is it going to be a cartridge or CD machine?
3. Are scart machines usually better than pal ones?
Paul Noble, Bedfordshire.

YOB: 1. What a quandry you've gotten yourself into. I've had a lot of letters about this, so it's obviously time for his Yobnness to put you all straight. The Megadrive actually turned out to be nothing more nor less than the working title for the Mega CD, although Sega are heavily rumoured to be working on a home console version of their 32-bit arcade system but this won't be around for ages. 2. Probably both, but with much greater emphasis on CD. 3. Oh dear, another sad soul who doesn't read the mag properly.

HEATHER THOMAS

Dear YOB,
I am writing to say that anyone who does not like Master Systems can go jump off a cliff for all I care. I own a Master System and I'm proud of it too. Sega Master Systems have some awesome games available for them eg: Donald Duck, Shadow Dancer, Asterix the list goes on and on. Will you please answer my one question? Is Shadow of the Beast any good? Everyone says it is. So will you please send me £100? I need the money to buy more Sega games as my allowance is smaller than Tom Thumbs toenail and I simply must keep buying your radical mag.
Richard Franklin, Australia.

YOB: In answer to your one question: I think it's a steam ing pile of elephant cack. In answer to your other question: no.

SHARON DAVIES

Dear YOB,
I was reading through last month's CVG (on the Streetfighter 2 pages) and I looked to see what it said about Chun Li (my favourite fighter) when I saw the saddest joke I have heard in my entire life. You! No only kidding, the one about Chun Li being called Baber aham Lincom and as if that joke wasn't crap enough you also copied it from Waynes World. I also can't stop myself from saying that anyone who up to a turd face like you must be some sort of reject from a plastic dildo factory. Dave Nicholls, Southend.

PS I know you won't print this because you won't be able to insult me back.

YOB: Judging by the contents of your letter, I won't have to bother...

AND AGAIN

Dear YOB,
First of all I'd like to get it off my chest that the July edition's scouse insulting jokes made my dad laugh his dugs off. Right then, let's ask some questions:
1. Will Streetfighter 2 come out on the Amiga?
2. Should I sell my Amiga and get a SNES?
3. Which is the best out of Sensible Soccer, John Barnes European Soccer or Striker?
4. Would you buy John Maddens Football?
5. Are there any good new releases on the Amiga?
6. What's so bloody great about the Amiga 600?
7. Are there any good basketball games on the Amiga as I am sick of seeing a lanky fart running around the court when you have no control over him?
8. For the last time, what is the OUT of the Game Gear, Lynx, Amiga and Megadrive?

PS If you don't print this letter I'll wire your nuts up to the National Grid.

Karl Adcock, England.

YOB: Sorry, did I just miss something or was there actually a point to that? Did you intend to solve the problems of the world or come up with the ultimate answer to the universe or something and then just forget to put it in? Or did you simply forget to bolt on your head?

LINDSAY DUNCAN

Yo YOBBO,
My name is Chrissie and you better print my letter because you never print any letters from girls in your mailbag. I think it's because you're scared of us! Now I've got some questions for you.
1. Why is the Megadrive so crap?
2. Why are the other two Sega machines also crap?
3. Why is the SNES the best console around?
4. Why don't your readers send in their views on the SNES v Megadrive debate?
5. Why have I just eaten my Hamster?

Chrissie Who Hates Sega
Clywyd
1. Because you haven't got one and are trying to justify your crap ness.
2. Because you haven't got them either and you're still crap.
3. Because everyone who's got one is great except you - because you're crap.
4. Because they're too busy laughing at you.
5. Because it said you were crap.

TRACI LORDS

Dear YOB,
I have a U.K. SNES and need some answers:
1. When are Final Fight, UN Squadron, WWF, Contra Spirits, Lemmings and Streetfighter 2 released in the UK?
2. When is the SNES CD released?

Jamie French, Barnet.

YOB: 1. Very soon. Streetfighter 2 will probably be the last of that lot, but it'll be here well before Christmas.
2. Next year.

MERYL STREEP

Dear YOB,
I recently brought myself a Super Nintendo after a lot of thought and decision making. To be quite honest I'm absolutely thrilled with the Super Nintendo. Both Super Tennis and Mario World live up to the amazing amount of acclaim that you gave them and I just can't put the joystick down! However I am not as some might say bias towards Nintendo and in many ways I think that the Megadrive would've been a better choice. But I'm very pleased with my choice even though my brother knows one of the people who wrote Sonic. Both the Megadrive and the SNES are brilliant machines. It's just that Nintendo won the toss it's as simple as that.

James Ibbotser, Oxford.

YOB: Sorry, did I just miss something or was there actually a point to that? Did you intend to solve the problems of the world or come up with the ultimate answer to the universe or something and then just forget to put it in? Or did you simply forget to bolt on your head?
SHO-RYU-KEN!! CVG delivers the goods yet again with an incredible 16-page pullout guide utterly and completely devoted to Super Nintendo Streetfighter 2! Our megadocious FighterGuide contains EVERYTHING you need to know about the game, with lowdowns on EVERY character, how to achieve all their special moves and even a ratings guide to work out what your chances are against the opposition! If that’s not enough we’ve even thrown in a free poster, to provide the biggest Streetfighter package EVER! CVG’s never given so much space to one game, but then again there’s never been anything like Streetfighter 2. We’ve been playing for months now and reckon we’re among the greatest players in the world - so who better to compile the FighterGuide to end them all? If you’ve got a Super Nintendo you’ve GOT to get Streetfighter II - and if you’ve got a console you’ve GOT to get CVG. It’s as simple as that! Here’s the guide you’ve all been waiting for, so get ready for Round One and...FIGHT!
RYU * JAPAN

DISCIPLINE: KARATE DATE OF BIRTH: 21/7/64
WEIGHT: 150lbs HEIGHT: 5' 10" BLOOD TYPE: "O"
VICTORY CRIES: "YOU MUST DEFEAT SHENG LONG TO STAND A CHANCE" "YOU MUST DEFEAT MY DRAGON PUNCH TO STAND A CHANCE"

SPECIAL MOVES

FIREBALL: By calling upon all of his inner strength and pushing it through his hands, Ryu can create a "HA-DO-KEN" ball of energy. This can take Ryu a few seconds to recover from as it draws a small amount of energy. Using the control pad press \ in one continuous motion and press any punch button.

DRAGON PUNCH: Muttering the ancient words of "SHO-RYU-KEN" Ryu can strike with the power of a dragon. Catch an opponent with this and it's goodnight sad loser. Using the control pad press ↑↓ in one continuous motion and press any punch button.

HURRICANE KICK: When he spins into the air Ryu can create a small but deadly hurricane by saying the words "TATTSU-MAKI-SEN-PU-KYAKU" and can catch opponents with sharp kicks thanks to this sudden speed. Using the control pad press ↑↓ in one continuous motion and press any kick button.

PLUS POINTS: + Fast, agile + Throwing +good special moves
MINUS POINTS:- Not powerful - Special moves difficult.

KEN * U.S.A.

DISCIPLINE: KARATE DATE OF BIRTH: 14/2/65
WEIGHT: 169lbs HEIGHT: 5' 10" BLOOD TYPE: "B"
VICTORY CRIES: "ATTACK ME IF YOU DARE I WILL CRUSH YOU" "GET UP - IT'S TOO EARLY FOR YOU TO BE DEFEATED"

SPECIAL MOVES

FIREBALL: By calling upon all the powers of Sheng Long through the ancient cry of "HA-DO-KEN" and channeling them through his hands, Ken produces a ball of pure energy which puts paid to all before it. Using the control pad press \ in one continuous motion and any punch button.

DRAGON PUNCH: Shouting the ancient war cry "SHO-RYU-KEN" (Ryu/Ken - geddit?) Ken leaps into the air in one devastating move. After years of practice Ken has finally mastered this technique and can unleash it with the speed of light. Push ↑↓ in one continuous motion and then press any punch button.

HURRICANE KICK: As he spins into the air muttering the magic words "TATTSU-MAKI-SEN-PU-KYAKU", Ken spins into a frenzied kick with unrivalled speed. Push the control pad ↑↓ than any kick button.

PLUS POINTS: + Slick + Strong + Cool special moves
MINUS POINTS: - Special moves difficult - slow defence

Ken is the second and last pupil of master Sheng Long. He's a brilliant athlete and he knows it. Ken's superb fighting skills have only added to his already hue ego and everyone is constantly reminded how wonderful he is. However, Ken's fighting talents have been put on the back burner rder to concentrate on his squeeze. Trouble is, a challenge from his arch rival Ryu has stirred his fighting spirit and he's back on the case. He loves to show off during a fight and often stands over his victim laughing.
HONDA * JAPAN

DISCIPLINE: Sumo  DATE OF BIRTH: 21/7/1960
WEIGHT: 304 lbs  HEIGHT: 6' 2"  BLOOD TYPE: "B"
VICTORY CRIES: "CAN'T YOU DO BETTER THAN THAT?" "IT'S NATURAL FOR A SUMO WRESTLER TO BECOME THE WORLDS STRONGEST."

SPECIAL MOVES

HUNDRED HAND SLAP: After many years of dedicated practice Honda has managed to build up the speed of his punches to such an extent that his hands become merely a blur. If used effectively this could soon have any opposition begging for mercy. Press any punch button rapidly.

KILLER HEAD RAMS: Using the immense strength in his legs Honda can propel himself forward, head first like a human cannonball, and destroy anything foolish enough to get in the way. Press the control pad and hold for two seconds then press and any punch button.

PLUS POINTS: Immense strength + Uses weight to his advantage + Strong 'Bear hug' like grip + Good at ramming.

MINUS POINTS: A bit on the slow side - Not very good at long range attacks - Not very agile.

CHUN LI * CHINA

DISCIPLINE: Kung Fu  DATE OF BIRTH: 1/3/68
WEIGHT: 122 lbs  HEIGHT: 5' 8"  BLOOD TYPE: "A"
VICTORY CRIES: "I AM THE STRONGEST WOMAN IN THE WORLD" "THERE IS NO CHANCE FOR YOU TO BEAT ME - CHALLENGE SOMEONE ELSE"

SPECIAL MOVES

SPINNING BIRD KICK: Not to let her male counterparts get the better of her, Chun Li has developed her own version of Ken and Ryu's cyclone kicks. This is as confusing as they come because she turns upside down to deliver it! Push Down on the joystick hold for two seconds and then push up and any kick button.

HUNDRED FOOT KICK: After a long training time and a lot of effort, Chun Li's kicks are now so fast they become just a blur. Devastating if used at the right time. Repeatedly push any kick button.

PLUS POINTS: Fastest fighter + Very agile + Good in the air.
MINUS POINTS: Not strong - Poor stun recovery.

STREETFIGHTER II 003

Well fit beauty Chun Li is none too fussed about the personal glory of winning the tournament. Instead she's been tracking the movements of a secret international smuggling operation known as the Shadaloo, and her investigations have led her to the tournament. Now it looks as though the grand masters may be behind the murder of her beloved father. Opponents often underestimate her skill. Stunned by her beauty, they can be flattened by her nifty footwork!
**BLANKA**

**DISCIPLINE:** Brawler

**DATE OF BIRTH:** 12/2/66

**WEIGHT:** 218 lbs

**HEIGHT:** 6'5"

**BLOOD TYPE:** "B"

**VICTORY CRIES:** "SEEING YOU IN ACTION IS A JOKE" "NOW YOU REALISE THE POWERS I POSSESS"

**SPECIAL MOVES**

**ELECTRICITY:** Blanka's most fearsome tactic is one he learned from electric eels. When he so wishes, Blanka can channel one thousand volts through his skin and shock anyone stupid enough to try and grab him. Press any punch button rapidly.

