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JULY '91 ISSUE 116

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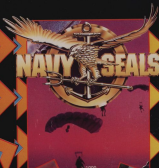


ALLEN STORM

EXCLUSIVE!

THE
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NAVY SEALS



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AND
THE
TRIE**

KOOKY KOMPO KORNER

HOTLINES OFF THE BOW, CAP'N! 20

Hot, hot, Jim! There be treasure to be won with these three hotlines - including yet another Super Famicom! Well, shiver me timbers!



YOB'S MAILBAG 22

Drive more into the pack, dear friends - the madman, that is, YOB, that despots all the letters page, is out to shock and insult another batch of hapless readers! Will it be you?

ED FIRST 8

Our brand new Editor, Tim Boone, muses over life, the universe, chocolate fingers, various comings and goings and, well, everything!

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EDITOR TIM BOONE

Formerly a bit of a snappy dandy, Tim found turning up for work in a tie and his credibility rating in a no-necked tank. What with doing his best at juggling an arcade cabinet up four flights of stairs, driving onto the fire escape for a coffee late every now and then and wearing a mouldy old T-shirt, he now fits in just!

NEWS 8

Musical malarkey on the NES with the new Minster keyboard from The Software Fairworks, electronic battleship action with Falcon 3.0, Rolling Thunder II - the semi-up and more on the non-official Game Gear! Where else could you find all this but CWS News?

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REVIEWS

ED-FIRST



See the CVG poster
Of of Editor, Before...

...and what! Truly a
miraculous improvement



HELLO! Four weeks with Britain's biggest and best all-format games mag - and quite a month it's been! What with getting the job, setting in, jaunting off to Monaco, testing to Jez at two-player Tetris, taking delivery of my very own Stargate arcade machine and beavering away on this issue, my side elevens have scarcely touched the ground!

Anyway, have we got the goodies lined up for your inside and outside this Monster Special issue you'll find the latest batch of super scary glow-in-the-dark stickers (more on them later) and an exclusive preview of Alien Storm - chock-a-block full of things that go bump with a fright.

Also, run your peepers over our first look at Chuck Yeager's Air Combat - possibly the best flight sim yet seen on any home machine. If that's not enough, get to grips with our review of GG Shinobi on the Game Gear (it's wicked!), Wrestle War on the Megadrive and Sim City on the Famicom. Are we good to you or what?

Talking of which, this month we're asking just exactly what YOU think of CVG. On pages 113 and 114 you'll find The CVG Questionnaire - with a grand total of £1000 of free software up for grabs! We want you to tell us exactly what's good and bad about the mag, together with a few details about yourselves. It's good fun, especially since we're giving £200 of free software to the first five completed forms pulled out of the hat.

So get scribbling and drop me a line here at CVG if there's something you want to get off your chest but can't fit onto the three lines at the bottom of the questionnaire. I'll throw in a free, gratis (and for nothing Gameboy) for the best letter - can't say fairer than that. On with the show...

THE WANDERER RETURNS

Just when everybody thought Hong Kong was just about far enough, old hand Paul 'Pauly' Rand returned from his far-fung Far Eastern tour to win back his old job as staff writer on CVG! Funny old world, eh?

Having charmed the natives of Hong Kong and amazed the locals with his knowledge of hotting beverages, Paul fought his way through customs weighed down with all sorts of technical little mistakes - the details of which it would be best not to go into.

Back on British soil, our George-born Liverpool supporter set about finding a bed in the smoke, only to find that nobody was prepared to take his whoppers or accept mass-produced FOM chips in place of rent.

Anyway, the upshot of all this is that the man Rand is now back on the beat, so sorry to those of you who set your sights high and applied for the job of Staff Writer. Incidentally, Paul's return is good news for CVG and everyone else except the Hong Kong tourist commission, who had his crappy T-shirts and bloody Southerner jokes marked down as their main attraction for the summer.



006

The great Anthony Maguire is
Science at the Rand.

GRAB THOSE GLOWING STICKERS AND WIN A SUPER FAMICOM!

Check out those grippingly gruesome glow-in-the-dark glowies on the cover! Good, eh? Well, if that's not enough...leave them in the light for a minute or two, then go to a dark place and put a sheet over your head or something and scare everybody's socks off as those evil eyes glow green!

Here's how to use those scary stickers to win yourself a scummy Super Famicom! First of all, collect all four sets of stickers - two with the June and July issues of CVG and two with the June and July issues of Mean Machines. (Whaddya mean you haven't bought the June Mean Machines yet? Do you know what you're missing?!)

ALERT! APRIL HOTLINE WINNERS MISSING!

When Rob "Oh Competition" Swan hit us last month as king of the hot tracks, the names and addresses of the winners of the hot and competitions were never announced last month. So if you want to claim your prizes, George Galton, Simon Barnes and Gary Smith of The Mark-Quik, has already contacted us. So no trying to claim his prize, you naughty, naughty fantic! See us get your number.



KOMPETITION KORNER

This month, May. Yes, if you entered a compo in the May issue of CVG, look below for your name. You too could be a winner! Or not. Whatever.

VIRTUALLY THE BEST COMPO IN THE WORLD

Two CVG readers will be going on an expense-paid trip to 16 industries to give their Virtuality machines a thorough workout. Those lucky people are: Paul McNaught, Poulton, Chester; Gavin Pitts, Witleybridge, Surrey.

THE MAY HOTLINES

WIN A MEGADRIVE

Ross White, Alton, Apr

WIN A PC ENGINE

Matthew Tambin, Becon, Pooleys

WIN A GAMEBOY

Ben Barnstead, Maresfield Hill, London

WIN A SUPER FAMICOM

William Black, Amman, Dumfriesshire

Anyway, with each set of stickers you'll find a competition token. Simply collect all four, stick them onto the entry form, answer the oh-so-simple questions and pop the lot in the post. Now you'll stand the chance of winning one of four fabulous Famicoms - two to CVG readers and two to Mean Machines readers.

Just think, you can be the envy of your friends with the hottest console around - playing some of the best games available on any home system. (Check out F-Zero, it's totally hot!) So what are you waiting for? Keep collecting those stickers and look out for the next Mean Machines with the last lot of scary monsters screaming forth from the cover...



NAME _____

ADDRESS _____

THE MONSTER QUESTION: THIS WILL DECIDE THE WINNER!
WHAT WAS THE NAME OF THE BLUE, REDDEN JAWED DRAGON WHO FEARED NOTHING, KING CRUSHER, TIGRAN AND STARBUK IN ONE OF THE BIGGEST MONSTER MOVIES EVER?

IF I WOL. TO LIKE A PAL SCART SUPER FAMICOM (tick one)

STICK YOUR CVG COMPO STICKERS IN HERE



STICK YOUR MEAN MACHINES COMPO STICKERS HERE

SEND YOUR COMPLETED COUPON TO:
THE CVG SUPER FAMICOM MONSTER COMPO,
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30-32 FARRINGTON LANE, LONDON, EC1R 3AU.
GET YOUR ENTRIES IN BY AUGUST 15TH.



NEWS

ALIENS, COPS AND ROBBERS!

Here is a quick roundup on the mega movies of the moment likely to be making their way onto a computer near your seat soon... Aliens 3, Robocop 3 and Captain Hook, ah...!

Things with monsters all over this month's C+G, we've got to start with a mention for the biggest bug movie of the lot - Aliens 3. Miramax have snapped up the rights to this scary licensed and are planning a completely different style of game to take off the movie to full effect.

The first starring veteran Alien leader Ripley (Wesley Snipes) and a host of British stars, looks set to become a hit movie when it's unleashed on the public later this year.

Apparently there are very few guns in the film (the poor old humans are armed with knives and things) and lots of the movie were filmed on an English beach because it looks like an alien landscape. So how can there

The C+G team have had a quick look at Robocop 3 on the Amiga and it's looking pretty impressive. Ocean and Devil's Own boys DID (the team behind F29 Retaliator) have opted for a full 3D game which appears considerably less violent than the other two. One to watch out for.

Also, we do hear rumour that Steven Spielberg's next Children's Captain Hook... will be based on the way into the film's first ten years, that's right, again for Ocean.

This looks like a volume and a half (the film itself) and it looks to make, and we'll bring you more news as soon as we have it!



GAME GEAR GETS GOING..

It's official, it's here, it's real! Sega what we expected and it's in the shops now. It's the Game Gear!

Using available on play in Japan, Sega's all-singing all-dancing all-colour handheld has now been officially launched in the UK and is securing up to the Gameboy and Lynx in a bid to become prince of the portables.

Priced at £99 (without a game), a main adapter or any batteries, the Game Gear will need a few ticks up to shine to compete with the more-loved Gameboy. Luckily for Sega, it has them.

First off, a planned TV adapter will turn your Game Gear into a rather nifty colour TV for something like an extra 70. Second, Sega have a few pretty fine releases lined up to keep you glued and gaming.

The initial batch of seven releases includes Super Monaco Grand Prix (a fair enough



conversion of the arcade game), Q-Loc, Columns, Wonderboy, Dragon Crystal, Psychic World (avoid!) and Mickey Mouse.

There is nothing particularly outstanding among this lot, but Sega DO have a few choice goodies up their sleeves. GG Shinobi on play report is absolutely brilliant - check out the Reviews on pages 102 and 103.

On its own this actually quality like a console worth buying the Game Gear to play, and provided Sega can keep up this standard of release their everyone's doubts about the machine will be well and truly squashed.

For your £99 you get a sleek black box containing a backlit LCD screen (showing 32 colours) worth its 3.3 inch chat. There's a Gear to Gear

case for optional head-to-head play and the whole thing fits on six AA batteries or an optional power supply.

Other games planned for release later this year include Outrun, Mega Strike, Space Harrier, Frogger, Jet Mountain Poolwrest, Golden Axe and Donald Duck - and there are some pretty amazing titles among that lot.



All in all it suddenly looks as if the Game Gear really is a serious contender for this year's High Street Christmas cracker. As usual though, proof of the pudding will be there these games.



DROOL over these mouth-watering screenshots. Then it's that playability. Go all gaudily over the graphics. Get a grip on your seat - Rolling Thunder is back in the arcade!

After five very long years one of the finest coin-ops ever (A top ten job in Boone's Arcade Hall of Fame) makes a welcome return - with twice the thrills for your hard-earned cash.

The original just oozed finely-tuned gameplay, and early reports from Japan indicate that Namco has captured the same atmosphere of death-but-they're-for-Rolling Thunder 2.

Basically, the terrorists are taking over - wrecking every communication satellite floating around the Earth and leaving everyone in a panic panic. Well, what do you expect with no Sky Riders?

It's all the fault of the Galds - those bad guys from RT One reprogrammed to cause more trouble as the Neo-Galds (clever, eh?). They war has started again.

Luckily again Albanoes from the original now has a fine looking sidekick - the stinky red-headed Reia. Together or one at a time they can take on the badasses in a struggle to save the planet.

Just like the original, there are one heck of a lot of bad dudes to contend with. Luckily there are guns and machine guns to play with, with various piles of ammo hiding behind closed doors!

Expect to see Rolling Thunder at an arcade near you at some time in the near future. Make sure you have those 10gs - you're going to need 'em.



NEWS

TETRIS TIMES TWO

THE best game in the world could soon be getting better. To this is back - and how! Just as the world recovers from Alexey Pajitnov's landmark game, hot from chilly Moscow comes news of Super Tetris! Published by Spectrum Hologram and previewed at the CES show, this sequel looks set to knock the original into a Cossack's cocked hat - incredible! Rest assured we'll have the full lowdown on this one very soon indeed.