**ROLLING ATTACK:** Blanka can roll himself into a ball and launch himself at an opponent with incredible speed. A devastating move which is almost unstoppable. Press and hold it for two seconds then press and any punch button.

**PLUS POINTS:** Very aggressive + Very fast + Very powerful.

**MINUS POINTS:** Not much in the way of jumping attacks.

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**ZANGIEF**

**DISCIPLINE:** Wrestling

**DATE OF BIRTH:** 1/6/56

**WEIGHT:** 256 lbs

**HEIGHT:** 7'2"

**BLOOD TYPE:** "A"

**VICTORY CRIES:** "MY STRENGTH IS MUCH GREATER THAN YOURS" "THE NEXT TIME WE MEET I'M GONNA BREAK YOUR ARMS!"

**SPECIAL MOVES**

**SPINNING CLOTHESLINE:** Adapted from his idol, Mike Haggar, Zangief just sticks out his arms and spins around. Any attempt to survive this will be short lived. Press all three punch buttons together.

**SPINNING PILEDRIVER:** The big Russian was impressed with the destructive powers of the standard pile driver and decided to add his own little twist, literally. Get caught by this and you'll wind up a permanent part of the pavement. Using the control pad do a 360 degree turn and then press any punch button.

**PLUS POINTS:** Enormous strength + Devastating moves.

**MINUS POINTS:** Very slow - A bit thick.

---

**EDITOR'S NOTE:**

It is commonly believed that Zangief entered the competition out of his fierce respect for his country, but this is not entirely true. Like any Russian Zangief loves his country, but also he loves to stomp heads. He also wrestles bears for a laugh. Fear? Zangief doesn't know the word, and has no bones about walking straight into a punch as long as he can grab his opponent and finish them off with a devastating spinning pile driver.
GUILE • U.S.A.

DISCIPLINE: KARATE
DATE OF BIRTH: 23/12/60
WEIGHT: 191lbs
HEIGHT: 6'1"
BLOOD TYPE: "O"
VICTORY CRIES: "ARE YOU MAN ENOUGH TO FIGHT WITH ME?" "GO HOME AND BE A FAMILY MAN"

SPECIAL MOVES

SONIC BOOM: By whipping his arms through the air Guile can create a momentary flash of energy which flies through the air and stuns anyone unfortunate enough to stand in its path. Hold the control pad for two seconds then hit ⬇️ and any punch button.

SOMERSAULT KICK: Similar to the Sonic Boom. By performing a lightning quick backflip, Guile is able to produce a wall of energy devastating to anyone in its path. Push down for two seconds and then push up and any kick button.

PLUS POINTS: Pretty quick + Great special moves.
MINUS POINTS: Not very defensive - Moves cumbersome.

Guile is a Vietnam veteran, even though he was just a few years old at the outbreak of the conflict. Well anyway, he and his co-pilot Charlie were captured and taken to a prisoner of war camp. After a long imprisonment Charlie and Guile decided to try and break out, and in the perilous trek which ensued Charlie was killed and Guile has been fueled with vengeance ever since.

DHALSIM • INDIA

DISCIPLINE: YOGA
DATE OF BIRTH: 22/11/52
WEIGHT: 107lbs
HEIGHT: 6'1"
BLOOD TYPE: "O"
VICTORY CRIES: "I WILL MEDITATE AND THEN DESTROY YOU" "NOW YOU'VE REALISED THE INNER MYSTERIES OF YOGA"

SPECIAL MOVES

YOGA FIRE: By accessing energies deep within his soul, Dhalsim can breathe out a ball of flame guaranteed to burn up anyone who gets in its way. Using the control pad press ⬇️ in one continuous motion and then any punch button.

YOGA FLAME: By the same method as Yoga Fire, Dhalsim can put up a defensive shield of flame while in retreat.

PLUS POINTS: Excellent long range attack + Good defence via the Yoga Flame
MINUS POINTS: Not very strong - No outstanding moves

All of Dhalsim's life has been based around his mind and body becoming one through the mysterious powers of Yoga. He is now nearing his goal, but must test his skills to the full if he is to reach a greater state of Oneness. His great strength is his high level of patience. From a distance he just waits for the right moment to attack and then slowly wears his opponents down.
**Balrog**

**USA**

**Discipline:** Boxing  **Date of Birth:** 23/7/1958

**Weight:** 250lbs  **Height:** 6'1"  **Blood Type:** "A"

**Victory Cries:** "My fists have your blood on them" "Hey, what happened? I'm not through with you yet"

**Special Moves**

- **Double Strength Turning Punch:** Used mainly when the opponent is stunned. Balrog turns his back, measures the punch and delivers a devastating straight on the turn. Hit him before he hits you.

- **Dashing Straight Punch:** When he's a fair distance away Balrog sprints towards his opponent, winds up the punch and, when he's within range, lets fly with a devastating straight. Very hard to defend against, but a well placed kick can stop him in his tracks.

- **Dashing Uppercut:** Exactly the same as the Dashing Straight Punch, but an uppercut and a tad more powerful. Crouch and kick low to defend.

**Plus Points**

- Very strong uppercut punch
- Not hindered by orthodox Boxing rules.

**Minus Points**

- Cannot grab opponents because of Boxing gloves.
- Low I.Q.

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**Sagat**

**Thailand**

**Discipline:** Kick Boxing  **Date of Birth:** 27/8/59

**Weight:** 210lbs  **Height:** 7'2"(!)  **Blood Type:** "A"

**Victory Cries:** "You are not a warrior, you are a beginner" "I am not satisfied till I have the World's strongest Title again"

**Special Moves**

- **Tiger Shot:** Sagat's version of the Ken and Ryu Fireball. Channeling all his emotion through his hands and a crescent shaped wave of energy, he flies through the air and woe betide whatever's in the way and not ready with a quick fist in his face.

- **Tiger Uppercut:** From a crouching position, Sagat launches himself into the air with his arm extended. If you're on the receiving end of this you can say goodbye to any teeth, unless you're ready with a jumping kick.

**Plus Points**

- Very agile, ducks and dives like a spring bean.

**Minus Points**

- Medium strength and speed.

---

Sagat was hailed as the greatest fighter ever, until he got dusted by Ryu two years ago. Refusing to accept defeat, Sagat entered the second tournament to regain his well and truly battered pride. A relentless fighter, he attacks with great speed and determination and patiently waits for a mistake from his opposition. Then he strikes hard.
## Megadrive

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## Game Gear

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VEGA * SPAIN

DISCIPLINE: UNKNOWN  DATE OF BIRTH: 2/8/62
WEIGHT: 180lbs  HEIGHT: 6'2"  BLOOD TYPE: "A"
VICTORY CRIES: "HANSONME FIGHTERS NEVER LOSE BATTLES" "THANK YOU FOR A GORGEOUS TIME"

SPECIAL MOVES
ROLLING CRYSTAL FLASH: With typical speed, Vega rolls towards his opponent and, with his knife claw out, delivers a terrible thrusting attack. Jump backwards and kick him in the face on the way out.
IZNA DROP: Vega climbs the surrounding wire fence and jumps off the top with both arms fully outstretched, ready to inflict maximum damage. Difficult to defend against, but a well-timed uppercut can work wonders.

PLUS POINTS  +  Very fast  +  Uses deadly 12" long " finger blades "
MINUS POINTS - Very vain, hence the face mask - Thinks he's still in the bullring.

BISON * THAILAND

DISCIPLINE: SHADOW  DATE OF BIRTH: 24/9/57
WEIGHT: 220lbs  HEIGHT: 6'5"  BLOOD TYPE: "O"
VICTORY CRIES: "GET LOST, YOU CANNOT COMPARE WITH MY POWERS"

SPECIAL MOVES
PSYCHO CRUSHER: Without a doubt the most flamboyant move in the whole game. Bison calls upon the energy of the Shadow masters and forms an aura around his body as he flies headfirst toward his opponent. Impossible to block, the only way to avoid this is to jump it.
FLYING HEAD PRESS: Launching himself into the air, Bison comes down on his opposition's head and attacks with a flying butt. Can be very costly but if you see it early enough it's pretty easy to block.
DOUBLE KNEE JERK: Bison's fiercest move. A flying knee to the stomach followed by a knee to the head. Very energy consuming and its sheer speed means that it's difficult to defend against.

PLUS POINTS  +  Possesses one of the most powerful special moves  +  Very fast  +  Some moves are impossible to block.
MINUS POINTS - Medium strength.

From an early age, Bison has trained in the mystical skills of The Shadow, but not much is known of this age-old and violent art. All of Bison's Sensais were massacred in an attempt to destroy the art, but he has entered the tournament to show its strength and superiority to the world. Bison's advantages are extreme speed and narrow mindedness. Expect no forgiveness for mistakes.
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**Street Fighter II**

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CVG STREETFIGHTER
FAVES

TIM BOONE: Chun Li's the tops because she's fast as lightning and to see the look on people faces as a GIRL leaps about and kicks the crap out of them is a right old laugh!

PAUL RAND: Ryu's fab because he's got great special moves and if he was a bit taller, had strawberry blonde hair and didn't wear that karate outfit all the time he'd look a dead ringer for me...

PAUL ANGLIN: Guile's the greatest because he's a rock hard boyo and gets to fly F-16s when he isn't kicking heads. Also, he ponces about with his hair all the time - just like me...

JON BILLINGTON: Zangief's top man because he grunts a lot and doesn't mess his pants when he's in on a good scrap. He's a miserable old get who doesn't take any crap and that's why he's fab.

JAZ RIGNALL: Blanka's top boy because his special moves are the business. He's also got far too much hair and the ability to switch off his brain whenever he wants, just like me on a motorbike...

GOING! GOING!
GONE TO A SAD MAN!

Here's a true story. You probably won't believe the sadness involved, but it's true anyway. When Streetfighter 2 first came out, one dealer decided to AUCTION his last copy of the game from the first batch. The bidding started at a hundred quid. Did he hear a hundred? Course he did. A hundred and ten? A hand went up. One hundred and twenty? Another hand. One twenty five? And another. One hundred and thirty. The hands still go up. One hundred and thirty five? They're still up there. ONE HUNDRED AND FORTY POUNDS was what he got for the cart, and some sad sucker actually paid it because he couldn't wait ONE WEEK for new stocks to come in. Told you you wouldn't believe it, but it's perfectly true. Let's face it: for that much money you'd expect Chun Li to take you out on a top date AND pay for the best cinema tickets in the house...

BLOODY AND BRILL

Rumours swept the console world that console were going to tone down the blood in the US and UK versions of Streetfighter 2, but it's still there in the US version and all the signs are that it won't change for the official UK version too. Thank Zangief for that!
YANKS A BUNDLE!

If you can't wait for the Official UK version of Street-Fighter 2, make sure you buy the American version of the game. For a start, the instruction manual is in English and it's one of the best there is. Second, all the in-game text is in English and it's a bit of a bummer when jap words come up at the end! Third, you can still use the game with your jap adaptor. Fourth, and best of all, it's cheaper! Some grey importers are charging around £65 for the game - a damned sight better than the hundred quid the Jap cart first came in at! Yowser!

CHAMPION CHEATS AHoy!

Here's the megacheat which allows you to set up fights involving the same characters - just like the Championship Edition of the arcade game! If you don't know this one already you must be a bit of a sad case, but we won't hold it against you and here's the stuff you need to know:

Switch on the machine and the second the Capcom jingle starts press DOWN, RIGHT, UP, LEFT then Y, B, X and A. You have to do this while the Capcom logo is still on the screen and you'll know when you've got it right because you'll hear a little jingle and the options screen will turn blue. Now you and a pal can choose the same character and scrap away with no chance of the losing sadist blaming his character for his lack of hardness. Hurrah!

CENSORSHIP CENTRAL!