TURF in your telly right now and chances are you'll tune in to find good old Mario at the top of a skyscraper and saving the world (again).

Why? It's all to do with Nintendo's totally mega TV advertising campaign to convince everyone how utterly fab the Gameboy is - as if you needed telling!

What with Mario doing the business with Walkers Crisps for the NES, the latest ad campaign should make Mario the household name he's already become in America.

Viewers who will be able to watch our cutsey computer clown at work this month include LBT, Central, STV, Yorkshire and Tena-Tena. Lucky did them, eh?

By the way, did you know that Nintendo have already sold a total of five million Gameboys and 25 million Gamepaks in the states? Put together, that lot's worth more than a pizza dinner!

FLY HIGH WITH THE BEST!

FLYING over the controls of an F-16 and being in your element is a pretty good deal to do! Well, here on Flight Simulator 2.0 you can profit from a Simulations Technology best ever working away on Falcon 3.0 - which should have you soon piloting it! Piloted by the team you read the

The next, along with those previous experiences, should have Falcon 3.0 being at the moment, especially with the whole lot of other elements the program team have made.

Based again on the basis of Civilization, P-40 Falcon, version 3.0 features a play area of 270,000 square feet square miles and three flying areas and three levels from enemy forces in the form of the P-40 Falcon.

However, you may be impressed the graphics at its worthy performance and the version now features a super-duper auto-landing system which unfolds as you fly across the landscape. Cool!

There's an instant Action button for immediate action flights in which the computer throws you into the thick of the action, landing you for the number of players you manage to set!

But for fans of a classic game, there's a navigation option which puts you in charge of 16 planes, eight of them flying at any one time. Simulations Technology will be publishing

the game over here, so his campaign will ever be the game. It's not too rough, Falcon 3.0 provides a super-advanced school in which you can create your own missions and set up all sorts of scenarios.

But perhaps the most interesting thing about Falcon 3.0 is the fact that it's the first in Simulations Technology's Simulated series. Players using games in the series will be able to interact with each other via modems and link up for all action flights and more!

The personal games in the series will be Average A-10, based on the A-10 Thunderbolt 'Warrior' of Gulf War fame. How-lyte claim this will be the ultimate simulation of the hard-core plane process, and linked up to Falcon we think gamers could be in for a real treat!



NEWS

PRE-HYSTERICAL PREHISTORIK

THU are certainly pulling out all the stops - they've just announced the release of the adventures of their newest hero, Prehistoric. Set in the stone age, our hero, a member of the T-Rone Tribe, is out to lunch - literally! Armed with his



Dear-Claw (grass!), our rock 'and rockhead has to travel through the unexplored ice fields of Antarctica, the dark and mysterious caverns of "the shady continent" (whatever that is) and the lush jungles of the Tropics.

If you ask us, this looks more than a little like Core's Chuck Flock, but whether the playability is more than sufficiently different is yet to be seen...



GULF WAR, ANYBODY?

ANYONE who enjoys computer wargaming will be interested to hear of Electronic Zoo's imminent release, Brigade Commander. Written by FTA Development, a team whose personnel almost entirely consist of active duty, reserve, disabled, or retired military personnel, Brigade Commander is unlike most games of this ilk, as it runs in real-time.

The game is also scenario-driven, so the features of the map, the composition of the opposing forces and their goals are all dependent on what scenario is being played! Hold, on!

Add to that a data disk based upon "Operation Desert Storm" (the operation name given to the Allies' assault during the Gulf War), and you've got yourself what amounts to quite a complex system. Brigade Commander should be out and about as you read this, for the princely sum of \$25.99. For further information call Electronic Zoo or (208) 641541.



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Circle

THE HEDGEHOG "the best
game ever..."

SONIC



the new
hero
for the
SEGA
MEGA DRIVE
SYSTEM

He's blue, spiky and speedy (and Sonic in fact!) **SONIC THE HEDGEHOG** has now arrived. **SONIC** is the unlikely twirling super hero of the greatest platform game ever seen on the **MEGA DRIVE SYSTEM**. Zoom through 8 worlds collecting power rings, tumbling through tunnels, leaping across land-scapes snipping badguys as you go on to destroy the dark force of Dr Eggman that shadows your world ... **check out the graphics!**



"the biggest & best thing ever

seen on the mega drive"

MEAN MACHINES



Virgin

SEGA

NEWS

PIT-FIGHTER

BEATING THE COMPETITION

DENMARK are hoping to net the Christmas Number One slot with their conversion of Atari's massive best 'em up, Pit-Fighter. The game is set in the seamy world of illegal underground fighting, with the player adopting the guise of one of three fighting Aces taking on a bunch of deranged beryllium in a series of one-on-one battles!



The arcade machine was a massive hit due to the combination of digitised graphics and sound and brilliant gameplay. In fact it's probably one of the most enjoyable best 'em ups using the results in the arcade!

Denmark acquired the licence to Pit-Fighter as soon as it hit the arcades and have been beavering away on the conversion since. From what we've seen of the Amiga game, it looks superb - with authentic visuals and simultaneous two-player action. Denmark even reckon they can cram it all the sampled speech and effects as well!

This could well be one of the best Tengen coin-up conversions yet - watch out for a full preview next month in C&A!



HAMMER, DON'T HURT 'EM

COMING soon to an Amiga, CD4 or a PC near you, courtesy of those Danish software wizards Denmark, is a PP Hammer and his Pneumatic Weapon. Now, before you start sniggering and falling about, PP Hammer is a young lad with a pneumatic drill who must run around 70 levels of monster-infested madness, in order to grab all the treasure. On his quest PP will find all manner of objects to aid him, such as keys, potions, scrolls, oil for the drill, and so on. But if the going gets too drastic, PP can hide underneath his big yellow helmet!



We've had a look at an early version of the game, and to be quite honest, wasn't overly impressed. But, as they say, time is not to reason why, time is used to give this sucker the full low-down in a future issue. PP will be out on the Amiga at the beginning of June, with the CD4 and PC versions to follow.

NEWS

SPECIAL REPORT

MINDSCAPE'S

MIRACLE OF MUSIC TECHNOLOGY

It's a miracle! A true, blue spectacle, the miracle is your Ooh!

A MIRACLE OF MUSIC TECHNOLOGY!

Say goodbye to the horror of piano lessons (if piano lessons were ever horrible) with this learning-soon musical keyboard system which allegedly teaches even a complete imbecile (pictured) to play the piano. (Software Toolsworks' Miracle system has been selling like hot cakes in the USA, and in September you'll be able to get hold of one over here, thanks to Mindscape who plan to sell it for the amazing value-for-money price of £249.

The 48-key keyboard incorporates stereo speakers, a headphone socket and even MIDI ports, so you can hook up a drum machine or sequencer. The keys are of velocity-sensitive, so the harder you strike them, the louder the sound, and it total



Barry Manilow

the unit can produce 128 different sounds in 16-note polyphony.

The keyboard can be played on it's own of course, but if you want to learn to be a virtuoso, plug it into your Pentabot (PC) and Amiga versions are rumored to be on the way). In-vent the cartridge supplied and the machine will teach you all about rhythm and reading music in 50 easy, practical lessons.

Sounds too good to be true? We thought so too, but after a quick demonstration, the thwarted Cliv Manilow was truly astonished by the clever software, and went clamouring to learn more. We'll be giving YOU more details in the full review of the Miracle which will appear in these pages in just a couple of issues. Music lovers, stay tuned!



PREVIEW

VERSION	DATE	PRICE
AMIGA	SEPTEMBER	£ TBA
ST	SEPTEMBER	£ TBA
SPECTRUM	SEPTEMBER	£ TBA
AMSTRAD	SEPTEMBER	£ TBA
CDI	SEPTEMBER	£ TBA

Coming soon from US Gold are conversions of Sega's excellent arcade blast. While Richie Lead-better was in Brum for the Challenge, he asked a peek at how things were progressing - expect the exclusive review next month!

Allen Storm went down a storm (gaaa, globber) in arcades during 1990, containing Golden Axe gameplay with big guns and laser whipl! The scenario (as to be expected from a coin-op) is rather corny. Put simply, loads of alien spaces have landed on Earth and ruckoff, zimmy aliens have grown from them, strengthened by the Earth's pleasant atmosphere. Now, the population centres of the world have been emptied and aliens roam the streets, looking for any juicy humans to accost, slime to death, and then eat for supper (yum yum). There are three heroes in the game who decide that enough's enough, and set out to utterly destroy the alien menace.

US Gold are the software publisher behind the home versions of Allen Storm and they've enlisted the aid of Tiertex (fresh from their successful conversion of MEGAS) to carry out the home versions. From the look of the Spectrum and ST versions we've seen, it looks very impressive indeed, and we'll be giving you the definitive review in next month's CDG.



A BRISK JOG...

In the bonus game, the player jogs along a horizontally scrolling level, blasting all sorts of alien scum into next week and beyond! When all that high-speed malarkey is over, the player's performance is judged by the Panel (made up of characters from previous Sega coin-ops - even the dwarf from Golden Axe is in there!). Bonus points are awarded based on the player's decorations.



ALLEN STORM

▼ Get the shiv-bag, someone!

SCROLLING BLAST-ALONG

Most of the vermouthy-busting action takes place on a horizontally-scrolling playfield, with our heroes blasting the seven bells out of any aliens in close proximity. The weapons, handed by the main characters don't exactly have much range, so unfortunately, you have to get in pretty close to be sure of sealing the aliens' doom!



▼ Devastation guaranteed.

SCREEN 3
PAGE 4



#100 LEVEL 6
STAGE 4



▲ Scooper gets angry!



▲ Scooper's surrounded!



#100 LEVEL 7
STAGE 5



3D PARALLAX DESTRUCTION

Another part of the game takes place inside a building infested with alien scum. So, playing only to scoop up a heavy duty laser rifle, it's the player's job to patrol the parallax scrolling building letting all sorts of alien eat photon death.

PREVIEW

VERSION	DATE	PRICE
AMIGA	SEPTEMBER	£ TBA
ST	SEPTEMBER	£ TBA
SPECTRUM	SEPTEMBER	£ TBA
M/STRAD	SEPTEMBER	£ TBA
CDI	SEPTEMBER	£ TBA

MEGADRIVE MASSACRE

Due from the Land of the Rising Sun in a couple of months is the Megadrive version of Alien Storm. US Gold actually used this version of the game as a basis of the conversion, because it has more levels than the arcade machine! The gameplay is identical to all the other versions of the game, featuring all of the different game styles.

HAVE-A-GO HEROES

GORDON

Gordon's no more. He's fast and performs all manner of rolls and athletic achievements. He is also armed with a massive (albeit short-range) laser cannon.



KALRA

Girls she may be, but Kalra is one mean lightning machine. Her weapon is a highly effective flame thrower!



SCOOTER

As far as androids go, Scooter's "a bit busy", and so he should be with that radioactive laser whip!



ALIEN STORM: THE COIN-OP

Alien Storm is Sega's own sequel to their massively popular Alien Syndrome coin-op, but they've gone one better on their last effort by having not two, but three players blasting away simultaneously! On the home versions, only two-players can battle away simultaneously and obviously the graphics and sound are that bit simpler than the coin-op's. There's some arcade screen shots for your delectation, but the gameplay itself is much the same.



The coin-op
↖ exact sequence.

George gets mowed!

Eye-eyes! This looks a tad menacing!



Can all this
fit crammed
into an ST?