Experts like us will notice that there are one or two differences between the Jap and American versions of the game, mostly on the backgrounds. On Ken's stage on the Jap cart, the bloke furthest right on the boat is involved in some seriously suspect five-finger activity, but it's CHANGED in the American version to make it look like he's playing with his belly button! What he actually looks like is a bloke with his arm stuck on the wrong way round, and it's so funny to watch it can even put you off your game!
WIN A SNES AND STREETFIGHTER 2!
WE'RE GIVING AWAY FIVE GAMES!

So there you have it, the greatest console game EVER gets the CVG treatment as only we know how. Still dazzled by its sheer brilliance? So are we. And the best news is this: you're still only halfway through the bloody mag! How DO we do it, eh? How do we cram so much stuff into the world's greatest games mag and STILL manage to top ourselves time after time?

Well, we've done it again because here's your chance to WIN a copy of the game, courtesy of us! That's right, we've got E.I.E. spanking new copies of the games and we're just going to give them away to the lucky people who can describe the best possible scrap between two of the characters! Best of all, we'll even throw in a brand new SUPER NINTENDO for the best entry of the lot!!

Just let your imagination run riot, pick any two characters and tell us what happens as they FIGHT! Remember though, nobody gets seriously duffed up in the game, so don't make it stupidly violent. What we want is a good old time reading about those megascrap, and you can even use diagrams if you want. So get on those thinking caps and fire off those entries to: MY TROUSERS ARE EXPLODING BECAUSE I WANT STREETFIGHTER 2! COMPUTER AND VIDEO GAMES, 30-52 FARRINGDON LANE, LONDON EC1R 3AU. Closing date for the comp is September 14, so stop muckin' abaat and get on the case NOW!

All the usual CVG rules apply which means anyone can enter as often as they like provided they're nothing to do with E.MAP, especially not Paul Rand's little brother because he's already had a go on Tim's copy which Randy blagged for the weekend and he's a bit of a spenney get really. The Editor's decision is Final, although we throw a good old strop if we don't agree and sometimes he gives in but not often and there's no way on earth we're going to take phone calls from bad losers or sad whingers like Morris Reid and his brother Ian who live near Leicester and win the month's Super Sadness Award for wasting our time and having identical haircuts, both of which are completely crap. Streetfighter 2 is the greatest console game of all time and you if you haven't played it you don't know what you're missing. Why on Earth are you still reading this? Get scribbling!
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- Global Defence...
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- Road Rash...
- Magical Hat...
- Block Out...
- Sword of Solomon...
- Super Thunderblade...
- Pitfighter...
- Galaxian...
- F22 Interceptor...
- Double Dragon II...
- Marble of Rags...
- World Cup Soccer '92...
- 2 Crude Dudes...
- Kid Chameleon...
CHEAT MODE

Roll up! Roll up! Gather round, ladies and gentlemen, and be amazed at the wonder which is the all-new Cheat Mode! We've got tips! We've got hints! We've got cheats for one and all in the brightest and best tips section in the world! We've had quite a lot of marvellous cheats this month, and it is with great pleasure that I introduce them to you. But as always, I want more. Call me greedy, call me selfish, call me Elephant and Castle's answer to Elvis, but I need those tips! And maps! And solutions! Anything new and fab will be gratefully received, and if it's really good you'll get ONE HUNDRED AND FIFTY POUNDS worth of games! So send all your stuff to: PAUL RAND'S BRIGHTON OR BUST CHEAT MODE, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU and you could be the spawny so and so who walks off with the lot! I thank you.

Zelda³

A large and sprawling RPG that lots of people are stuck in. But not for long, once they get a look at this useful guide to the items!
SHOVEL - In the dark world go to where the boy playing the flute was in the Light World. He will be on his tree trunk where he will give you his shovel.
FLUTE - When you have the shovel go UP and LEFT from the tree trunk (Light World) - now dig around and you will get the flute.
HAMMER - This is in the large chest in the first Crystal Palace in the Dark World.
LAMP - The easiest of the lot in the small house at Links House.
NET - The ill girl in the village who is lying in bed will give you this.
ICE WAND - This is in the cave of the east lake Hyllia. Near the cave entrance plant a bomb two or three inches to the LEFT. The wall will blow up - go in for the wand.
FIRE WAND - In the large chest in the third crystal palace in the Dark World.
FLIPPERS - You can buy these from the sea creature for 500 rupees.
HOOK SHOT - In the second Crystal Palace in the large chest in the Dark World.
BOTTLE - Buy this from the man sitting in the middle of the village.
MEDALLION - There are two different medallions in this game - Esther and Quake. Esther is across the top-left bridge on the mountain cave. Use your green book to translate the stone writing. Quake medallion is in the top-right hand side of the Waterfall of Wishing in the Dark World. Throw an item into the Ring of Stones and get the Quake from the sea monster.
MAGIC DUST - The witch gives you this when you give her the mushroom which is in the lost woods.
BOOK - In the library. Charge at the book case and it will fall off.
MIRROR - The man who you guide through the mountain caves will give you this.
BOW AND BOOMERANG - Both inside the castle at the beginning of the game.
TOP GEAR

Loads of monstrously hot passwords for Konco's conversion of the ace Lotus Esprit car thrash from Gremlin! Take a bow, Andrew Bartlet of Essex!

USA:
- NO PASSWORD
- ROAD HOG
- LET'S RACE
- CARACLOE

S.AMERICA:
- MOONBATH
- EMULATOR
- FOUR MEG
- EDUCATED
- EPYPION

JAPAN:
- GEARBOX
- ANALYSER
- LEGEND
- OILCOAT
- GLUGAGION

FRANCE:
- SCANDINAVIA:
- CAR PARK
- HORIZONS
- WRECKAGE
- KEELSON

Here is a quite incredible bunch of extra commands that George Nagata has dug up from the bowels of the brilliant Smash TV! Give 'em a spin, why don't you?


FINAL FIGHT GUY

So it might be a total waste of time if you've already got the original Final Fight, but anyway here's a cheat from guess who - yup, jolly George Nagata!

On stage four walk UP and DOWN in front of the white dog for extra energy.

SUPER FORMATION SOCCER


THUNDER SPIRITS

Just a quickie from George Nagata for the game that is actually Thunder Force! For lard's of fab extra credits, rapidly tap B on the title screen.

KRUSTYS SUPER FUNHOUSE

Andrew Bartlet again, and this time he's got some roistering codes for this top Simpsons spin-off!

LEVEL 1 HI KIDS
LEVEL 2 BART MAN
LEVEL 3 SMITHERS
LEVEL 4 SNOWBALL
LEVEL 5 JEBEDIAH
Try the following cheats, sent in by Gary Masson of Humberside, for Golden Axe:

In character select, press DOWN-LEFT, B and START for extra lives.
In character select press DOWN-LEFT, A, C and START for nine credits!

GOLDEN AXE

TWIN COBRA

No sooner do we review the game than we get the level codes! These winged their way to us courtesy of Richard Page, who hail from Notts, but we won't hold that against him...

STAGE 2:
EDK NAI ZOL LDL
STAGE 3:
IDO GEM IAL LDL
STAGE 4:
ADE XOE ZOL OME
STAGE 5:
EFH VEI RAG ORD
STAGE 6:
ADE NAI WRA LKA
STAGE 7:
EFH XOE IAL LDL
STAGE 8:
EDIT VEI IAL LDL

SPATTERHOUSE II

GYNOUCH

JAMES POND

On the first level free all the lobsters then go to the top-left hand side of the screen and jump on to the ledge, then press DOWN - this takes you to level 11. That's the word from Robert Taylor and Andrew Hones, fine fellows that they are.

ROLLING THUNDER 2

Looking for the secret doors? Just follow this advice from S Gallant of E Sussex and you'll be a top roistering man about town, just like he is!

ROUND 1: Club rush top RIGHT.
ROUND 2: Second statue two to the LEFT.
ROUND 3: Walking LEFT first door in basement.
ROUND 4: First moving platform LEFT door, second moving platform RIGHT door.
ROUND 5: Door above first drip, door above third drip.
ROUND 6: Three doors under Bombman far RIGHT on the way DOWN far LEFT second from bottom, RIGHT door on bottom.
ROUND 7: Second pyramid behind net,
second top door same pyramid, first top door third pyramid.
ROUND 9: First door first landing, first door second landing.
ROUND 10: Door to LEFT on platform under bullets, very bottom door second
LEFT, platform under outlet holes door to LEFT on the way UP.

LAST ROUND: Door to LEFT off bullets top door to RIGHT of bullets at the of the lift on the RIGHT.
DOUBLE DRAGON II
To skip any enemy just hold DOWN UP, DOWN and SELECT. Or, if you fancy skipping the entire level, just hold DOWN A, B and SELECT. So says Ghassan Al Abidi of Jordan. And who’s going to argue? Not me!

ROBOCOP
Ross Prenter of Northern Ireland has an ingenious tip for the low quality shoot 'em up starring the future of law enforcement. After you've used all your continues and the game freezes, press SELECT, START and B at the same time to get an extra life! Best of all, you can do this as many times as you like - if that's what you insist on doing.

TEENAGE MUTANT HERO TURTLES II
A great conversion of an above average coin-op, Turtles II. George Nagata thinks so, and he’s even supplied us with a pleasant little cheat! On the title screen, hit DOWN, DOWN, UP, UP, RIGHT, LEFT, RIGHT, LEFT, A, B, and START.

SALAMANDER
On the option screen hit UP, RIGHT, DOWN, LEFT, UP, RIGHT, DOWN, LEFT, II, II, II, SELECT, SELECT. A new option will appear - 90,000,000 Start Off. Hit button I at that option and it will turn to Start On. Now start the game to receive 90,000,000 lovely points! Thanks to George Nagata for that one.

PARODIUS
Still more goodies from wonderboy George Nagata! For full power, during the game press PAUSE and hit UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, II, I. For thirty lives, hit II button three times on the title screen while holding LEFT. And for nine credits, hit button I rapidly on the title screen. What a winner.

GRADIUS
Having trouble getting anywhere with the paltry amount of lives that you begin with? Well, according to George Nagata, if you hit button II three times while holding UP on the title screen you’ll receive twenty-nine ships! And for full power, hit UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, II, I while playing! What a boy!

RAIDEN
PARASOL STARS
Oops! No name or address on this one, but it looked quite good so I decided to put it in! Take it away, NoName!
Type in WHERE ARE MY CREDITS for infinite credits or press F1 for infinite lives.

MIDNIGHT
Leigh Jackson's back with a chipper cheat that'll help everyone having trouble in this fine product. When you enter Stonehenge and you have to offer a magical item to Danu, click on strength (STR) for an extra life! You can do this as often as you like.

DAYS OF THUNDER
Poo! Days Of Thunder is a less than inspiring game, but Rober Taylor and Andrew Hones have had the decency to find a cheat so I'll print it - just for them.
Press PAUSE and type in COMEFLYWITHME.

RANDY'S GAGGING FOR...
So you think you're great at games, do you? Prove it! Here's a quick list of some of the hot games we haven't had cheats for, and being first to send in anything decent for this lot will give you an above average chance to get your name in the mag and enjoy all the trappings of megastardom this brings. So what are you waiting for? Get those cheats off to RANDY'S CRACKERS at the usual Cheat Mode address!

STREETFIGHTER 2 - Does anyone know how to make the game even harder?
FINAL FIGHT and FINAL FIGHT GUY - There's a stack of hidden keypress cheats in those two - and I'm gagging to know what they are!
CONTRA SPIRITS - Does anyone know how to get infinite lives?
TAZMANIA - There must be a ton of cheats for this!
DESSERT STRIKE - What are those codes?
SENSIBLE SOCCER - Who's top boy when it comes to winning tactics in this Renegade winner?
FORMULA ONE - I'm brill at this, but does anyone know and decent cheats?

ARE YOU GAGGING TOO?
Can't get further than level three on your fave shoot 'em up? Don't know where the secret rooms are on Mario World? Don't know how to use the bloody Robot on Indy Fate Of Atlantis?
Never fear, Randy's here! Yes indeedy, CVG's very own Cheating Champ offers YOU the chance to ask for tips for your favourite games - and if we like what you're asking we'll even print 'em right here in the mag! So put down that game you just can't beat, pick up a pen, fill out this form and fire it off to:
RANDY'S QUESTION CORNER, CHEAT MODE, COMPUTER AND VIDEO GAMES,
30-32 FARRINGDON LANE, LONDON EC1R 3AU.

Dear Randy,
Seeing as how you're everyone's favourite tipster and a bit of a wow at parties, here's my little problem and I hope you can solve it:


My name is:
My address is:
WELCOME to the Official UK High Scores, the Hall Of Fame for the finest gamers of them all. On these pages you'll find all the heroes whose gaming skills have earned them the right to fame in the only chart that counts. It's obvious that all of you have been working hard this month and it's taken me two weeks to sort through all the entries. Don't think you're out of the frying pan yet though. If the standard slacks, disciplinary action of the highest order will be taken and I don't just mean boring old whips and chains. I'm talking about thumbscrews, episodes of East Enders and, worst of all, a spot on Stars In Their Eyes. So make sure those scores are good and get them in to your Mistress with the Most. Get to it wimps!

Sadie
Samantha Crone, London.
STREETFIGHTER 2 86,400
Lloyd Wright, Kidderminster.
TERMINATOR 2 6,839,500
Lloyd Wright, Kidderminster

GARGOYLES QUEST COMPLETED
Dharminder Shinh, Walsall.

CASTLEVANIA, 22,260.
Craig Pattendon, Salisbury.

SUPER MARIO LAND COMPLETED 52
lives
David Jeffrey, Swansea.

GREMLINS 2 STAGE 2
James Taylor, London.

R-TYPE COMPLETED HARD LEVEL
Iain Dickson, N. Yorkshire.

WWF WRESTLEMANIA COMPLETED
WITH ALL WRESTLERS
Gary Collins, West Yorkshire.

TETRIS 264 lines
Ross Carr, Newcastle.

FORTRESS OF FEAR 32,000
Damian Jarman, Huddersfield

MARK WILSON of Essex has kicked some serious ass with Streets Of Rage, just managing to achieve a higher score than last months.

Peter Jackson from Notts has scored an amazing result in Joe Montana 2, and enters the highest score ever for LA. Can any of you win out there beat it? I doubt it!

TWO CRUDE DUDES 983,200
Lloyd Wright, Kidderminster

MERC 230,000 COMPLETED ARCADE

MODE
Gary Osborne, Cleveland.

DEVIL CRASH 568,239,400
Gary Collins, West Yorkshire.

GHOULS N GHOSTS 912,300
Paul Noble, Bedfordshire.

JOE MONTANA 2 LA 232 - DENVER 18
Peter Jackson, Notts.

HARD DRIVIN' HARD
-205,602 LAP 1:18:54
Steve Challis, Milton Keynes.

STREETS OF RAGE 999,999
Paul Noble, Bedfordshire.

QUACK SHOT 521,000
Paul Noble, Bedfordshire.

SONIC THE HEDGEHOG 1,854,656
Adrian Watson, Leeds.

DONALD DUCK 595,650 COMPLETED
Chris Henson, Flookbrough.

AMERICAN PRO FOOTBALL 123-0
Adam Penington, Gloucestershire

ALEX KIDD IN SHINOBI WORLD 96,300
Paul Cuddy, Cleveland.

SUPER KICK OFF 30-2
Aaron Power, Ireland.

SMASH TV 4,171,240
Chris Henson, Flookborough.

GHOSTBUSTERS 777,220.
Dean Gwilliams, Peterborough

YES
Duck Tales returns, with a massive score from Jordon Seedle of Lancashire. Last month there was only the fact that Neil Whitehouse had completed it, but now I'm gifted with a score which sorts out the men from the boys!

DUCK TALES COMPLETED 56,360,000
Jordon Seedle, Lancashire.

SNACK RATTLE 'N' ROLL LEVEL 10
Simon Crouse, Southampton.

NINTENDO WORLD CUP 38-0
Gary Scott, York

SIMON'S QUEST COMPLETED
Scott Haines, West Midlands.

SUPER MARIO 3 COMPLETED 99 LIVES LEFT
Michael Howe, London.

POWER BLADE COMPLETED
Paul Kelly, Merseyside.

SUPER NINTENDO
Mark Leslie from the Shetland Isles has completely smashed last months hi-score of Area 88 and toppled up a huge amount of pocket money. Joe and Mac has also been comfortably been beaten by Michael Jung of Dorset. How about some Mario high-scores - you know what to do so impress me!

STREET FIGHTER II COMPLETED
1,977,350
Clarence Campillo, Australia.

FINAL FIGHT 2,580,650.
Michael Barnby, Wakefield.

AREA 88 1,277,600 $2,635,900
COMPLETED
Mark Leslie, Shetland Isles.

PITFIGHTER 1,812,350.
Jonathon Dale, Cheshire.

SUPER R-TYPE COMPLETED 1,776,528
Clarence Campillo, Australia.

SMASH TV 5,546,620
Steve Howe, St Albans

SUPER FORMATION SOCCER 33-3
Jordan Brady, Ireland

F-ZERO 70,991
Ben Mcdam Childwall Liverpool

JOE AND MAC 265,000
Michael Jung, Dorset.

MARK WILSON of Essex has kicked some serious ass with Streets Of Rage, just managing to achieve a higher score than last months.

Peter Jackson from Notts has scored an amazing result in Joe Montana 2, and enters the highest score ever for LA. Can any of you win out there beat it? I doubt it!

TWO CRUDE DUDES 983,200
Lloyd Wright, Kidderminster

MERC 230,000 COMPLETED ARCADE

MASTER SYSTEM
The infamous Sonic The Hedgehog is here again, but this time Alex Charles from Luton has supplied me with a mega score which wipes the floor with any other entries. Another game beaten is Golden Axe, Alex Charles has also managed to achieve this victory, what a busy lad!
Dear Wimp's

Here it is - your chance to prove you’re a great gamer and win the fame of your name in the Official High Scores and the chance to play against the CVG boys themselves! The CVG stars reckon they’re the greatest when it comes to games and can beat the pants off any of you puny wimpos, so it's up to you to prove them wrong! I'll be picking the hottest players of the lot and invite them down to CVG Towers to play against the boys themselves - and every month the hotshot who I reckon is the greatest gamer will win themselves an incredible framed and signed photo of yours truly! So if you want fame, fortune, a crack against the CVG boys and the greatest gaming trophy in the land just rack up those points, fill out this form and send it off to: OFFICIAL UK HIGH SCORES, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Remember, you've got to be in it to win it, so get to it wimpos!

Sadie

Official UK High Scores Entry Form

GAME | SCORE
--- | ---
GAME | SCORE
GAME | SCORE

Dear Sadie,

I reckon I'm the greatest gamer around and can beat those CVG boyos any day of the week. Here are my High Scores to prove it and I hope you pick me for some gaming glory:

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ADDRESS
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Please add £1.00 to each game, £5.00 per machine for postage and packaging
Match-making is getting a little out of hand these days. I mean, blind dates are one thing but kidnapping a princess and forcing her to marry you is quite another. And the noble Prince of Persia is a bit peeved at the situation. Luckily the Grand Vizier Jaffar has given the prince one last chance to save his fair maiden. If he can make it through twenty of the toughest mazes in the land and survive the onslaught of baddies then the girl will be his. But will the Jaffar keep his word? Will you keep your head? There's only one way to find out; step into the dark maze and show these guys whose tops when it comes to trouble.

Although you can't really stick Prince of Persia in the strategy/RPG category, it's far more involved than your average platform game. Some of the levels really tax your mind and will have you thinking for ages. The first things to knock you for six are the absolutely brilliant graphics! While there's nothing totally stunning in the backdrops, the character sprites are beautifully drawn and very well animated, using the same video-digitising techniques used in other versions of the game. Sound-wise, Prince Of Persia scores top marks, with extremely moody tunes that echo around the caverns, and some great spot effects. But the gameplay is where this game really comes into its own. Even the first level is of considerable size and, by the time you've reached level nine, the word 'exploration' takes on a whole new meaning! As well as being just about the largest game I've ever seen, Prince of Persia is also one of the most addictive - you just can't put it down.

Paul Anglin

CVG 070
SEEK AND YOU SHALL FIND
Not everything is as it seems in the Grand Vizer's domain. Check all of the walls and ceilings, for some of them are fake and hide secret rooms full to the brim with potions galore and, if you're an unlucky sort of fellow, mega-mean baddies!

POTS OF POTIONS
With all these elements after your blood, conveniently-placed potions can be very useful, but watch out - there are some less than helpful potions lying around. As well as the usual energy giving - and draining - drinks to be found there are vials which, if swallowed, turn the entire screen upside down. Another enables the prince to float down from a platform rather than fall and, for any depressed souls out there trying to throw a seven, an instant death potion is also available.

DOING THE ROUNDS
If you've never heard of Prince Of Persia until now, where on earth have you been? This game is one of the most converted titles ever, having made appearances on Amiga, ST, PC, Spectrum and even SAM Coupe computers! Console versions have surfaced recently on the Master System, Game Boy and Game Gear and there's even talk of a live-action Mega-CD version not too far away!

THANKS...
...to Advanced Console Entertainment and the Electronic Gaming Club for the cartridge used in this review. For more information call them on 071 783 0480.

I've played Prince Of Persia on every machine it's ever been released on, and it's fair to say that this Super Nintendo version tops the lot! The basic style of gameplay has been retained, but the programmers have gone mad with re-styled levels - and an extra eight stages to battle through! The prince himself has undergone a slight transformation too; he's now a much more detailed sprite than before. Loads of great new enemies are in there to take on - my current favourite is the many-armed bloke who bounces about trying to send you to your maker while skulls fall from the sky! And just when you think there's nothing more, the instantly addictive gameplay and superbly defined graphics of Prince Of Persia are rounded off very nicely thank you by some of the moodiest music ever to blast forth from the Super Nintendo sound chip. Very tough but very enjoyable, Prince Of Persia is going to rocket to the top of everyone's list of top platform romps!

PAUL RAND

<table>
<thead>
<tr>
<th>STRATEGY</th>
<th>SKILL</th>
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<tr>
<td>GRAPHICS</td>
<td>% 91</td>
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<tr>
<td>SOUND</td>
<td>% 93</td>
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<tr>
<td>GAMEPLAY</td>
<td>% 89</td>
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<tr>
<td>VALUE</td>
<td>% 87</td>
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OVERALL % 91

CVG 071
Summer's here, the temperature's rising and it's certainly not the weather to be driving around the Persian Gulf in an M1A1 Super tank. But that's what you must do. The war in the air has been raging for some time now and after an age of waiting the time has come to launch a ground offensive. So pull on your shooting boots, button up your khakis, open up the sunroof and let's get moving! Super Battle Tank casts you as a member of the Allied forces in the land attack on Saddam's forces. Your mission - to trundle through the ten different levels destroying any enemy forces you encounter and return home to be the main feature on the News At Ten.

When Super Battle Tank first hit the office everyone went absolutely crazy about it, which surprised me because my first impressions were that this looked not very good. But I gave everyone else the benefit of the doubt and sat down for a blast. And guess what? I still didn't think it was very good. For a game that should have been an action-packed extravaganza of thrills, spills and kills, there isn't an awful lot to do or see. It may just be me, but I don't consider blowing up the odd tank or Scud launcher after trudging through an otherwise extremely bland desert particularly fun. There is the odd good point - sprites are of a reasonably high quality and there's a nice flash effect when your cannons rattle into an enemy vehicle at night - but that's not nearly enough to warrant forking out forty quid plus for this poor cart.