ALIEN ST-ORM

From the looks of things, the ST version of Alien Storm looks pretty close to the coin-op original. The xenomorph-annihilating antics are just as much fun as the arcade version, and though the scrolling's a tad jerky (especially in the fast-moving running section), it still looks like being quite an impressive title.



George gets pecked!



ST Blastorama!

The 3D parallax bit.



The Specky player select screen.



A walk in the park turns deadly.



SPECKY BLASTING

By far the most advanced version at the moment, Specky Alien Storm looks really impressive. Although the graphics are mostly monochromatic, the action is mega-fast, and all of the coin-op's sections have been included. All of the three characters are also present, and all of their attacks and athletic moves have been included. Looks like being a goodie.

HOT LINES



WIN A PC ENGINE!

0839 654 169

One of the best consoles available, this micro-matchbox of arcade anarchy is up for grabs! Want to win one, do you? Well, you'll have to call this number first!



WIN A MEGADRIVE!

0839 654 168

Dark, sleek and deadly, this 16 bit superstar of consoles is just waiting to be won - could you be the lucky reader? Grab that raprod and find out!

WIN A GAMEBOY!

0839 654 170

This little baby has been snapped up by all manner of stars. If you want to join in the hand-held hilarity, you'll have to leap on the phone and dial that number blomin' quick!



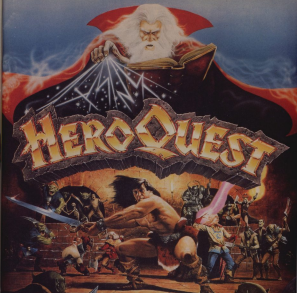
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REVIEW ▶▶

MEGADRIVE

£35.00

BY SEGA

BONNIE BROTHERS

Ralph Hood had his Merry Men, but Robin and Moto Bonanza only have each other - and their mysterious boss. He has set the two round-headed robbers the task of stealing the ill-gotten gains of local industrialists who bear colored helmets and eye colored kelp off the backs of their exposed workers. Not only are they stealing valuables, they're also after evidence which can convict the others.

Tall locations have been chosen as ripe for burglary, but to make things more difficult, all of them are bristling with armed security guards. The boys are armed with their guns themselves, which are fine for dealing with the uniformed guards, but many of the more advanced scenes are full of armoured guards who carry bullet-proof shields, and they can only be knocked out from behind.

The screen is split in two so that the brothers can see where the player's can will follow the actual, between-the-monsters-in-a-map-of-the-current-location which shows the locations of the boss, arms, and traps they've all been stashed in the stage bag. It's time for the brothers to make their way to the post office, their escape being a matter to carry them to safety, ready to perform their next job.



The most impressive thing about Megadrive Bonanza Bros are the graphics, which are very true to the non-rated sprites in the coin-op. Unfortunately, once you've recovered from that initial thrill, there's not a lot else capable of providing excite-

ment. Do NOT follow your instincts and start playing this on HARD level, because after two games you'll have completed it. In fact the only way to get your money's worth out of Bonanza Brothers is to set the difficulty level to maximum, the lives count to minimum and ignore the option to continue using the extra credits. Even playing that way, it doesn't take long to grow tired of the gags and bored with the lack of things to do. In short, after only a few plays the entertainment value of Bonanza Bros plummeted, and if I was playing in excess of £35.00 for a game, I'd expect something much more substantial for my money.

PAUL
GLANCEY

ON GUARD!

The Bonanza Bros' foes in this escapade are multitudinous. And they are...

THE UNIFORMS: Dressed in blue, yellow or green, these fellas are easy to knock out because they don't wear armour. But shoot fast, because even if they don't chase and shoot at the brothers, they will cause the alarm with a whistle or a gunshot.

THE ARMOURD GUYS: The Bonanza Bros' worst enemies. As well as wearing armour, these guys carry bullet-proof shields so they can only be shot when they are facing away from the brothers. If that doesn't work, you can rely on their slow reactions and risk dodging around them.

THE WAITERS: These sad-sacs inhabit locations such as the billionaire's Yacht, and usually they're pretty shocked when they feel one of the brothers - so shocked that they drop all the plates they're carrying! There are, however, a couple of calculating individuals who start throwing their plates at the intruder!

THE BOMBODDS: These steel-bottled monsters prove around the later levels, growling whenever the brothers approach, then pouncing to knock them off their feet. However, look at 'em while when you pop a couple of blue pellets into their metal tubes!

THE BEARDED BOMBERS: Usually to be found guarding exits, it takes four or five shots to knock these guys off their feet, and it's probably best to expand the ammunition, because they like to either pound heads or lob bombs in the brothers' direction.



TRICKS AND TRAPS

Manza Bros features some (painful-looking) sight gags to get the player (and any audience present) laughing.



THE DOOR SLAM: This can be used at every venue. Hide behind a closed door, then lure a guard to the other side. When he is right behind it, open the door and SPLAT! Make sure you do it to them before they do it to you, though.



THE CRUSHER: To be found in the Mine. Tantal an armored guy towards you then duck behind the machine, grab the lever and pull. Chortle in hysteria as he is squashed flat, making him a bit of a 'headliner'!



THE RARE: Some guards' gardeners has left his tools out, and if you're not careful, one of the boys will knock them all out when he steps on the end of the rake and the shaft smashes him in the face. Best jumped over.



THE CAN: A bit like the rare, really. A litter bug has left a can on the ground, and if one of the lads walks into it, rather than jumps over it, he'll end up flat on his back, ready to be collared.



THE ROBOT HEAD: A good way of avoiding the guards in the MD Laboratory. As soon as one comes near, duck into an alcove, and the brother in your charge plucks the head off a nearby robot and puts it on as it's cunning dog!



THE ROPE SLIDE: This one looks fun rather than painful, but it all ends in agony. It's actually a fast way of getting from the floor below, but it's so fast that as soon as slide stops, the speeding brother is flung through the nearest brick wall!



▲ Both Robo and Robo reach the exit



▲ Robo gets the last item while Robo heads for the exit



ARCADE BONANZA

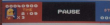
The *Bonanza Bros* coin-op appeared in British arcades last summer and its weird gameplay (especially for a Sega machine) and stylish graphics earned it some success. The conversion is two levels shorter than the coin-op, the fruit market being one of those absent. Also missing are the bonus stages which appear every few levels in the arcade game, in which the Bros have to dodge the beams of searchlights or face a mouthful of bullets!



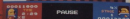
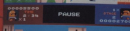
▲ Robo gets a kick in the face - Rabe gets a good laugh!



▲ Looks like the Brothers have been spotted!



▲ Robo stays on a quick exit.



▲ Robo hangs around, while Robo makes good his escape!




There's no denying the graphical appeal of *Bonanza Bros*. The sprites are true to the arcade, with some nice, varied backdrops and excellent sprites. The sound is quite nice too, with some cheesy soundtracks and good effects. To begin with, the gameplay is quite

entertaining - spilling merries and collecting the swag does keep you occupied for a couple of hours, but if you've got the difficulty level on the lowest setting and the lives counter on the highest, then you'll complete the game in just a couple of shots. There are actually less levels in this version than there are in the arcade and all of the bonus levels are missing too. Superficially, *Bonanza Bros* is a great game, but it lacks the lasting appeal that would make shelling out £36.99 truly justified.

RICHARD LEADBETTER

MEGADRIVE


GRAPHICS	93
SOUNDS	70
PLAYABILITY	71
LASTABILITY	55
OVERALL	65


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This month's Challenge took me to the repellent Birmingham, home of mega softco US Gold. I took the gibbering Paul Glancy and snivelling Richard Leadbeter in tow, prepared to force untold amounts of suffering and humiliation on them... or so I thought...

THE CHALLENGERS

Glancing over my challenge forms, I decided to summon Trevor Deighton from North Yorkshire, who had proved his scoring worth on many *Commanders* and *Negative* games, even though he *cheats* when playing since February.

Gary Wilson was my next challenger, a hardened BT score warrior from Alchester. Gary also brought a mate with him, "David" (or "Dave") to the more adventurous and after letting it slip that he had not even managed playing the odd game he was duly topped into the festivities.

US Gold's "champion for a day" was wife Steve Fison, a "Product Manager" and alleged games expert. This strange fellow seemed highly confident of emerging from the contest victorious.

The sozzno CWD squad arrived next, and I was anxious to force them into taking part. After showing an interesting selection of "photographs" to the wretched Paul Glancy, he grudgingly accepted my offer to take part, on the condition that he got the negatives at the end of it. Unfortunately, no such items of blackmail were available into goading the recently-croaked, self-loathing Dick into action and he defiantly decided to just stand and watch, and pehvears plot. I put paid to his disgusting behavior by sending him into the carrier of the room, being the wall with a bag over his face, lest his grotesque fitting put my worthy challengers off their game (as well as their dinner).

THE CVG CHALLENGE

GAME ONE GAUNTLET

A worthy game to start the challenge. Gauntlet is an eight-way shooting maze game with the objective being to reach the exit of each maze blasting and blasting machines on the way. This isn't really my cup of tea - the lack of gratuitous violence just isn't good enough. Still, this Master System version of the game is probably the best yet, so it's not all bad.

Trevor went first, "went" being the operative word. Being relatively new to this computer game machine, the so-called driver had never played any version of this age-old arcade blast, and his maze-related antics proved to be completely inept. The other challengers watched in dumbstruck awe at his unskilled activities. A pitiful 2,500 was all Trev could come up with. Oh well.



4 Gary takes his seat and proceeds into battle again! He shouts and screams in the Sega version of Gauntlet. By the time he'd finished his go, his slow-playing (because he'd drained the will to play from the other competitors, allowing him to take the round).

The slightly more experienced Mr Wilson proved to be marginally more successful, achieving a score of 3,140. His game was a more cautious one, hiding behind corners and occasionally blasting the machines. It took an age to wrap the lead from the console, and I suddenly realized that city play was the order of the day. Gary was subtly trying to tempt his opponents into submission.



4 Steve Fitton - a man barely alive. Gentlemen, we can rebuild him. We have the technology to make him the world's greatest product manager.

David arrived next on the console and came up with a fairly miserable 4,480 - and that was after a practice session I witnessed if his chokey chapple was really any good at games following this effort, I decided to keep a close eye on him.

Steve "Mr 1/80 Gals" Fitton came up next for his turn, and came away with a fairly creditable 6,320, and so he should be seen as he'd played the game! His tactics were much like stoical Gary's except that they were even more tedious. About fifteen hours later he was finished (but Gary's score still ruled), and I woke up the rest of the audience ready for the final, pathetic participant.

It only took a scallopian blow to the cranium to wake up the retarded, drooling Glancey person and persuaded him to take his seat before the Master System. Obviously the concussion had some unforeseen effect and he somehow knocked up 6,010 points, which I was stunned to admit gave him that place in the round. Arrggggghh! I'd make the fool never wish he'd been born for this!

GAME TWO PAPERBOY

The Sega version of this age-old coin-op was the next game on my challenge agenda, and after the drawn-out proceedings of the Gauntlet game I ushered Trevor to the seat ready to commence newspaper-throwing combat. This was another game he'd never played, but after five minutes of competent coaching from the Glancey-sting he turned up a pretty decent score of 4,200 points - reaching day three.

Gary and David (real-life paperboys both) obviously weren't paying attention during Paul's "expert" tutelage and came up with a pair of surprisingly lacking performances, scoring 3,600 and 3,850 respectively. Their games were particularly painful to watch and it seemed that avoiding any sort of obstacle was a bit too much for these creatures.