By Absolute
£45.00

Super Nintendo Combat Sim

We're all you need to know
The desert is a big place, but with the help of your long range radar screen you can see exactly what's going on at a glance. This display shows you everything that is in the vicinity, from enemy tanks and mine fields to Allied bases and Scud missile launchers - not bad considering they couldn't be spotted in the real conflict! There's no need to keep flicking between the action screen and the map, either; you can control your tank from this screen and guide it towards the enemy. Make sure you switch back to the cockpit view before you get to the baddies though, or else you'll be a sitting duck to even the lowliest grunt.

Bomb the Base - or not
Just because you're stuck in the middle of a big war with enemy forces taking pot shots at you at every opportunity, doesn't mean that everything out in the desert is unfriendly. Now and then the Stars and Stripes of the good ol' US of A will appear on the map - this is an Allied Base, stuffed full of goodies galore. Stop off for extra weapons, fuel, a quick repair job and, you never know, perhaps a Big Mac and fries.

Thanks... to Console Concepts (0782 712759) for the review cartridge.

Tanked up
Your M1A1 would be a bit naff if it relied just on it's menacing looks, so to back it up it's packed with state-of-the-art anti-tank weaponry. This little baby is equipped with everything from a standard 120 mm cannon to M-728 Armour-piercing shells. Trouble is, you have only a limited amount of armaments, so don't rush out firing them off left, right and centre - you can't exactly shove a bayonet down your gun turret when you run out of missiles!

Graphics % 68
Sound % 57
Gameplay % 48
Value % 42
Overall % 52

Paul Rand
Black and Deckers of Doom!

It's not just the end-level bosses that'll have you reaching for the sick bag - there are some just as disgusting beings lurking within the levels as well. You'll be wiping out such nasties as crazed zombies, lynch babies, flying psychotic fish and - horror of horrors - possessed garden tools!

THANKS...
to Console Concepts (0782 712759) for the review cartridge.

Possessed Possessions

In order to tip the balance a little more in his favour, Rick has number of weapons at his disposal. These include a modest iron bar, which spreads the walking gungeballs all over the wall, a twelve-bore shotgun that makes shot work of the nasties and a high power chainsaw which leaves the creepies all cut up!

If there's one thing to make you sit up and take notice, it's a large slice of guts and gore. And Splatterhouse II has them both - with a vengeance. The bodycount in this game is massive, and the amount of ways to kill those baddies is equally large; punch them, kick them, smash them over the head with a bone, even blow them away with a shotgun! Splatterhouse II's sprites are very impressive, which goes some way to make up for some of the bland backdrops - there's even a few which are completely bare! Action is high on the agenda, with enemies approaching almost non-stop and other obstacles to avoid, although after a time you may find a spot of repetition creeping in. But this isn't a role playing game or strategy adventure, this is mindless death and destruction that'll have you either gnashing your teeth in a blood-crazed frenzy or cowering behind the sofa, depending on what sort of disposition you possess!

Who's a pretty boy then?

Most games feature pretty terrifying end-of-level baddies, but you've never seen anything like these boys before! We're talking blob monsters with exploding guts, frightening faces with eyeballs that pop out of their sockets and a skinless creature of the dead that transforms into a spider! With beasties like these doing the rounds, there's only one thing to do - send them hurtling back to their demonic dwellings.

Strategy % 90
Sound % 90
Gameplay % 85
Value % 84
Overall % 83

Paul Rand
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Fed up with killing aliens? Bored rigid by seeking out the sacred crystals of Ra? Sick to the back teeth of rescuing the princess from whoever has decided to kidnap her this week? Then look no further than NES Open! Death and mutilation is put to one side in favour of a relaxing round of golf, aided and abetted by the one and only Mario! Eighteen-hole fun and hilarity awaits aspiring Faldos and wannabe Woosnams, with a variety of options and courses designed to single out the golfing greats from the putting prannies. Some may say that golf is a good walk spoiled, but NES Open lets you play a round without even having to leave your chair.

NES Open is a highly playable, extremely attractive title which just oozes quality. The fact that Mario is the star doesn't hurt at all, but it's not that which makes this game so good. Graphics are big, bold and colourful, and the 3D effect on the green is fantastic although not, I might point out, when your ball is teetering on the edge of the cup but it won't go in. Why can't TVs have motion detectors so that you can shake the screen and make the ball fall in? Gameplay is easy to learn but very hard to master - you'll start off with a really crappy score, but perseverance is the key and after a while, you're handicap will come whizzing down! It's basically because NES Open is the best golf game available for the NES - and with the golf season still in full swing, it couldn't have come at a better time! A damn sight more fun than having to suck up to horrid Old Boys Network types down at the local club just for a crack at the Krazy Putt kiddie course!

That's gone in the rough. Not very good are you? Hey that green's not at all green!

There are a number of important factors to take into consideration when readying yourself for a crack at the ball. First, and perhaps the most important of them all, is club selection. After all, there's no point in picking up a 240-yard driver when your trying to delicately place the ball on a green that's only 150 feet away! Next up is wind: it can get very blowy out there on the course, which will influence the direction in which you hit the ball. And speaking of direction, give that a quick check before you tee-off - it can be very infuriating, after meticulously planning what should be a match winning iron-shot, to watch it sail into a clump of large trees because you didn't notice which way the wind was going to head off!

Paul Rand

Graphics % 90
Sound % 78
Gameplay % 89
Value % 87
Overall 88
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Here they are! The runners-up of the Rad Cartoon competition we've been running in CVG over the past few months! Loads of you reckoned you could beat the boy Rad's humorous cartoon hilarity, and here are a few of the best. We had sackloads of entries for this compo, and most of them gave us a right old laugh. And if you want to know who's the winner, walking away with a spanking new Megadrive, just turn the page and all will be revealed!

TRUE STORIES OF CVG, WELP NOT ACTUALLY ITS PRETTY UNLIKELY THIS WILL HAPPEN!

Hey Guys, Here's a Pail!

We're through!

I've not got many planks left.

Oh no!

OK, Sake, she's finished it!

Alan, got this car!!!

We're going on here!!

What's going on here!!

You're not going to cheat are you!!

Lemmings related laffs from Tom Percival of Bishop's Castle, Shropshire!

Wizard japes from Barclay Jardar who hails from We Know Not Where!

Karaoke craziness from the enigmatic R Cunningham of Fleet, Hampshire!
CVG True Stories

Jon Cusses the CVG Lads

Look at Jon's Crabby Green Screen Vectrex!

HA! HA! HA!

Look guys, I've just bought a spanking new Super NES!!

Sigh!

Suddenly...

Buzz!

Ezzt!

Crackle!

What happened?

Gizza go on your Vectrex Jon!

Wink!

Smug get!

The End!

Andrew Wright '92

Vectrex hilarity from the hero known as Andrew Wright in Horley, Surrey!
Here he is - the overall winner, who walks off with a brand spanking new Megadrive courtesy of CVG! Colin Dunbar from Aberdeen is the CVG hero concerned, and what a good old laugh this is! Congratulations, Colin! By the way, to everyone else who didn't win, keep sending in those strips because we're going to put up software prizes for any more we print! What are you waiting for? Scribble away and look out for more skill CVG composes soon!
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FOR SALE super Famicom with 5 games £275 or will swap for a Gameboy or Gameboy with at least 10 games, phone 0761 437 384. GAMEBOY GAMES 5 for £20 for sale. All boxed and in vgc. £1 each. Phone 0843 588 736 now.

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SWAP JAPANESE Streets of rage as a Megadrive for any decent Megadrive game. Phone Michael on 081 539 1671.

ATARI FT FM, mint condition, leads and 35 games. Sell for £180 telephone Jamie on 031 660 6438.

SPECTRUM SWAP game version of PGA Golf for Strider or Desert Strike also Italia '90 and Alien Storm for Forgotten World or Dick Tracey. Phone Mark on 0760 55841.

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NINTENDO with 5 games inc. Super Mario Bros, Zapper and other games, £150. If interested 0276 7765276.

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GAMEGEAR with 4 games, battery pack, wide gear, mains adaptor all for £175. Call Robert on 0752 772 0106 after 7pm, excellent condition £230. Please call 081 855 3688.

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SEGA MEGADRIVE plus 4 games including Desert Strike. Interested then ring 0242 515 459 ask for Alex after 6pm.

NEO GEO for games, swap wanted Baseball Stars, Ninja Commando or Fire Fury. Telephone 0245 215 041.

EXCHANGE your unwanted Megadrive games for different ones for £4. All the best games, for more information phone Neil on 021 422 4159.

ATARI LYNX games for sale £20. Or the whole lot for £120. Phone 0954 515 299 ask for Ben.

SEGA MEGADRIVE, still with guarantee. 2 joypads, 7 games for £200. Telephone 0602 865 992.

BAILOUT AGAIN £2000 Amiga set up for £450 ono. Include 1 meg, Amiga 500 with kit board, 3 joysticks, 2 mice, books, mags etc. Phone 0273 208 995 details.

AMSTRAD FOR SALE, 70 games, brand new joystick, monitor and keyboard, CPC 464. If you are interested please ring 07084 74441.

MEGADRIVE FOR SALE, UK version, including Sonic and Golden Axe, 1 joystick and all leads, only 6 months old, sell for £160. Call 063 1503 ask for Paul.

MEGADRIVE, 2 CD games, 3 joypads. Worth £810 accept £500. Telephone Chris 0709 881648.

NINTENDO NES, 2 control pads, leads, good condition, cost £360 sell for £150 or will separate. Ask for Ben on 0622 779 538.

SEGAE MEGADRIVE and 2 games. Immaculate condition, please contact Shane on 0823 251 346 538, £100 ono.

AMIGA Games for sale, all unused, boxed original, 3 games £80. For separate price phone Mike on 0742 746 775.

NINTENDO GAMEBOY, plus 4 games including Megaman 2, Court Deadly. Gamemlight plus £15 ono. Ring 081 864 7935.

WANTED ATARI FT with games, to swap with Super Nintendo, with games. Phone 0793 751 462.

SELL SEGAE MASTER SYSTEM, 6 games including Golden Axe. Please call Tom on 0443 834 534.

SEGA MEGADRIVE FOR SALE with 49% plus rates and games a Japanese Adapter sell for £190 ono. Call 0277 242 136.

SEGA MEGADRIVE with 3 good games, swap for any handheld with games or a Super Nintendo with games accept any reasonable offers. Please call 0625 874 058.

MEGADRIVE with 2 games, will sell separately £130. Phone on 071 262 3869.

NINTENDO FOR SALE, 8 top games including, Mario 3. All for £140. Please phone 0484 24154.

GAMEBOY GAMES FOR SALE. For more details please phone James on 0722 333 795.

GAMEBOY, 6 games, 2 player lead, all boxed £145. Scart PC Engine and 2 games £100. Phone Richard on 0628 24154.

NES FOR SALE, includes 2 control pads, zapper and 10 games in perfect condition, £200 ono. Phone 0384 440 169.

FOR SALE, AMIGA 1 MEG, 2 joysticks, mouse, 2 years guarantee and over 150 games. Sell for £450 also Super Famicom, 2 games, 2 joypads sell for £100. Phone 041 334 8972.

WANTED ANY OLD COMPUTER MAGAZINES from 1980 to 1989. Please send your list and asking price to Daniel Falter, 18 St Johns Avenue, Ladborough, Rotherham, South Yorkshire, S60 1HZ.

GAMEBOY and Nintendo for sale, Gameboy 8 games, light and dark, Brand new, Nintendo, Zapper and 4 games, buy either or both for £190 the lot. Please call 0273 307 999 after 6pm.
SWAP SEGA MEGADRIVE with 10 games for Amiga 500 with games. Call on 0703 844 206.
BOXED PAL FAMICOM, 8 games worth £50, sell for £40 or swap Megadrive with 15 games. Call 071 241 4351 after 5pm, ask for Greg.
NINTENDO game for sale, superb adventure game, in excellent condition, worth £35 sell for £25 o.n.o. Call James on 0483 429904 after 5pm.
NINTENDO ENTERTAINMENT SYSTEM, NES advantage joystick, no games. £60 or swap for a Megadrive. Contact Andy on 0279 415 261.
TWO NINTENDO games, Turtles and Castlevania, any offers. Call 0252 541 874, ask for Paul.
HAND HELD PC ENGINE GT with 6 games for quick sale £200. Please contact Duncan on 0532 380 336.
SPECTRUM 128K plus 2a with light gun and games, with box. Over £700 worth of games, over £200 worth of magazines, joystick, programme books worth £100 will accept £200. Call Martin on 051 648 3654.
520 STE for sale, 2 joysticks, mouse, mouse map, colour TV with ST hook up wire, over 50 games will sell for £280. Interested call Ivan on 071 586 5570.
AMSTRAD CPC 464, with 40 games and with joystick, for £115. Call 0925 824 567.
MEGADRIVE for sale, good condition, still boxed all top ten games. Will sell for £100. Call Giles on 0491 576 423.
SWAP NINTENDO with 4 games, for a Gamegear with 2 games. Phone Richard on 0344 483 479.
BRITISH MEGADRIVE for sale with 2 joypads, steer wheel, carry case, 9 games inc. Streets O RAGE, worth £600 sell for £350 o.n.o. Phone 0705 431 008.
SEGAMASTERSYSTEM with 7 games, Mickey Mouse, Golden Axe and Populous, with 2 new Maverick Joysticks and loads of Magazines only £150. Call 0788 664 616. C64, with data cassette with 2.
Cruser Joysticks, light gun and games, 75 games, £150 ono. Phone 0783 656416.
ATARI ST FM T 104£ for sale, with 7 games plus magazines, 3 joysticks still boxed, £150-200. Call 0440 863 674 ask for Spin.
WANTED SEGA MEGADRIVE with at least one game, maybe Sonic. Phone 0821 661 475.
MEGADRIVE TAKES JAPANESE and British games, will sell for £120 or swap or an Atari or Amiga with no games. Phone 081 809 6290 and ask for John after 5pm.
WANTED SEGA MEGADRIVE with 3 games and convor and a Joypad for about £60 ono. Call 0273 778960.
FOR SALE issues 1 to 20 of Mean Machine, 20 magazines of C & VG, 1 to 6 of Megadrive, £100 the lot. Phone Paul on 0443 451 093.
MEGADRIVE with 3 games, sell for £120. Ring 081 809 6210 ask for John.
UK MEGADRIVE, 3 months old still boxed, comes with 2 joypads and joystick. Call Julian on 0405 307 636.
SPECTRUM ZX plus 2, manual joystick, £100 worth of games for £100 ono. Please Call 0732 870 094.
SWAP Fatal Fury on the Neo Geo for any other decent Neo Geo game. Call Ian at 0767 312 070.
AMSTRAD CPC 464 for sale, inc. many top sale titles and joystick, all for £70, also Gameboy plus wild games and mag/liner, for £140 ono. Call Dean on 081 804 0584.
SEGAMASTERSYSTEM with control pad, control stick, Golden Axe, Double Dragon, Dynamite Docks. Worth £160 sell for £100. Phone 0204 652 824.
FOR SALE COMMODORE 64, light gun, £100 worth of software. Phone on 0702 773 123.
FOR SALE NINTENDO NES with 3 games. £75 all leads included. Phone Dan on 0935 823 407.
AMSTRAD CPC464, joystick, green monitor, over £200 worth of software, manual and magazines. Sega Master system, 2 joypads, 5 games and £320. Phone Phil on 0274 663451.
WANTED NEO Computer magazines from 1980 to 1988. Please send your list and asking prices to Daniel Falter, 18 St Jones Avenue, Maidstone, Rochester, Medway, Kent.
JAP MEGADRIVE with 7 games, all boxed for £150, Call Paul on 0296 24493.
GAMEBOY for sale, including Tetris and Snakey Snakes, also 2 LCD games, sell for £85, or will swap for Gamegear with games, preferably Sonic, call 081 300 312. Ask for Chris.
SEGAMEGADRIBRE for sale, boxed, includes all leads, Sonic and Altered Beast. 2 joypads will sell for £160. Contact Ed on 081 541 5603.
MEGADRIVE games for sale. John MacIver, Radden sw7, Ring 081 676 6400. Middens for Rainbow Island, and Radden for Magical Hat others considered. Phone Sean Kennedy on 081 761 5129.
SPECTRUM +3, 100 plus games £270 worth, tape recorded. 2 joysticks, all leads, worth about £340 sell for £190. Call 0252 608 352.
LYNX 2 with 3 games, all boxed only 2 weeks old altogether worth £200 sell for £135 ono. Contact Ryan on 0422 246 814.
NINTENDO for sale, £200 plus 2 control pads and 10 top games, contact Alex on 081 340 0837.
MASTERSYSTEM plus 3 good games and a bargain price of £60 ono. Call Ben on 0932 220 792.
PC ENGINE for sale plus 3 games, £120 ono. Ring 071 628 2953 ask for room 628.
GAMEGEAR for sale plus Sonic the Hedgehog, plus mains adapter only 6 weeks old, still under warranty only £100. Telephone Ian after 6pm on 0564 779 641.
ATARI LYNX with 3 games, adapter, earphones, batteries and multi player lead, worth £250, sell for £110 with delivery. Phone Seth on 0286 871 575.
GAMEBOY BBC and Spectrum plus 2 all with games for Amiga with modulator, mouse, phone Andy on 0592 771 169.
AMIGA 500 for sale, £300 worth of games and £25 monitor, plus other accessories, price only £50. Contact O51 264 2511, ask for Peter.
COMMODORE 64 with over 30 games, 2 joysticks, colour monitor. £200 ono. ask for jetro on 0734 873 033.
GAMEBOY for sale for £100, with 4 games, Super Mario Land, Turtles. Please call 0905 428 005.
SELLING ONE YEAR old Atari FT, loads of games and utilities, mile and good quality joystick. Phone 021 357 2590.
ATARI 800 XL complete with disk drive, 17 disks, 100 games, 4 language courses, Spanish, French, German & Italian, plus 2 young childrens education cassettes, cos only £200 sell for £150. Phone 0322 266 693, Aran Molloy.
SWAP GAMEBOY with light magnifier link tabs, etc. plus hard carry case, plus 8 batteries, will swap for SEGA MEGADRIVE, jsp if poss. Leo on 0225 122 135.
SWAP GAMEBOY with 9 games for your Gamegear with 2 to 4 games if interested phone 0703 405 345 ask for Rocky after 5pm.
FOR SALE SEGAMASTERSYSTEM with lots of games, light phaser and joystick. Phone Collin on 081 676 9750.
AMIGA 500 for sale with high resolution colour monitor, over 40 disks, joystick, mouse, mouse pad, boxed as new, will sell for £350 ono. Phone Dan on 0580 713 154 between 5.30 and 6.30 on weekdays.
AMIGA GAMES to sell and swap.
GAMEBOY, great bargain, 32
gameboy games for sale, good
price £85 ono. Ask for Pat on 0237
473 283.

MEGADRIVE with 3 games, skart or pal.
£150 or swap for Super
Famicom with 1 game, preferably
Mario 4. Phone Stuart Phillips on
0883 712 480.

SEGAMEGADRIVE for sale, games included.
£115 phone Nell on 0375 383 628.

ATARI 520ST FM with 25 games, everything in the original boxes, 3
joysticks, mouse plus mat, plus printer.
£350 ono. Tel 0252 616 559 after 5pm.

NIENT《NTO ENTERTAINMENT SYSTEM for sale, including 6 top
titles such as Mario 2 and 3, sell for
£150 ono. Ask for Sam on 0785
851 378. PAL MEGADRIVE inc. 8 top
games. All Sega games, sell for £200 or swap for NES with
games. Call 0389 54972 for John.

COMMODORE 64, 1 year old fully
boxed, all manuals etc. inc. 2
joysticks, data cassette, lots of
magazines, over £200 worth of
games, £153 if interested call 0272
325 784.

COMMODORE 64 for £150. Phone
James on 081 711 802.

ATARI 520 ST FM includes over 20
games, 8 blank disks, leads and
good joystick and mouse, 3
software programmes and 3
magazines. Sell for £125. Call 081
204 6188.

SWAP LINX CONDITION MASTER SYSTEM, boxed as new, 2 pads, 5
games. Swap for Super Nintendo or Famicom, no games necessary.
Phone Jamie on 0977 676497.

ATARI STE with 160 games,
only 10 months old, worth at least £900,
sell for £250. Phone Jamie on 0244
811 208 after 5pm.

ATARI 520 ST FM for sale, over 200
games, plus blank disks, joystick
and mouse, only #275 ono.
Contact 0945 588 194.

OVER 100 SPECTRUM GAMES for
sale, 75 budget, 25 full prizes,
sell for £100. Phone Andrew on
0592 202 905.

NEO GEO for sale, 7 games, 2
joysticks, 1 memory card, accept
£700 ono. Phone Gavin on 0634
375 175.

MASTER SYSTEM 2, 6 games, all
boxed with instructions, only a
month old for only £95: Call Peter
on 0572 821 125.

AMIGA 500, 5 meg upgrade, 6
games, 40 cover disks, word
processor, joystick, mouse, TV adaptor, all manuals,
£450. Contact James on 0923 674
774.

ATARI 520 ST FM, fully boxed, 28
original games, Incl. Golden Axe,
WWF and Nark. Disk copier, 2

SWAP PAL MEGADRIVE with MS

converte and scarlet lead and
joypads, plus a quick shot stick with
16 games. Swap for an Amiga 500
with all bits included with at least
30 games. Call Jason on 081 297
9193.

SEGA MASTER SYSTEM for sale,
3 games, all boxed and packaged,
mint condition worth #100 will sell
for #75 ono. Call Stuart on 0892
544495.

30 SPECTRUM, Spectrum 48K plus,
games and joystick for quick sale
only £50. Phone Lee on 0952 503
814.

3 NINTENDO GAMES, Batman, Top
Gun and Megaman 2. Phone
Michael on 071 263 5699.

SWAP LINX 2, with 11 games,
power adapter, run visor all boxed,
worth £400 for Amiga 500 plus,
interested phone Steve on 0784
255 845.

ZX SPECTRUM plus 1 with 6
exciting games, sell for #150 or
swap for Neo Geo with 6 games.
Phone 0923 951 478.

MEGADRIVE AND SUPER
NINTENDO games for sale or part
exchange. Over 150 titles in stock,
contact Andy on 0890 930 830.

ATARI 520 ST FM, joysticks, mouse,
multi sale, colour television, desk.
Lots of software and extras, £350.
Phone 0840 498 657.

SEGA MASTERSYSTEM, 2 months
old, 2 years guarantee, 5 games
incl. Sonic. Ask for Tom on 0742
365 185.

AMIGA 500 with 30 games,
joystick and joystick interface, #150
or swap for Spectrum 48K. Good
prices paid.

SWAP SEGA MEGADRIVE GAMES
or sell them. For details call Mr
McCallum on 0494 670 718.

FOR SALE, NES with 2 controllers,
zapper ROD and 14 games,
including Mario 3, Megaman 2 and
Simpons. Will sell for #280 ono.
Telephone 071 589 2212 ask for
Stuart or Mark.

AMIGA A 500, 1 meg upgrade, 2
joysticks, loads of software, #250
ono. Phone Call on 0206 3127.