4 Mark and massey Mr. Wilson studies his surroundings and struggles not to be overwhelmed by the huge number of pushily passive which confront him at every turn! You can tell by the look on his face that he will probably stop playing any...

The diminutive Steve Fitton took the seat after about seven minutes worth of pointless whinging, ended only by my mentioning something about his tender regions and the large, spiked stick I'd brought in my weapons holdall, and the red mist that was appearing before my eyes. It seemed that his pathetic, apologetic whining was justified as he came last with a lagg 3,330.

Last and very definitely least, the giggling, deluded Glancey took the hot seat. He had obviously been taking some kind of subliminal anti-shyness course and much to my burning indignance he took the round with a massive 10,610 points! At this stage in the contest, this made him joint leader

THE CVG CHALLENGE

CONTINUED...

with Gary. I hoped that he completely fouled-up the next couple of rounds - for his sake... Unfortunately, US Gold didn't share my sentiments and took the whole lot of us (including the Leadbetter crew) out to lunch at the swanky TGI Friday's restaurant!



4. **Treasure Delight** - a man up here! he can sit an abandoned soft drink game without inflicting injury. Here we see him watching his fellow challengers practicing on the Shadow Dancer slot-up in the corner of the room.

GAME THREE SHADOW DANCER

After a well lunch, it was time to call the challengers off to US Gold's coin-op city for the third and fourth rounds of my challenge. To get the ball rolling, I entered one round to be played on Shadow Dancer - the story of a psychotic ninja and his ferocious child-raising game chum.

Cheers went up from the assembled US Goldies as Steve stepped up to the machine. He reckoned he was company champion at this particular coin-op, and proceeded to let everyone else know as he started to show off a bit (more than a bit actually - his slimy snuggles made me want to vomit into the nearest sick bag). His multiple hours of practice made it easy for him to get well into the game before his on-screen Ninja counterpart finally kicked the bucket. He finished his game with a majestic 75,000.



4. **Master of Deceit!** He's having a bit of a practice at Shadow Dancer before lunch so he can bounce the rest of the field later. Unfortunately, it was all to go as tragically wrong for the boy when the time came.

After his slimy, odious performance, David's limp 4,800 was, well, there's no other word for it, but 'disappointing'. I don't really want to dwell on this ineptitude, so I won't.

Unfortunately, the same goes for Gary's equally lacklustre performance. His score of 5,800 wasn't quite as disastrous

as David's effort, but it simply wasn't good enough to match Steve's performance.

To round the game off with a laugh-and-a-half, Paul Glancey arrived to have a quick stab at the game. I had noticed him observing Steve's skillful attempts, and he had obviously been taking careful note of how to take out the tougher terrorists. So, even though he had played the arcade game on only two other occasions, the amazing creature actually did surprisingly well, clocking up a fairly decent 20,400 and claiming second place as his own. Bah!

GAME FOUR MERCs

Eager to redeem himself after his earlier failures, Trevor had been practicing on the MERCs coin-op which stood in the corner of the room. So he was first to take the joystick, and he proceeded to blast his way through level one, collecting all the weapons he could and massacring as many enemy soldiers as possible. His performance did him credit and he came away from the game with a respectable score of 81,450 points.

Steve decided to have a go next. He brashly announced that this was another coin-op in which he was seriously skilled, causing looks of consternation to be passed between the other challengers, who had played it only seldom. Sadly, his boasting proved to be no lie and his assault on the enemy continued until the end of level five. He left the coin-op after racking up 52,300 points.

Again I had observed the writing Glancey studying Steve's tactics, anxious to emulate them for maximum success. Some hope! When his turn actually came up, the nauseating Paul 'Mr Floppy' Glancey actually did better than Steve, yanking through the majority of level two with a gargantuan score of 89,800. The assembled masses seemed to think that the obvious one had clinched the round, and their suspicions seemed vaguely justified as Dave started his go, and only managed to knock up a quick 10,000 points before exiting!

However, Fate was to deal the smug-ridden George a losing card as Gary took the hot spot. His MERCs scores made

Glancey's look like complete Excrement From The Last Devil In Hell, as he yomped and blasted his way through to level three with a huge 94,100 score! Gary had taken the round, and Glancey could not help but feel a little disappointed. I laughed a lot.



It's all over for the youngsters, and they take delivery of their prizes. Steve (left) gets the body prize of an empty cardboard box, while the others (Gary, centre and Dave on the right) get an extremely expensive Walkman and a Master System Plus pack!

THE OLD SCOREBOARD

THE MASTER SYSTEM CHALLENGE

	GAUNTLET		PAPERBOY	
TREVOR	2,500	4	4,200	8
GARY	9,140	10	3,900	6
DAVID	4,480	5	3,500	5
STEVE	8,300	8	3,200	4
PAUL	6,015	6	78,800	10

THE ARCADE CHALLENGE

	MERCs		SHADOW DANCER	
TREVOR	81,450	5	4,800	4
GARY	94,100	10	5,600	6
DAVID	10,000	4	4,800	4
STEVE	52,300	6	78,000	10
PAUL	59,000	8	20,400	8

Totting up the final scores, I found the results intensely embarrassing. I checked and re-checked my findings, but there was no denying it, the world-beating Glancey had won my challenge, tying at the top spot with Gary Wilson! US Gold re-ally paid on the prizes, handing out brilliant remote-controlled cars, mega-expensive Walkmans (disaster!) and even a Sega Master System as a runner-up prize. So, another happy ending for them. The prospect of Glancey winning a challenge made me feel a lot more cozy. And I owed a little retributive vengeance against the fabulous George.



Here we see Andrew, US Gold's resident guru, who is trying to plug his favourite joystick into the Shadow Dancer arcade game. Aren't you glad they don't let him do any programming?

MEGADRIVE

The Madden score roll continues on massive scores arrive by the hour (well, nearly). A nice Elemental Master score ticks off the table (even **MIAN MACHINES'** drooling Gary Harrod thought it was impressive), followed by an even better Mickey Mouse score. Keep your scores rolling in, or else!

ELEMENTAL MASTER Samir Bellout, Crowthrough, East Sussex	1,087,265 (BONUS LEVEL)
JOHN MADDEN'S FOOTBALL Klaus Maroni, Swensen	238,10
MIKEY MOUSE Carl Davis, Sutton-in-Ashfield, Nottinghamshire	482,880
NIGHTMARE RESISTANCE Bek Myers, Spaldham, London	17,727.08
STRONG Bek Mycombe, Litchfield, Staffordshire	2,718,688

NINTENDO

The Turtles score is finally replaced by a far superior effort, and there's been some decent high-scoring action on Batman, Double Dragon 2 and Duck Tales, but it still reekens there's far more room for improvement. How about some scores for Snake, Rattle and Roll or Tazuma Wrestling?

BATMAN James Quater, Sursdon, Surrey	8,874,280
DOUBLE DRAGON 2 Rat Bryning, Heywood, Lancs	40,280
DUCK TALES Sam Castro, Bradford	22,964,880 (COMPLETED)
BLADES OF STEEL Andrew Walker, Guip, Lancashire	18-5 20-3 20-4 (PRO LEVEL)
TEENAGE MUTANT HERO TURTLES Paul Mills, Ipswich, Suffolk	1,884,182

GAME BOY

Revenge of the Gator is proving to be the most popular high-scoring Gameboy cart this month, followed up by the likes of Double Dragon and the Turtles. I've put that Dr Mario score in as a prompt for more satisfactory efforts. It's a great game and well worth taking a look at with a view for some high-scoring action. Know what I mean?

DR MARIO Mark A Cooper, Stainforth, Doncaster	82,880 (low speed)
TEENAGE MUTANT NINJA TURTLES Chris Stewart, Newport	210,180
DOUBLE DRAGON Lutz Pfadlhaus, York	122,710
REVENGE OF THE GATOR Ruben van der Horst, Holland	1,305,580
TETRIS Sveyn Geine, Great Yarmouth, Norfolk	470,122

PC ENGINE

Hal After my hilarious put-downs and vicious taunts, you PC Engine owners are finally getting your fingers-out and playing with your Engines instead. But still I want scores on Bomber Man, Parasol Man and maybe even Final Match Tennis. Don't disappoint me now or I might get a tad annoyed...

SON OF DRACULA Nick Silverdale, Healey, York	COMPLETE (10 lives remaining)
FORMATION SOCCER Matthew Russell, Wood, Essex	40-8 (Argentina vs Japan)
AFTERBURNER J S Edmunds, Edinburgh	4,773,100
SCI Amit Nya, Pango, London	2,173,610

SUPER FAMICOM

Terry McPherson's scores still rank supreme, so much so that I have edited in the Credibility Squad to test his claims. Any road up, for next month I want Final Fight scores using only one credit, and P-Zero scores obtained without using any single life, that should really separate the men from the boys, Terry mammals!

P-ZERO Terry McPherson, Gainsborough	60/20
FINAL FIGHT Terry McPherson, Gainsborough	3,284,278
WOLF-IN-LAMB DOLF Jackie Gilbert, County Antrim, Northern Ireland	11 UNDER PAR
PILOTWINGS Paul Glendon, CVG	LEVEL 4 (CODE BREAK)
SUPER MARIO WORLD Julian Rignall, CVG	8,998,880
GARIBUS TWIN Gary Harrod, MIAN MACHINES	2,825,880

ARCADES

MIAN MACHINES' grotesque Gary Harrod dominates the score tables again, this time playing Street Fighter 2, Dragon Ball and Super Space Invaders. Having this repeated being entering my tables is knocking years off my life, so get 'em off them rolls. I expect better things by next month or else I get mean!

SUPER SPACE INVADERS Gary Harrod, MIAN MACHINES	832,710
DRAGON BALL Gary Harrod, MIAN MACHINES	127,288
STREET FIGHTER 2 Gary Harrod, MIAN MACHINES	11 BAD DAYS (COMPLETED), ONE CREDIT
PT-FIGHTER Julian Rignall, CVG	3,007,600
NIGHTMARE RESISTANCE Stephen Hancock, Romford, Essex	COMPLETE (ONE CREDIT)

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

RIP HERE

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

GAME _____ SCORE _____
 GAME _____ SCORE _____
 GAME _____ SCORE _____

NAME: _____
 ADDRESS: _____

TELEPHONE NUMBER: _____
 MY MACHINE IS: _____

HIGH SCORES

Dear Wimps,



Welcome, Score Kings to the latest in my instalment of pulse-racingly thrilling highscores. A whole new bag of scores this month, and a challenge that if you think your abilities deserve a mention on my hallowed pages, fill in the coupon now - or forever hold your piece!

Sadie

Diverted into diverting you lot publicly for what you are! Hit	112,100
BLOODY BOY	
Matthew Cobble, Perth, Australia	
BLACK TIGER	19,000
James Tept, Epsomham, Essex	
SWI	79,000 (Solo - Helicopter)
Rob Pollen, Doncaster	
Remy SEALs	183,880
John Bryan, Killyth, Glasgow	
TURKISH II	1,581,000
S J Bannister, Romich, Norfolk	

SPECTRUM

You lot have got a bit better at Lotus, but it still just isn't good enough. I want better things next month, or I'll personally come round and whip you into shape (stop drooling). The MARC scores have been rolling in, but Mark Perwin's score took the top slot.

MARC	273,475 (COMPLETE)
Mark Perwin, Aylesbury, Bucks	
LOTUS ESPRIT TURBO CHALLENGE	188
David Follers, Swansea, West Glamorgan	
PRMS	653,000
Daniel Cross, Northampton	
SUPER OFF-ROAD	1587,000
Daniel Cross, Northampton	
B-TYPE	391,000
Daniel Cross, Northampton	

AMSTRAD

Rememmem. A few more scores this month, but they only show to me that your highscoring prowess is rather akin to a ageing donkey with bad hard-to-see co-ordination. So come on, score masters, get those scores in now!

CHASE HQ	9,858,000
Stephen Barr, Lutonmouth	
HAMBURST	12,475
Orham Richardson, Dublin	
MIDNIGHT RESISTANCE	27,400
Leon Thupa, Gwent	
ELAX	1,740,000
Chris Craig, Kemptown, Kent	

SEGA

After your few months' scoring hibernation, you Master System score masters are finally letting the highscores out. Plenty more decent scores arrive by the day, but I expect more of you - especially to keep the globbing C&D reinvented out of the balls on a more permanent basis.

CHASE HQ	8,371,000
Steve Smart, Bristol	
SUPER MONDO GP	GRAND PRIX 1
Rex Charles, Luton	
GALAXY FORCE	410,000
David McHardy, Dartmouth	
BATTLE OUTRUN	5291,200 (COMPLETE)
Steve Smart, Bristol	

AMIGA

After a gibbering start, you Speedballers are finally getting to grips with the Storage Brothers' superb game - and about time too! A nice new entry in the form of that Golden Axe score and a rather impressive GDDG achievement. But will I think you could do better...

SPEEDBALL 2	960 LEAGUE POINTS
Ian Polard, Hale Hollow	
GOLDEN AXE	787.9
Phillip Marsh, Castle Bromwich, Birmingham	
GDDG	1,564,320
Ming Ya, Canterbury, Kent	
SWI	426,220 (97%)
Jim Shephard, Gwent	
OUT RUN	23,628,188
Conrad Wicomb, Telford	

ST

Uppugged! The repellent quiffies, Richard "droopy" Leadbetter actually has a score in the ST (what! Get rid of it quick, or else! An interesting F19 effort (surely it can be bettered) and a massive Kick Off 2 score - can any one beat it?

F19 STEALTH FIGHTER	880 (Medium level)
Sam Kovand, Wrexham, Essex	
KICK OFF 2	48-0 (Italy vs Germany)
Sam Kovand, Wrexham, Essex	
RAINBOW ISLANDS	1,010,000
Richard Leadbetter, CPG	
STRIP	210,000
Alexis Charas, Sweden	
PARQ	2,129,000
Simon Collins, Bealey Heath, Kent	

C64

Only a brace of C64 highscores this month. What happened? I wouldn't like to think that you lot have taken asleep on the job (as it were). I expect better things next month, or all my energy will be

REVIEW

MEGADRIVE

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BY SIGA

Fancy a bit of frustration? Then try your wits in the *Wrestle War* - the ultimate challenge to test the hardest, meanest and greatest all-round wrestler down! Taking the role of an up-and-coming star, brought by the name of Bruce Scott, you have to beat eight tough or weaker opponents in a bid to become the World Cup wrestling freestyle champion!

Not that you'll have a easy, by any stretch - opponents from Miami, New York, San Francisco, Jacksonville and Dallas are out to get you down, becoming progressively more vicious and sneaky as you progress.

Oh well, at least it's a while before you have to take on Grand King in the title showdown. They say the more a profe, the more it's fun to watch, and...



FIGHTING TO WIN!

Oh, so you want to be thumping good and become king of the ring? You'll need to get to grips with a few tasty tactics to maximise the opposition and stake your claim as a grappling glory boy.

You can either punch or kick your opponent, but should you want to try something a bit special then head onto him, after which a power meter appears. You can then bring him across the ring, flip him down on to the mat, drop kick him in the face or even choke him - achieved by slaking your arm out and allowing your opponent to run straight into it!

At any time you can try to pin your opponent to the canvas while the ref counts to three. Should you succeed, you'll progress to the next challenge. If not, you'll have to make sure you do it to him before he does it to you!

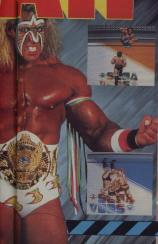


It's pretty clear there is a remarkable lack of decent Megadrive wrestling games, but *Wrestle War* fits the bill quite nicely! The action is fast and exciting, depicted with excellent graphics. The sound is also good, with great grunting noises and perfect effects -

slamming your opponent's head against the canvas produces the most satisfying noise! Although it tends to get a bit repetitive after a (long) while, there's lots of challenge on offer, and punishing all of the opponents will take ages. All combat games benefit from a decent top-player mode, and *Wrestle War* even has this as well. We know from the vast stacks of mat that you'll want a decent wrestling game, and *Wrestle War* more than delivers. So, if you fancy smashing chairs and cash boxes over someone's head, this game is a dream come true!

RICHARD
LEADBETTER

WRESTLE WAR



GRUNTIN' AN' GROANIN'

The eight man-manglers you'll have to go up against are no easy pushover, and get harder as the match-ups progress.



THE MOHAWK KID
The first opponent, this so-called hard nut only has half your energy and is easily dealt with.



SLEDGEHAMMER
This dude won't hang about. Watch out for his knee-drop if he gets you on the mat!



GRAND KONG
The champion wrestler. His Kuma antipode isn't about to let anyone take his title away, let alone some cheap punk in black shorts!



MR. J
Looking not unlike Jason Voorhees, this guy will do his utmost to make your face a permanent feature on the canvas!



NIMROD FALCON
The Mean mangler is a real tough nut to crack, and just looks to smash unsuspecting challengers to bits!



DAN DAMBUSTER
A mean and moody Bronx brawler, this witable mangler is definitely out to put you away!



DUCKSKIN HOGGERS
The number 2 wrestler in the whole of the USA, he's one mean hollerer and out for blood!



TITAN MORGAN
This Texas fence is just the sort of guy who loves to jump on your face when you're down!

5



UPDATE

No solid news of other updates, but now that US Gold have an agreement to convert Mega coin-ops, *Wrestle War* may well appear on other machines.



There are new men, but not new ideas here! (and here, here, here)



WRESTLEMANIA!

Is there anybody out there who hasn't heard of Hulk Hogan, The Ultimate Warrior, The Big Boss Man and The Million Dollar Man?

These are the stars of the World Wrestling Federation - household names in the States and over here thanks to coverage of WWF events on satellite television. Since the early eighties, seven wrestling extravaganzas have been held, entitled *Wrestlemania*, and have been packed from beginning to end with nerve-jangling whistable action.

Hulk Hogan (known as the Hulkster to his millions of fans) is acclaimed as the all-time WWF champion. During his career he has fought all comers - and won, to name his wife. Hogan has lost his title once in *The Ultimate Warrior*, in one of the greatest and most exciting matches ever.



At least - a game which can satisfy all the Megadrive-owning *Wrestlemania* nuts out there! *Wrestle War* is fast and playable, and there is some real skill required if you're going to trash the whole bunch of computer fighters. What really makes this game are the big wres-

ter sprites, whose movements and facial expressions are superbly animated. Not only does it look good, all the grins and popping eyeballs and added bits by sampled groans and "bo!" sounds, making some of the most satisfying bits - in fact you could hope to play *Wrestle War* on an arcade. Fighting against another player is great fun, but it's a shame that player one always has to be Bruce - it would have been more fun to be able to pit two of the more exotic fighters against each other. Don't let that tiny minor niggle put you off, though - if you're after a wrestling game, stop ringing us up and get hold of this great cartridge now!

PAUL
GLANCEY



MEGADRIVE

GRAPHICS	90
SOUNDS	83
PLAYABILITY	87
LASTABILITY	84

OVERALL 87



THEY DESTROYED EVERYTHING HE HAD
ALL THAT HE LOVED
EVERYTHING THAT HE WAS

NOW CRIME HAS A NEW ENEMY
AND JUSTICE HAS A BRAND NEW FACE



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REVIEW

SUPER FAMICOM £40.00

BY IMAGINER

Sim City offers a would-be megalomaniac the opportunity to create and control their own city. To watch it grow from the humblest beginnings to a sprawling metropolis. The game gives you all the tools for the job, including a fat pile of cash and some very eager builders.

Make your city look attractive enough and people (the Sims) will willingly move into your settlement. But the Sims are a pretty picky lot, and if your taxes are too high, or if there's too much pollution, or if there's nowhere to work, then you can expect them to desert in their hundreds - and getting them back isn't easy. In short, your job is to provide plenty of opportunity for both work and play to the little Sims, so they'll want to live in your city.

Do you have the ability to create an awe-inspiring metropolis, or is a dingy little hamlet more your style?



Sim



CONSTRUCTION TIME AGAIN

There are three main building types in Sim City. Residential areas are the places your Sims are going to live in, whilst your industrial areas are the manufacturing centres where a lot of the Sims are going to work. Commercial areas are the places where shops, offices and small businesses are located. Combining these different areas is obviously very important. Sim City offers two methods of creating a transport network. A good road network would attract the wandering Sims to your city, but could promote some pretty heavy pollution. Sim City offers a better planned network which could result in serious traffic jams. The alternative is to create a rail network which cuts down on pollution and carries more Sims off to work.



Sim City was never a game that amazed due to its visual or sonic properties. It's just that the idea of creating and maintaining your own city is incredibly compelling, and watching it grow before your very eyes provides some serious entertainment. The graphics

(though not spectacular) serve the purpose, and there's plenty of little delights like watching all your boats, planes and helicopters going about their business. This Super Famicom version has been crammed full of new ideas, like the boom professor that informs you of your progress (if he's being chased around by a bloodthirsty criminal, then you know there's something wrong with your police department). Also, the inclusion of the four seasons makes the graphic style immensely. Imaginer (the game's programmers) are to be congratulated on a game that improves on the original classic concept.

RICHARD LEADBETTER





▶▶ REVIEW

THE BIG QUESTION MARK

As you'll notice, in the bottom-right hand corner of the icon strip there's a question mark. Occasionally this will flash. Click on it and some special buildings will appear. These could be 'your house', a bank (handy for loans when the money gets tight), the library, a casino, a fun park and even an astronaut-type sports stadium! The ultimate ego-boost must be the monument built in your honour!



THE FOUR SEASONS

As the months roll by, you'll probably notice that the colour scheme tends to alter noticeably. This is because the *SimCity* remaster version has faithfully captured the passing of time (and the four seasons) in the game. Sims tend to move away from your city in the winter, but return in their droves during the spring and summer!



A This 'special view' is an option.

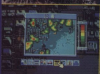


A Of the board, a minimap looks



I'VE GOT THE POWER!

Two types of power plant are on offer in *SimCity*, and every type of building is going to need electricity. Coal power plants cost less money to build, but don't supply as much energy as the other power plants. But then coal power plants don't have a tendency to melt down at important moments, do they?





TAXES AND POPULARITY

Though you're given a large wad of money to play with, the only way to keep your services (public works, police and fire departments) going, and keep building is through levying a tax on your poor Sims. Watch out though, because if your taxes are too high, you'll fall out of favour with your Sims and they'll leave your city deserted!

PORTS AND 'PLANES

Scenes of later, your industrial products will have to be unleashed onto an unrelenting world. For the purposes of importing and exporting both goods and people, airports and ports can be created. Watch out for those ship-related tragedies and plane crashes, though.



UPDATE

Sim City is available on the ST, Amiga, PC and C64. Although they haven't got all the features of this version, they still offer an excellent gaming experience. The 16-bit versions are also available in an Infogames package, where this classic title is coupled with the hit Prophecy! Not bad, eh? Nintendo owners should also watch out for their own version of this game. From what we've seen, it's looking good!