NINTENDO ENTERTAINMENT SYSTEM, with 4 games, light gun
for a GameBoy with games. Ring
Andrew on 0462 433 114.

NEO GEO FOR SALE, for all
details call MARK on 0423 564 025.

FOMICOM GAMES WANTED,
things considered, bought or exchanged. Good prices paid.
Ring Phillip on 0423 526 740.

NINTENDO ENTERTAINMENT SYSTEM, mint condition with 2
joypads, zapper and 7 games.
£170. Phone 081 531 7176 ask for
Jodie.

NIENTEN DIS SE FOR SALE, with
games, £45 ono. Phone 051 356
2581.

FOR SALE, PC ENGINE, scart, 3
games, #90. Telephone Graham on
0282 414 255.

SEGA MASTERSYSTEM 2, with
4 games, Spectrum plus 3 with over
100 games and a disk drive. Please
call on 071 924 0729.

NINTENDO FOR SALE with
2 games, 2 joypads, #35. If you are
interested please call 0708 376
0977.

SEGAMEGADRIVE WITH SONIC
and PGA Tour Golf, joypad, all
boxed as new #90. Please
telephone James on 081 741 3168.

SWAP SEGA MEGADRIVE for
Super Nintendo or sell for #85.
Phone Mark on 0241 450 4703.

COMMODORE 64 with 80 games,
2 data cassettes in good condition,
all original games, telephone 0945
860 839.

MEGADRIVE FOR SALE, mint
condition, fully boxed, 6 top
games, joystick and games carrier
£25. Phone Steve on 0457
873 481.

AMSTRAD COLOUR MONITOR, #60 ono. Also Amstrad games, #1 each.
For details call 021 453 3371
ask for Mark.

ZX SPECTRUM with 2 joysticks,
light gun and 24 games, swap for
Super GameBoy, 105-110, Amiga, PC or Atari ST or games or sell for
#50. Tel 0709760324.

FOR SALE SPECTRUM ZX plus 2
with light gun over 30 games.
Joystick included, will sell for #40.
Please call 0277 201216 after 6pm.

MEGADRIVE in good condition
including 1 joystick and games.
Only #180. Ring 0943 601919.

EA ICE HOCKEY FOR THE
MEGADRIVE, swap for any other
good games in good condition with
box and instructions. Or sell for
£25. Phone Sean on 081 761
5129.

ATARI LINX with games, carry
case, fully boxed worth over #250
will sell for #125. Call on 0733
699852.

AMIGA 500 with monitor, printer,
accessories, 1 megabyte worth over
£60 ono. SWAP for PC. Call on
0733 269 853.

MASTERSYSTEM 1 including 2
control pads, Sega joystick, rapid
fire unit, light faze, 12 games,
£160 ono. Contact Chris on 0761
412 789.

JAPANESE MEGADRIVE, 2 pads,
7 highly rated games, worth #350
new, offers around #200. Call 061
737 1819.

SPECTRUM PLUS 2, approx 150
games, plus Cheeta joystick, #50
ono. Phone Jamie on 0977
676497.

SEGAMEGADRIVE for sale, plays all
games, 3 games. Dust cover only 6
months old #120. To Call Tom on
0423 322 112 after 5pm.

FOR SALE JAPANESE SUPER
FAMICOM games. For details
please call Stu on 081 524 1425.

SONIC THE HEDGEHOG for
Megadrive. Swap for any other
good game in good condition, with
instructions. Or will sell for #22.
Please call Sean on 081 761 5129.
MEGADRIVE for sale, in good condition, Arcade power stick, 2 - 4 games, a control pad. Call Jamie on 021747 0223.

AMSTRAD PCW 8256, printer, all manuals, all leads, monitor, serial interface, mini office, all in excellent condition £230. Please call 081 855 3688.

AMIGA 500 FOR SALE with external drive, over 60 games. Would like to sell for £350 or swap for a Super Famicom with at least 10 games. If interested please call 0664 666334. Ask for John.

SUPER FAMICOM SCART with 9 games and adapter, will swap for a Neo Geo with games or sell for £300. Please call 0304 242 996.

FOR SALE, GAMEGEAR, 4 games, battery charger and AC adapter, swap for Super Famicom with Super Mario Bros. Please ring 0737 362024.

AMIGA 500 with one meg memory and external drive, over 60 games. 2 joystick, mouse, magazines and leads all for a bargain of £300. Phone Jonathan on 0705 551 277.

FOR SALE NINTENDO N64 with 9 games inc. Mario 3 and Simpsons, Zapper and Power Glove for Super NES English version PAL with or more games. Phone 0709 525188 ask for Jonathan, buyer must collect, £500 WORTH OF SPECTRUM games for £300 or will swap for an Amiga. Please phone 041942 8053 ask for Gordon or leave a message.

SUPER FAMICOM for sale with 5 games. £275 or will swap for a Gameboy or Gamegear with at least 10 games, phone 0761 487 384.

GAMEBOY GAMES, worth £25 for sale. All boxed and in good condition £16 each. Phone 0843 588 736 now.

JAPANESE SEGA MEGADRIVE with 16 games, will swap for a Neo Geo with some games. Phone 091 460 4411 ask for Andy.

COMMODORE 64 with 35 40 games and 3 joystick and mouse for £60. Phone 0978 852912.

SWAP JAPANESE Streets of rage Megadrive for any decent Megadrive game. Phone Michael on 081 539 1671.

ATARI FT FM, monitor condition, leads and 15 games. Sell for £180 telephone Jamie on 031 660 6438.

SWAP MEGADRIVE version of PGA Golf for Stricker or Desert Strike also Italia '90 and Alien Storm for Forgotten World or Dick Tracy. Phone Mark on 0706 55841.

SUPER NINTENDO with Super Mario brand new, unwanted gift, still under 1 year warranty, all boxed with leads and Instructions, £140 no offers. Quick sale, call on 071 790 4086.

NINTENDO 64 with 5 games inc. Super Mario Bros, Zapper and other games, £150. If interested 0276 7765276.

SEGA MEGADRIVE, plays American, English and Japanese with 8 great games, very reasonable price. Contact James on 081 959 4860.

GAMEGEAR with 4 games, battery pack, wide gear, mains adapter all for £75. Call Robert on 0752 772 196 after 5pm.

ATARI LYNX 2 for sale with 3 games, brand new only 2 weeks old. All for £90. Call Ben on 0602 655 959.

NINTENDO with American convertor plus 6 games, including Mega Man 3, total value £230 will sell for £140. Call Sam on 071 498 1553 after 6.30 pm.

PC ENGINE CD 1 unit plus back up memory, still boxed, still guaranteed comes with 3 games. Ring Michael on 0733 642577.

MEGADRIVE, boxed as new, control pad, Golden Axe 2 and Sonic. All for £150 or swap for a Super Nintendo with 1 game. Contact Craig on 0505 53752.

SWAP BOXED MEGADRIVE with 2 joy pads and 7 games for your amiga with games. Boxed and in perfect condition £190. Phone 0386 800 235.


NES for sale with 2 control pads, £100. Phone Alan on 0895 251 558.

SUPER NINTENDO NES sale with Super Mario 1 and 2. 2 Control Pads. Phone Alan on 0895 251 558.

WANTED SUPER FAMICOM or Super NES, games new releases for a reasonable price. Phone after 6pm on 0446 751 124.

SEGA MEGADRIVE with games, will swap for a Super Nintendo and games for the Gameboy or Lynx. Will accept any offer. Offer on 0625 874 058.

WANTED SUPER NINTENDO for £120. Telephone 0805 224456 ask for Paul.

ATARI ST ST FM with around 30 games, 3 joystick and a mouse. Printed included, worth over £1000 will sell for £275. Phone 0922 616 559 ask for Mike or Olle.

SEGAMASTERSYSTEM 2 with 2 games, extra joystick for £190. Call on 071 924 0729.

SEGAMASTERSYSTEM FOR SALE, all included with light fazed, one control pad. 3 great games built-in. All instructions included, £145. Call Arnon on 0226 467 176.

FOR SALE MEGADRIVE, with 6 games, 1 joystick and convertor. £220. Telephone 0573 830 322 ask for Alan.

MEGADRIVE with 8 games, sell for £250. Please ring Greg on 0761 774 551.

SWAP A MEGADRIVE with 2 games inc. Sonic for 1 meg Amiga 500 or a Nintendo call Andrew on 081 684 7742.

MASTERSYSTEM 2 with light fazed, 4 built in games, joystick, unwanted gift, £95 or will swap for a Gameboy and 6 games. Phone 0923 245 817.

FOR SALE SEGAMAGRADE with 2 games and Robocodok. £125 or will swap for Super Famicom with 2 games. Phone 0935 823 407.

ATARI 800 XL for sale, over £400 worth of games, plus free tape recorder, joystick. Telephone Paul on 0733 630 4339.

NINTENDO with 8 games, worth £350 sell for £120 or swap for a Super Nintendo with 1 game. Please phone 081 968 4144 ask for Ronnie.

SPECRUM plus 2 with quick fire joystick and 100's of games, worth over £400. Sell for £120. Call 0742 747 583.

GAMEBOY for sale, for £65. Will swap for a Super Nintendo (no games needed). Phone 0744 54634.

JAPANESE GAMEBOY with 8 good games and a joystick. £35 each, or £120 paid for all £300. Phone 0935 653 056.

SUPER NINTENDO PAL with 9 games for only £850. Interested please call 0789 109 109.

NEO GEO plus 4 games and a joystick. £140. Please phone 046 827 587.

COMMODORE 64 with 200 games, Mastersystem with 4 games and controller. Gamegear with 2 games. Phone 031 661 0680 ask for Stuart.

AMIGA WANTED with or without games will swap for a Megasound with 3 games. Call 021 443 4820.

WANTED ATARI FT with games, to swap with Super Nintendo, with games. Phone 0793 751 462.

SELL SEGAMASTER SYSTEM, 6 games including Golden Axe. Please call Tom on 0443 853 534.

SEGA MEGADRIVE FOR SALE with 4-90% plus rates and games a Japanese Adopter sell for £190 ono. Call on 0777 374 136.

SEGA MEGADRIVE with 3 good games, swap for any hand held with games or a Super Nintendo with games accept any reasonable offers. Please call 0625 874 058.

MEGADRIVE with 2 games, will sell separately, £130. Phone on 071 262 3869.

NINTENDO FOR SALE, 8 top games including Mario 3. All for £140. Please phone 0244 8145.

GAMEBOY GAMES FOR SALE. For more details please phone James on 0772 337 938.

GAMEGEAR, 6 games, 2 player lead, all boxed £145. Scart PC Engine and 2 games £100. Phone Richard on 0628 241 54.

NINTENDO 64 FOR SALE, includes 2 control pads, zapper and 10 games in perfect condition. £200 ono. Phone 0384 440 169.

FOR SALE, AMIGA 1 MEG, 2 joysticks, mouse, 2 years guarantee and over 150 games. Sell for £450 also Super Famicom, 2 games, 2 joypads sell for £100. Phone 041 634 8972.

WANTED ANY OLD COMPUTER MAGAZINES from 1980 to 1989. Please send your list and asking price to Daniel Falter, 18 St John's Avenue, Ladborough, Rotherham, South Yorkshire, S60 1HZ.

GAMEBOY and Nintendo for sale. Gameboy 8 games, light and case. Nintendo, Zapper and 4 games, buy either or both for £190 the lot. Please call 0273 307 999 after 6pm.
Big news for EA Hockey fans: NHLPA '93 is here! Well, actually it's NOT the sequel to EA Hockey, but a bloody good game in its own right! In case you're very silly and don't know any better, EA are top men when it comes to putting together a sports game. Now they're putting the finishing touches to NHLPA '93 - and if you don't know what that stands for, it's the National Hockey League Player's Association.