When I first sat down to start playing this, I was a bit concerned that all the Japanese text would make it difficult to play. Luckily, there isn't much of a problem because most of the icons and graphics screens are self-explanatory and it only takes a bit of ex-

perimentation to reveal the purpose of the others. The only possible confusion could arise from the budget and tax screens, but anyone who's played the game on other formats will be able to work them out, and this review should help anyone who hasn't. It turns out that this is the best version of the lot, mainly because of the extra presentation, the music, the sound effects and the additional challenge of working your way towards constructing the special bonus buildings. Unless brain games are a complete turn-off for you, Sim City is a game that is definitely worth buying.

**PAUL
GLANCEY**

FIRE AND THEFT

Crimes and fires cause something of a problem to your city creating havoc. Thankfully, you can add in fire and police stations to cope with problems. If your city's large enough, divisional headquarters are also set up to deal with the smaller precincts.



FAMICOM	
GRAPHICS	79
SOUNDS	80
PLAYABILITY	94
LASTABILITY	95
OVERALL	93

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HYDRA

Forget about Pascal Perez and Red Stone. Door to door. When it comes to life and death you'll better load your pack age in Hydra, the two-cannon raucous hero guarantees to deliver - or die in the attempt.

It's the 21st Century and terrorists headed by the evil Shadow rule the sea and sky. They'll stop at nothing to get their mucky mitts on Top Secret goodies like mutant virus strains, the power plants and down-sky devices from around the globe.

In Domark's conversion of the late-known Tengen coin-op, you control the HydraBot - a swift and nifty sea vessel capable of handy shoot fights. Your job is to run the gauntlet and arrive with the goods in one piece, picking up extra firepower and shields along the way. Ever had that sinking feeling? You will if you can't deliver!



▲ A good customer meets up with Hydra.
▼ Mid-chaos action and adventure.



Just starting the usual Domark demo, I was hoping Domark might have written a lesson over the mess. Oh dear. Whoa! Eyes closed! Probably wrong. Here's a line worth a run job here. I never knew the robot, but here it was! I was not up. The original feature, just a graphics, door response, always dead and the low generality than these commendable must be pretty close. The game's saving grace is the music on the Amiga, a very jolly tune which is actually quite good. That aside, the game just doesn't get the job and it shouldn't be too long before Hydra sinks out of sight where it belongs.

SHOPPING FOR WEAPONS

Ziggy's Weapon Shoppe is your friendly corner store of destruction, with a variety of extra weapons available to any killer courier with cash to spend.

HOMING MISSILES: These rifles find the nearest target and lock on for the kill.

ANTI-CRAW: Similar to laser, this fine device checks gravity and gives you the power of flight.

SHIELDS: Give your HydraBot the ability to pass through objects unscathed.

FLAMETHROWERS: A serious piece of kit, right handy when it comes to accelerating the hide of the enemy.

LD: Rapid cannon fire for shooting with that extra punch.

BOMBS: These nifty little babies land in the middle of the water, rotting all enemy nasties within the blast radius.

MINE: Whoops, eepoooyes. These handy grimes blow everything on the screen to smithereens - except you, of course!



Fortunately enough, fast fans, Hydra is supposed to be the unofficial follow-up to Roadblasters. The gameplay is much the same. Simply burn up the road (in this case it's pulsating in different shades of blue, desperately trying to convince you that it's water) blowing other vehicles up.

This type of game can be quite exciting if it's fast and smooth enough - arcade Roadblasters isn't. Unfortunately, this lacking conversion simply doesn't deliver. The graphics look like grainy reprints of the arcade original and seem quite pleasing in static screenshots but slow, jerky 3D scrolling completely ruins the effect. The sound isn't bad, but Matt Furrows' tunes are pretty unimpressive and the sound effects stunningly mediocre. If you're a fan of the coin-op check it out, but in my view buying this is equivalent to flushing 25 notes straight down the loo.

RICHARD LEADBETTER



A. Missing about on the river

WELCOME TO THE HYDRADOME

Make it through the first three levels with life, ship and sanity intact and you enter the Hydradome, where extra funds are up for grabs by completing the course. Use the money you make to buy all sorts of goodies, ranging from flamethrowers to nuclear bombs.

You're going to need them, too. The action takes Hydra all over the show, from Colorado to Cuba and China to um, Timbuktu. With the game's 27 levels split into nine missions, there's certainly plenty to do!



UPDATE
Expect to see Hydra available in the C64, Spectrum and Amstrad very soon at 10.99 a shot. Whether you actually want to buy them is up to you.

CARRYING THE CAN

Courier delivery has come a long way since the little bike on his moped fought his way down the high street, a slipshod shaped package perched perilously on the pillion. In Hydra's world they use sleek specialists so powerful they actually take off when you put the pedal to the metal! But two things don't change, despite all this technology. The couriers still look harassed and they still have 178 excuses handy when your vital package is found three days late under a tarp along the Old Kent Road...

AMIGA	
GRAPHICS	43
SOUNDS	68
PLAYABILITY	38
LASTABILITY	34
OVERALL	43
ST	
GRAPHICS	43
SOUNDS	60
PLAYABILITY	38
LASTABILITY	34
OVERALL	41

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REVIEW

AMIGA
BY CREMLIN

£25.99

CVC
HIT



A Moody graphics, or what?



If the stairway
is doom.



A One-on-one combat

HERO QUEST

The dawn of darkness draws near. That foul wizard Morcan, Lord of Chaos, and his fiendish legions threaten to overrun the land. Can a greater evil befall us? Not on your nifty! Morcan is one seriously bad fat, and only the very best can hope to vanquish him as he plots deep in his underground lair.

Thankfully, help is at hand with a quartet of heroes ready and willing to do battle with anything the Master of Disaster can throw at them. Roger the Barbarian, Durgin the Dwarf, Leblin the Elf and Tabor the Wizard hold the hopes of humanity as they do battle with Morcan's minions in a host of quests which promise to test their courage and resources to the limit.

This is the long-awaited computer version of the Heroes Bradley role playing megahit. Players take on the computer, which takes the part of Morcan and controls the dastardly forces. Guided by the Mentor, whose wisdom is profound, up to four people can play. Or, if you're all on your lonesome, one person can take the roles of all four characters. The rewards for successes are much more than money. Failure? The less said about that the better!

OUR HEROES

ROGER A barbarian warrior prince whose brain is quite a lot larger than his brain. Good at killing monsters, his conversation leaves a lot to be desired - but who's going to argue with him?

Skeletons spell trouble. ▶

UPDATE

Here Quest should be doing its thing on a computer near you. Very soon now, on ST and PC (320-660), C64 and Amstrad (210-660). Keep 'em posted!



WHEN YOU'RE ON A ROLE...

Role playing games have been around for years now and they're growing in popularity all the time. The original Hero Quest board game from Games Workshop won enormous applause, sold absolutely everywhere and remains one of the most popular on the shelf. This is the sort of game which cries out for a computer conversion - after all, you can't always have all your friends round to play. That said, it's always the human interaction which really counts and that's not really possible here.

TELOS A rather white wizard with a nice line in spells that go snap, crackle and boom! This old boy knows a fair bit about magic, so who cares if he's not too hot with the ladies? A lot of aight.

DURGIN A fearless little dwarf from the Wood's Edge Mountains - well, he's here to be. Not too hot at looking over things or setting long jump records, he's very good when it comes to getting rid of knowledge.



▶ Can you make it to the door in one piece?



LADRIL A fighter girl from distant Athelorn who, while looking rather natty, can hold her end up with the best of 'em in any fight to the death. Um, that's about it really. Boring but dependable.



I've been looking forward to this one, and Hero Quest has been well worth the wait. Games have certainly delivered the goods here, providing an excellent RPG computer game to rank alongside the best of them. Unlike most games of this ilk, Hero is a breeze to pick up

and play - drawing you deep into its realm with some well designed gameplay and obvious devotion to the original board game. The Castlevania graphics are the same very well and the central system is simplicity itself. A big plus for me is the music - it's very apt and very atmospheric, providing the final touch to a very classy piece of software. With details planned for the future, here is a game to take you into the wee small hours for some time to come. (Bugs) I take this home!

**TIM
BOONE**



OUR HEROES

ROGUE A Deedee-like warrior prince whose brain is quite a lot larger than his brain. Good at killing monsters, his conversation leaves a lot to be desired - but who's going to argue with him?

DUNGEON A fearless little dwarf from the World's Edge Mountains - well, he'll have to be. Not too hot at looking over things or setting long-jump records, he's very good when it comes to getting rid of kneecaps.

LADRE A fighter off from distant Athalon who, whilst looking rather natty, can hold his and up with the best of 'em in any fight to the death. Um, that's about it really. (Boring but dependable.)

TELOR A rather whizz wizard with a nice line in spells that go snap, crackle and boom! This old boy knows a fair bit about magic, so who cares if he's not too hot with the fists? A bit of slight.



I've played quite a few of this new breed of adventure game lately and Hero Quest is definitely one of the easiest to get into, and consequently, one of the most enjoyable. The team controls are very simple to use, the graphics are attractive and there's even a pleasant

soundtrack going in the background. The puzzles (if you could call them that, after all the quests are just a matter of finding an object or a person and then taking them to the exit) are quite simple, but the quests are sufficiently varied to sustain interest. The only possible fly in the ointment is the fact that the game is at its best with two or preferably four players participating, because then the game becomes a race to find the treasures before the others. Although it's still very playable solo, the game just doesn't have quite the same challenge so it wouldn't take too long to finish the 14 quests. Well worth buying, but make sure you've got a friend handy if you want to get the most out of Hero Quest.

**PAUL
GLANCEY**



050

AMIGA

GRAPHICS	88
SOUNDS	81
PLAYABILITY	88
LASTABILITY	80

OVERALL 87

REVIEW

MEGADRIVE

BY ELECTRONIC ARTS

Blockout is a puzzle game with a difference - and probably the finest fun you'll have with building blocks outside a play pen. Take Tetris, turn it on its side, add a new dimension and you have the mechanics of Blockout. The aim of the game is to fit together blocks so that they form complete layers in a pit. When all the holes are plugged, that layer disappears and the blocks above drop down one space.

Staying alive for long doesn't come easy. Though, as misplaced pieces force your blocks further up the screen and push you closer to doom, the pieces just keep coming, so rest assured you won't beat the machine. They against a human and at least you have a chance.



Two-player, multi-coloured mayhem!

BLOCK OUT

A CHIP OFF THE OLD BLOCK

Don't let anyone tell you all recent puzzle pros. Blockout is Tetris with knobs on. Whereas Tetris shapes were restricted to every possible 2D combination of four squares, Blockout features any shape involving up to five cubes - and in three dimensions.

Tetris was actually programmed for the Megadrive, but for reasons best known to the Nintendo and Sega legal departments, it was never officially released in Japan, the USA, or Europe, although pirate copies do exist.

The word on the street is that Super Tetris, written by John D'Appola (the original creator for Spectrum Holdem) is nearing completion. Quite what shape that will be taking is a closely guarded secret, so watch this space for news as and when!



I was pleased to hear EA were planning to break the Megadrive version of this top puzzler, and the result is a finely tuned game which works well. The Rainbow Arts original featured too many exploits, but this detail has now been ironed out. The two player game is a little slow, but great fun nonetheless. Blockout is easy to play, hard to put down and damn near impossible to avoid going back to. It's therefore a wise investment for any Megadrive-loving people freak starved of long-term challenge. Enjoy!

TIM
BOONE

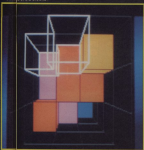
FLIP ME, WHAT A PUZZLE!

To get to grips with the Blockout control method, you'll need to think in three dimensions - because anything's possible in this game!

On the joystick, button A flips the shape vertically on its X-axis, B flips it horizontally along the Y-plane and C flips it around. Confused? You won't be. Spinning the shapes to fit soon becomes second nature and you find yourself planning further and further ahead.



▶ A lot of tall blocks?



▶ Much block-twisting mayhem!



▶ The options screen.



HEAD TO HEAD

In two player mode, *Blockout* really starts to show its stuff. The screen shows two pits, one for each player, and play is the same as usual, except your opponent's shapes are pushed further up the screen whenever you complete a layer in your own pit. If that method doesn't decide the winner, the first player to complete a quota of layers takes the game.

Either way, the match quickly degenerates into frantic finger-stabbing and name-calling, all in the best possible tradition.

▶ Player two's having trouble!

▶ The title screen is all the glory!



with this version. Once I'd grown accustomed to the shape manipulation, I just couldn't stop playing, especially in two player mode. In fact since we received the cart, my eyes have become bigger and bleary from all the late nights I've spent annihilating *MEAN MACHINE*'s Gary Harrod. Megadrive owners need no longer regret the lack of Tetris on their machine, because *Blockout* provides sufficient puzzle-some fun for any brain-game fan.

**PAUL
GLANCEY**



MEGADRIVE

GRAPHICS	80
SOUNDS	75
PLAYABILITY	90
LASTABILITY	88

OVERALL 86

REVIEW

AMIGA

£29.99

BY ACTIVISION EUROPE



The Hunter roams the blasted landscapes of tomorrow - a day that army boys on the destruction of the evil Red Empire - as long as he's paid enough money! He's cool, he's mean, he's resourceful and intelligent, he also has the enviable talent of being able to drive any form of transport known to civilization - and this comes in handy during this game.

There are three different types of game available. The first is a simple list of missions that are carried out one after the other. These simply involve blowing up strategic enemy targets or people. Then there's the action scenario. Packed full of blasting and annihilation, it's a desperate attempt to wipe the smokes of the face of the earth - and for all. Finally, there's the campaign option. This is a massive strategic epic, with all your single missions counting towards the final outcome. At the end of each mission, you can save off your position and all your tools, equipment and money for use in the next game.



▲ The mouse is used to manipulate items.



UPDATE

An SIT version of Hunter has been completed and plays exactly like the game seen here. Priced at £29.99 it's an essential purchase, and it should be out by August.

POCKETS OF FUN

Be sure to collect some useful items from the stores before you embark on your mission. A log book comes in handy for digitally noting down any useful discoveries. Various scanners are also available which help the Hunter keep track of the enemy (and himself). The most useful item turns out to be the map. This can be superimposed over the main playing area to help keep track of your progress.

DRIVING, FLYING, RIDING, SWIMMING

The Hunter is adept at using all forms of transport available to man, and since the enemy have numerous vehicles dotted around their territories this skill comes in handy. The list of vehicles is endless and includes bicycles, cars, ambulances, scanner vans, trucks, air-mounted cars, tanks, racing boats, speedboats and even watercraft! The best mode of transport turns out to be the helicopter, but watch out for those surface-to-air missiles. Read a book out for the hovercraft as well. This baby can travel over both land and water!



▲ The trucker steers in all its glory!



▲ Helicopter vs helicopter!

The start of the mission begins outside Allied HQ. The objective is simple: destroy the enemy base!



The nearest shed contains a lot of the necessary equipment: flags, bars and scanners are all here.



A short drive takes the Hunter to the Allied Stores building. Most of your weapons are collected here.



The stores screen itself! Simply by clicking on 'items' a nice selection of weapons are instantly collected!



▶ The Hunter sneaks through a small hallway.



A ROOM WITH A VIEW

All forms of buildings can be entered and searched, and it's quite likely that they're occupied by their owners. If they're honest owners, you can pump them for information. Slightly more suspect folk might succumb to a bit of bribery, whilst many soldiers lie on sight. On the plus side, there's usually some kind of useful equipment to be found in buildings.



Hunter is one of the most strikingly terrific games I've ever had the pleasure to play. Combining Mercenary-style gameplay with the action of Truck and some of the strategy of Master of Deceit, the best bit of the game must be driving around the landscape using all the wind and wonderful modes of transport to be found in the game. The graphics are excellent (the animation as the Hunter pedals around the landscape on his push-bike is amazing) and the 3D is fast and smooth enough to be convincing. The sound is similarly excellent, with a great military tone and amazing sound effects (all of the cars make different noises, and there's loads of volcanic noises and seismic effects where appropriate). Usability is guaranteed too, with loads of missions and scenarios with an expansive map for each. Look out too for the special surprises, hidden weapons and vehicles! There are even testings of brutality for the hard-of-thinking when you mercilessly run down enemy soldiers - and get money for it! Hunter offers everything for everyone and as such ranks as one of the best Amiga games money can buy.

**RICHARD
LEADBETTER**

It would take ages for the Hunter to reach the target by roadblock. A helicopter is a welcome discovery!



A few moments later and the Hunter is airborne! The Helicopter is quite difficult to control, but it sure shifts...



Bombs at the ready - and just in time! There's enemy HQ - but your 'opper is under heavy attack.



The helicopter is brought down, but enemy HQ is heavily damaged. A few rocket shells are all that's needed...



**CWC
HIT**



▲ The Hunter takes a quick dip...

▼ Safe behind Allied territory!



ENEMY ENTANGLEMENTS

Don't exceed your journey into hostile territory to be free of danger. A vast contingent of enemy soldiers is present and they're raining all forms of increased artillery as well as massive heavy guns and SAM sites. Extra credits are awarded for blowing up the enemy artillery, but make sure you leave enough of the explosive stuff over for taking out the main targets. If you don't it's a case of being some extra weapons behind enemy lines.



AERIAL OBSERVATION

Send up an aerial observation and to scan the immediate vicinity for people, buildings and most importantly, vehicles - essential if you've just been shot down and need to get somewhere fast.



THE REAL-LIFE EXPERIENCE

Just like real-life, one blazes in Hunter, so expect delays to turn into nights and rise on. Mechanical activity comes in handy as the enemy tend to fall asleep and their SAM sites and tracer guns are useless. Other authentic touches include the presence of many forms of wildlife, including seagulls, rabbits and even bulls! Credits are taken away from the Hunter for any indiscriminate killing (and that includes running over robots in your tank).

Let's hope there's not a admiral already inside!



My jaw dropped when I first saw this at the Computer Entertainment Show last year, and I was most dismayed when Activision took it with them as they sold down the pen. It's lucky that The Disc Company were there to save Activision and Hunter, and you Amiga owners should be eternally grateful because it's one of the most impressive arcade adventures you're ever likely to play. The 3D graphics are just superb and I love the little touches, such as the bulls, the bunnies and the vultures which circle overhead when your energy is running out. The variety in vehicles and scenery keeps the game interesting throughout, and the graphics really are great. This is a game I could see myself playing for hours (if anyone would let me) and all those missions guarantee you getting your money's worth. It's out in August, so make sure you've saved the requisite cash by then because no self-respecting Amiga owner can afford to be without Hunter.

**PAUL
GLANCEY**

AMIGA

GRAPHICS	94
SOUNDS	92
PLAYABILITY	95
LASTABILITY	95
OVERALL	95

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WIN!
WIN!
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REVIEW ▶▶

AMIGA

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BY CORE DESIGN

Another day at work for Private Galt and Sergeant Stumble means another day in the jungle putting bullet holes in enemy soldiers, enemy tanks, enemy tanks, enemy buildings, and posing a few enemy tanks and enemy buildings as well, because you can't be too careful. These guys are both good soldiers, but even when they're on their business holidays, they keep hand grenades safely pinned to their belt-slits, just in case.

Today, though, they're hard at it, off to wipe out all of the enemy's ground forces which are hidden throughout the vast and only terrifying jungle lying before them. Usually, there's only one bit of mine-gone, the fact of an old buddy fighting in an on-line mode have to yank up the screen, playing his old ol' armying they come across.

Don't get me started away, though, because frankly, prisoners have been fed to snakes and left to die in the heat. If you can't get this either than how them full of holes, it's like a their day and they may even award you some bonus points.



MORE RUMBLES IN THE JUNGLE

War Zone is by no means the best commando shoot 'em up to appear on computer. Capicom released the original Commando coin-op, which Elite promptly converted to the computers with some success. Following that BMF's *Iron Warriors* was the arcade game which started the two player ball rolling, and that was given the coltise ion treatment, again by Elite, in 1989. These successes inspired numerous companies to jump onto

the bandwagon, and in the following months Microdeal released *Leatherneck* (which was actually a four player game if you had the appropriate joystick adapter), and *Clown* brought us *Flambo* (actually a film license) and *Victory Road* (a very poor conversion of BMF's last success). Further Commando-style action is found in *Dolan's Guerrilla War* (another notorious eight spin-off) and *Stash Box*'s private sequel in *Leatherneck*, the okay *Dogs of War*. Most recently, USG dated have put together a two-player conversion of Capicom's three player commando coin-op, *Warzone*, which was reviewed last issue and earned 60% of an Amiga.



Although War Zone has the two things that usually make for a great shoot 'em up, namely big weapons and loud noises, it is a bit lacking in originality. That aside, what I admire about the game are its excellent graphics (which I think are rather more colourful and attractive than those in *Mercs*), the great sound and the good variety in weapons. The other good thing about War Zone is that it's certainly no pushover - if you're playing on your own you'll have trouble just beating level one. An extra player makes all the difference, because you end up covering each other's back, which adds a surprising touch of realism to the proceedings. War Zone is pretty similar to *Mercs* (though not quite as good in the gameplay stakes), but it is a finer shooter, so in the TFM stakes, it comes up trumps.

PAUL GLANCEY

UPDATE

ST owners should watch the shelves for their own version of War Zone which should be available as you read this.



• A 486-based system



WAR ZONE

REVIEW



BRINGING ON THE BIG GUNS

Our test War Zone grunts start the game each armed with a weedy machine gun, but, as befits a game of mass destruction, there are five types of meatier armament stowed in the weapons boxes which are hidden around the landscape. Collect P icons and these can be powered up three times.

ROCKET LAUNCHER

A long range, heavy-duty weapon which explodes on contact with a target. Definitely one to grab before your mate gets to it.

GRENADE LAUNCHER

Powerful (especially when powered up into a multi-directional weapon), but you have to get the range right, or you'll be lobbing grenades over the enemies' heads!

FLAME THROWER

Short range, but quite deadly. Power-ups increase the flame thrower's range dramatically.

SMART MISSILES

Once launched, these home in on the nearest enemy then blow him or it to smithereens! Certain to make any party go with a bang.

THREE-WAY SHOTGUN

Unsurprisingly, this is a shotgun which fires in three directions. Powerful, but has a slow rate of fire, which only increases with multiple power-ups.



▲ Greedy little boys



◀ The first and best boss

▶ Taking on a task



I must admit that I thoroughly enjoyed my explosive intro into the War Zone. As per usual for a Core Design game, the graphics are simply superb. The sprites are all well-defined and possess some nice animation, while the backdrops for each level are varied and visually interesting.