NHLPA '93 isn't so much a sequel to EA Hockey, more of a revamped version of the original. It plays exactly the same, but there are loads of extra features crammed in and the inclusion of real ice hockey stars such as Wayne Gretzky, and actual team colours. Gameplay is similar to the first game, with features like the sin-bin, where players are put for a variety of offences, and a great action-replay mode that lets you fast-forward and rewind through the action!

Electronic Arts stress that NHLPA '93 isn't a game for owners of the original EA Hockey, and that it's out there for the benefit of newcomers to the Megadrive scene. We've played it and it's great - check it out if you haven't got the first cart!

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**TWISTED FLIPPER**

It might sound like the name of a rather loud heavy metal band, but Twisted Flipper is a fab-looking pinball sim from those busy beavers at Electronic Arts! Only the second such game to appear on the Megadrive, it's got some pretty hot competition in the form of the ridiculously excellent Devil Crash - but already things are looking good! So what's Twisted Flipper got? Secret bonuses, multi-level tables and mega-bonuses are just a taste of what is in store for lucky players when EA put this one out on the streets. Having had an early blast of Twisted Flipper, the only minus point we noticed was that the movement of the ball wasn't always entirely convincing. Still, EA tell us they're going to fix that, as well as shovel in a horde of extra-special features! Sounds good to us - don't miss the CVG Review, coming your way soon!
MEGADRIVE GAMES to swap from £3 to swap. Phone 0292 43555.

MASTERSYSTEM with 4 games. £110. Gamebox by 4 games £130. Or swap both for Megasystem with 5 games including Streets of Rage. Telephone 0223 316890 ask for Ken.

SEGA MEGADRIVE with 3 games and joystick for sale. If interested phone Andrew on 081 685 9258.

SPECTRUM games for sale, roughly 100 games, all in good condition. 25 full price titles and 75 budget titles, worth over £300 selling for £100. Telephone 0592 202 905.

NINTENDO FOR SALE, boxed, all leads, 5 ace games £75. Ring 0706 878 779 after 4pm.

FREE GAMEBOY when you buy a Megadrive, 2 joypads and games for £180. Phone Lyndon on 041 427 8171.

NINTENDO NES for sale, with 8 games included, Megaman 2, Super Mario Bros 3 and 2 controllers and Zapper gun. £250 ono. Also Gameboy games for sale. Phone 0753 541 234.

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HOTSHOTS

F117A STEALTH FIGHTER  
NES

F15 III  
PC

Task Force 1942  
PC ● MICROPROSE

Umme mummy! Microprose have been busy beavers of late and no mistake! Now they're planning to launch an avalanche of goodies onto the games world, including conversions onto console of some of the greatest home computer games of all time! You've probably already read about most of them in the News section, but here are a few at Preview stage to drool over right here! First up comes Stealth Fighter on the NES, a conversion of the outrageously good Amiga, PC and ST blast. As you can see, the game is looking well tasty - and from the sneaky peak we've had it's moving damned fast for an 8-bit machine! Obviously the console version is a scaled down version of the original, but Microprose are confident that they've left all the best bits in! Keep those eyeballs right here for the full Review treatment soon!

Next up comes F15 III on the PC - follow-up to the brill follow-up of one of the fakhest home computer games ever! This time round Microprose are promising smoother graphics and loads of extra features - some so secret even the CVG boys haven't been told! First thing that's going to grab you are the graphics, and fabbo they certainly are, and from what we've seen the game looks set to match the standards!

And if that's not enough, PC fans can also look ahead to Task Force 1942 on the PC, the first in a new series of war sims featuring the Microprose touch. What with tons of explosions, burning and sinking ships, night combat, fairies, torpedoes and other stuff this looks like something a bit special. As you see, the graphics look totally ace and the game will feature some serious, er, depth. All these goodies are planned for roughly autumn time, and rest assured we'll be bringing you all the Reviews first as usual!
Hokus and Pokes are constantly causing trouble - but this is severe, even for them! Divinus, their magical master, told them to clean out the storey room in the hope of keeping them out of mischief for a day or two. As they toddled down the steps Divinus yelled at them ‘And don’t touch anything!’ But the mischievous lads could not resist the temptation to open a box of Troddlers - and before you could say ‘Oops!’, the Troddlers leaped out and dived into the transporter. Low quality plot it may be, but the game itself could fare somewhat better. A similar concept to Lemmings but sporting quite different gameplay, Troddlers is a puzzler that could well cut the mustard when it’s released in October...

Not content with selling squillions of copies of their 3D epic Armour-Geddon, Psygnosis have gone and written a sequel - as you can see from these screenshots it’s looking pretty flippen’ good! The original cast you as a futuristic soldier behind the wheel (or yoke, or anything else for that matter) of some really serious deathmobiles in a host of different landscapes, dishing out death and devastation to all and sundry.

The only real problem with the original was that it was a touch slow and the gameplay could be accused of being a tad repetitive. But we’ve promised no such hiccup in the follow-up, which is due to appear in October. Apparently the game sticks very much to the original format but adds better graphics, improved sound and much deeper gameplay. Should be a corker if they manage to pull it off - it’s certainly looking good so far. Watch this space for more info (very second it arrives!)

Team 17 have been a bit on the quiet side of late. No, the lads from Yorkshire haven’t been out roistering away all the hard-earned they collected from sales of Alien Breed (a special version of which is being released on budget soon!) and the good-looking but bloody hard Project X - they’ve been hammering away at their latest creation, Assassin!

The evil dictator is hiding away from his less-than-happy subjects, deep within his underground lair. Not being the most pleasant boyo to grace high office, the people are searching for a hero to go deep into his lair and, well, assassinate him. And wouldn’t you know it, you’ve been volunteered for the task! Don’t worry too much, though; you’re super fit and highly athletic as well as highly suicidal. Graphic excellence is the order of the day in Assassin, with the animation of the main character alone consisting of over a hundred frames! If this can manage to follow in the footsteps of their two previous fine efforts, Team 17 are onto a real winner here. Review coming soon - miss it and you’ll be a sad case.
HOTSHOTS

James Pond is back! The secret agent star of Robocod returns in a multi-level extravaganza which ties in very nicely with the current sports fever! Aquabatics is the name, and the plot revolves around James having to get fit for his next big mission (not at all a hint for a further Pond adventure - stay tuned to CVG for further info!). You see, James likes to keep fit to keep in shape - only lately, that shape's been a sack of spuds - so it's out onto the track for a series of wacky piscine events! Millennium, the lads who wowed the world with the two previous James Pond games, are once again the team behind Aquabatics, published by EA. We've already had a right good play of an early version of the game and it's looking a right top treat! Stay glued to these pages for the full Review soon, and in the meantime just drool over these goodies!

FISHY, FISHY, OHH!

Feed The Fish will have you tearing your hair out with frustration! James is stood on a bridge, at either end of which is a vending machine full of sweetsies. The object of the game is to fill your pockets with chews, bubbles and the like, then feed them to the fishes underneath the bridge. It's a madcap race to keep those fishes happy - if you don't, you fail!

ASS-KICKING PENGUINS OF DOOM!

Not for James the sad, racing around the track stuff that humans do! Our aquatic agent gets up to all sorts of way-out things and, although there are a couple of running events, they've been created with tongues very firmly embedded in cheeks. Just try standing around after the starting girl's been fired - a big penguin comes along and kicks you up the ass!
BATICS

ELECTRONIC ARTS ● MEGADRIVE ●

GO ON - FLIP A CLAM

Ever flipped a clam before? No, we didn't think so. But now you can! Pond has to use the clams to pop the balloons at the top of the screen, by nudging them with his flipper then, when they're high in the air, catching them in a bowl then launching them at the balloons. Clear the lot, and mind you don't stand on the black clams - they cause you to lose all the critters you've collected!

JAMES AND HIS BOUNCING BALLS

Another event has James trying not to wake up a herd of sleeping seals. Not too difficult, you may think, and you'd be right - except for the annoying geyser who keeps throwing beach-balls at the poor creatures. Old Pond's got to head the balls off the screen - if a seal gets whacked twice, he wakes up and runs away!

SPONGE BOUNCING JOVIALITY

Bouncing about on sponges in a castle may not immediately appeal to you, but in aquabatics it's a right good giggle. A bit like the Hot-Dogging event on Ski Sunday, James must bounce high in the air before performing a variety of twists and turns. You're judged on each one you attempt, and the object is to perform a certain amount of each move to win the event!
Welcome to this month’s CVG Hall Of Fame, the ONLY place you’ll find the world’s greatest games in one place - the greatest games mag ever! Only the best of the best make it into the Hall Of Fame and this time around there are some real crackers! Your own personal lists are literally pouring in - we’ll print a selection in the very next issue. The address is: HALL OF FAME, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Just think - your own top ten could be sat alongside those of the CVG lads - so keep on sending ’em in!

**SPORTS GAMES**

1. **KICK OFF 2**
   Anco - Amiga, Master System, Game Gear, Game Boy
2. **SENSIBLE SOCCER**
   Rare - Amiga
3. **SUPER TENNIS**
   Tonkin House - Super Nintendo
4. **PGA TOUR GOLF**
   EA - Megadrive, Amiga, PC
5. **JOHN MADDEN 92**
   EA - Megadrive, Amiga
6. **SPEEDBALL II**
   Mirrorsoft/Acclaim - Megadrive, Amiga, ST
7. **EA ICE HOCKEY**
   EA - Megadrive
8. **WWF**
   Acclaim - Super Nintendo
9. **WINTER CHALLENGE**
   Accolade - PC
10. **KICK OFF**
    Anco - Amiga

**PUZZLE GAMES**

1. **TETRIS**
   Bullet Proof Software - Gameboy
2. **LEMMINGS**
   Psygnosis - Amiga, ST, PC, Super Nintendo
3. **KLAX**
   Tengen - Megadrive, Amiga, Lynx
4. **SUPER TETRIS**
   Spectrum Holobyte - PC
5. **DOCTOR MARIO**
   Nintendo - Gameboy, NES
6. **PIPMANIA**
   Amiga, Gameboy
7. **COLUMNS**
   Sega - Megadrive, Master System, Game Gear
8. **LOOPZ**
   Audiogenic - Amiga, Gameboy
9. **BLOCK OUT**
   Rainbow Arts - Megadrive, Amiga
10. **HATRIS**
    Bullet Proof - Gameboy, PC Engine

**DRIVING**

1. **FORMULA ONE GRAND PRIX**
   Microprose - Amiga, ST, PC
2. **STUNT CAR RACER**
   Microprose - Amiga, ST
3. **F1 EXHAUST HEAT**
   Nintendo - Super Nintendo
4. **F-ZERO**
   Nintendo - Super Nintendo
5. **TOP RACER**
   Kemco/Grandel - Super Nintendo
6. **JAGUAR KX200**
   Con - Amiga
7. **LOTUS 2**
   Grandin - Amiga, ST
8. **SUPER CARS**
   Gremlin - Amiga, ST
9. **ROAD RASH**
   EA - Megadrive
10. **SUPER MONACO 2**
    Sega - Megadrive

**PLATFORM GAMES**

1. **SUPER MARIO 3**
   Nintendo - NES
2. **SUPER MARIO WORLD**
   Nintendo - Super Nintendo
3. **SONIC THE HEDGEHOG**
   Sega - Megadrive, Master System, Game Gear
4. **PC KID II**
   Hudson Soft - PC Engine
5. **SUPER MARIO 1**
   Nintendo - NES
6. **PRINCE OF PERSIA**
   Maxis - Super Nintendo
7. **SUPER MARIO LAND**
   Nintendo - Gameboy
8. **TAZMANIAN DEVIL**
    Sega - Megadrive
9. **ROBOCOP**
   Millenium - Megadrive, Amiga, ST
10. **TERMINATOR**
    Virgin - Master System, Megadrive
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