I also like the pseudo-3D effect of the landscapes and how it affects the gameplay. For example, you can't shoot through solid walls, but there's nothing stopping lobbing a grenade over them, thus neatly disposing of the wall nannies lurking behind it. All this repeat-related excitement is accompanied by some excellent sound effects. The rocket launcher in particular has a brilliant noise! The gameplay itself is really tough and getting past each level is incredibly taxing. I had problems getting off level one. Any road up, War Zone is a great Commodore-style blast that is great in one-player mode, but even better if you can force a chum into taking part.

**RICHARD
LEADBETTER**



AMIGA	
GRAPHICS	88
SOUNDS	83
PLAYABILITY	85
LASTABILITY	85
OVERALL 86	

Slice™

Quest for the Staff of Demnos



Shade
resources



MAGICAL MYSTERY POTIONS

As Shade travels around the Bartered landscape, he comes across various potions that produce some very strange effects. Some of them simply protect Shade from the marauding minions (and make him glow a very strange color) into the bargain, whilst others act as smart bombs that annihilate everything and do for scores. There are four different types of potion in all, but the significance of each is not fully revealed until later into the game.

It's a really subtle
update.

UPDATE

Sotolite isn't likely to appear on any other system whatsoever. Oh well.

An all-time worthy victory here!



A POTTED ISOMETRIC HISTORY

The game has started off the whole isometric 3D genre was Ultimate Play The Game's Knight Lore - a visually stunning game that simply amazed the isometric-loving public back in 1983. Ultimate were quick to realise the popularity of the Filmarion (TM) system and followed it up with Alien 8 to bootie versions of Knight Lore and then even got the system to start working with games like Night Shade and Dem Fright. Their last 3D game was Sotolite, which was rather average by ultimate standards and was hampered by a rather bizarre control method. Anyway, by that time, other companies had jumped on the 3D bandwagon, the most successful being Capcom with their Rastaman and Head Over Heels games (both written by Jodi Rollman and Terje Dransmoed). Finally enough, both of these programming teams are now successful Nintendo coders...



**CVG
HIT**



► Freezing time

► How to get the last piece



► They're not pieces, they're life!

► The bridge and the gap



SOFTWARE CREATIONS

Solstice is the first Nintendo outing for Software Creations, whose previous credits include Nintendo's amazingly close conversion of Bubble Bobble, the somewhat groovy (Stone Commando and US Gold's) Ghouls and Ghosts (pretty good conversion with excellent music - again), their latest computer eyes in US Gold's Gauntlet 3D - expect a review of that in the very next edition of CVG!



► Repeating graphics

The 30th puzzle board



Software Creations have always been a top name in British programming, and it's great to see our brave Teamies producing a game which will impress the rest of the Nintendo-playing world. And impress them it should, because Solstice is one of the best arcade adventures on the Nintendo, sporting really lovely graphics and some of the best music I've ever heard on an NES. The attraction isn't only skin-deep either, because this is a 300 game with an awful lot of secrets to discover. If you've ever played any of the similar games on the Spectrum or whatever you do have an instant advantage because a lot of the puzzles and ideas will be familiar (in fact some of them are VERY familiar, looking like they've been taken straight out of the Ultimate series, King of Love). This is a great game, and anyone with a bent for puzzle-solving would be a fool not to give Solstice a go.

**PAUL
GLANCEY**



NINTENDO

GRAPHICS	92
SOUNDS	94
PLAYABILITY	92
LASTABILITY	94

OVERALL 93



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CHEAT MODE

ALL FORMATS

CORPORATION

Alan Crack from *Saffron* written in *Essex* (which is just a few miles from where I live, funny enough), sent in this ten-point plan for conquering the *Con* Design game.

1. Go slowly around corners, to avoid triggering alarms.
2. Shoot cameras at a distance.
3. Don't wait until the last moment to recharge your power packs. Something might attack you.
4. Use the pickup, view, and backpack systems. They use power fast.
5. Most elevators and doors use key pads, so get the lock-pick at the beginning of the game.
6. Shoot spiders off the ceiling and make sure they are dead, or they'll attack!
7. Don't use a grenade in an enclosed area. It's a lot of a stupid thing to do, isn't it?

8. Only use a bomb when you're cornered in a place.
9. Examine photographs carefully.

10. Always run away from the green dice (Alan's designation, not mine), or else keep firing and pray!

SPECTRUM

SHINOBI

Rowley Wilson from Luton saw fit to send in this little cheat. Just hold the keys as GRUITS and a message should come up, saying "HELLO CHEEKY." Holding the keys all you want from and you'll have infinite lives - "just like that," added Rowley for good measure in his letter.



ROLLING THUNDER

A pretty good-by game as far I'm concerned, but for some strange reason, you want to cheat on it. Then type in `98880` on the main menu. In the game just I and O to go up and down through the levels. Simon Froggatt sent in that tip, and he hails from merry Tadlock in Linlithgow.

C64

STRIDER

If playing through this legal conversion is a bit too much of an effort, try the title up from Rob Arnold of Nuneaton. On the title screen press `RUN STOP`, `RETURN`, and `DELETE`. The border will now turn grey. Press `Esc` to start the game and hit `F2` and move your stick up and right. You'll now be teleported to level three.

GHOULS AND GHOSTS

On the highscore table, type in `99999999`, and when you force your armour you can press A to get it back. But that's not all. Pressing `0` enables you to skip a whole level. Not bad, eh? Thanks to Fintan Parkinson from Bootilly in West.

Welcome to yet another Cheat Mode, the section that means you get the latest, greatest cheats for all formats which I get the lovely job of opening at your letters and absorbing at your words of wisdom. Mind you, I'd have had far less material sent through if you hadn't sent in all those Lemmings codes. Forty-three present and letters of codes this month, so apply your life-saving talents elsewhere. A hundred thanksers.

With much love to Simon Froggatt of Luton for his top-class *STRIDER* guide. He-one sent in many detailed maps, so the maps page remains unchanged. If you've got any maps or tips for me, send 'em in to me at **CHEAT MODE, C/O, PETER COURT, 25-27 PARADISEGATE LANE, LONDON EC1R 3AG.**

AMSTRAD



THE AMSTRAD

MIDNIGHT RESISTANCE

According to Steven Date from Amstrad, holding down R, G, and H on the title screen causes the message CHEAT ON to appear. Start the game and you're graced with infinite lives!

HONG KONG PHOOEY

Who said it's too tip to start the game with infinite energy? It is! If *Sarge* is a Rosemary, the telephone operator is a Steven Date, multi-talented coder from Amstrad. Could be! Any way, enough of this reminiscence. Apparently, according to Steve, if you hold down T, H, G, and I, on the options table, infinite energy is yours!

ENDURO RACER

A nice little road racer, and thanks to Steve Date (again) you can now be invulnerable to all roadside obstacles, meaning you can go flat out for the whole race! First of all, reduce your speed to 0 MPH (which shouldn't be too hard), and hold down 8, 1, 4, 5, and the left arrow key.

ATARI ST

ROBOCOP 2

Steve Clarke from Edgbaston is the vigilante cop who says that you should press F3 to access the lightspeed table on this game. Then type in **8888888888888888** followed by **HELP** to obtain infinite energy.



MIDNIGHT RESISTANCE

Steve Clarke insists that you should type **8888888888888888** on the title screen of this rock screen shoot in order to gain infinite lives. Why not try it out? But what Steve didn't mention is that by pressing each function key you can select which weapon you'd like your commando to possess. Jonathan Rivers added that vital piece of information.

NARC

Warren Lee from Sevenoaks in Kent said it's this tip for the ST version of *NARC*. Simply go up to the outposts, just set about 100 and crash down behind them. Continuously fire at them for a minute or two and their walk into them for infinite lives.

AMIGA



HORROR ZOMBIES FROM THE CRYPT

As Rudi B. Sorensen from Denmark says, "Here are the codes for the crap game called *Horror Zombies From The Crypt*." Well, I don't think it was that bad, but here's the codes any way.

- LEVEL 2: WOLFMAN
- LEVEL 3: HAMBO
- LEVEL 4: LUGGOS
- LEVEL 5: NOST DRATU
- LEVEL 6: GARLIC

TEENAGE MUTANT HERO TURTLES

Apparently, the cheat for this mind-boggling game is exactly the same as the ST one. So, for the benefit of those who missed it the first time, here it is again. Just type **8888**

when you're asked for the code (from the cheat). Follow this up with **1000** at the next prompt. Finally, enter the correct code. When you start the game, pressing the **HELP** key will obtain infinite energy for the turtle of your choice. Chetan Jayaram sent that in.

SUPERCARS 2

Asid Mann from Southwark decided to send in the cheat for the newly released pre-visual test and Game merge kit. Simply change player one's name to **Wes**, enter and change player two to **The Bear**. Enter these codes exactly as you see them here. Now start the game in either one or two player mode and you should win all the races without even trying!

TOYOTA RALLY

I really enjoyed playing the *Queen* car game when I received it at Christmas, but I could have done with this cheat, as copied by Ross Coleman from Higham Ferry in Northants. By holding down **SHIFT** and **C** at the same time, you can skip levels and keep the timer locked at 0:00:0!

ESWAT

Here's a tip that loads of people sent in. I haven't got space to fit in all the names and it's a bit too busy any way. In order to get infinite lives on this cop cop, type in **JUSTIFIED ANCESTORS OF MU MU** which, incidentally, is what the BUB used to be called before they changed their name to the **BLP** during the game. Now you should have on plenty of lives to squander.



Simon Steight from Spalding sent in this cosmic SWIV player's guide, full of juicy hints 'n' tips for this brilliant multi-format shoot 'em up. So without further ado, let's get on with it, eh?

SWIV P

CHOOSING VEHICLES

If you want to complete SWIV, there are two main games types:

- In one-player mode, choose the foil, as it's easier to destroy the bosses and dodge bullets.
- In two-player mode, one player should get reasonably far on a credit, but when he/she bites the dust, the other player should take over with the other vehicle whilst the first player sits out. Got the idea?

CUNNING TACTICS



GOOSECOPTERS

This helicopter's easy to destroy if you shoot at its metallic ore trapeze whilst its forming. Or, if you're endowed with a shield, fly straight at its heart, bring it all your own.



FIRST INSTALLATION

With the Star Weapon, this mamma's easy. Just sit down to one side, keep blowing.



SECOND INSTALLATION

With the extra spread weapons, take out the two guns first then concentrate on the middle laser dome. Before mopping up the two outside laser domes. Be very wary of the helicopters.

PLAYER'S GUIDE

COLLECTING POWER-UPS

When you destroy the first Gattasecrotor, collect three (or two if you were slow) extra spread tokens, and perhaps a shield. At the second Gattasecrotor, collect extra spread and rapid fire tokens and perhaps a shield.

Blast the third Gattasecrotor into smithereens but instead of collecting the coins, keep shooting them. This should make a star token appear, which awards your Starfighter with a super-hot star weapon, which fires in eight directions! Beware! Though this baby only appears once and vanishes after you've been hit five times.

After that, revert to the tactics used to dispose of the first two Gattasecrotors. Another thing to remember is that shooting the shield turns it into a small bomb which annihilates everything in-between. Yay!



GENERAL TIPS

- Try to memorise the facilities' appearing points and the whereabouts of the shield coins. It'll come in handy.
- Be very wary of bullets, but don't always take evasive action. All the facilities are mostly crummy shots.
- When you die, but your four second shield is good use.
- Blast the tokens repeatedly to claim the Star Weapon.
- In two-player mode, take it in turns to collect all the power-ups.
- It's best to blast pillowforts, homing missiles rather than trying to avoid them.
- Never fly long directly over pylons and weapons.
- Keep firing!



THIRD INSTALLATION

Just before the facility appears, there's a Gattasecrotor. Collect one shield from its remains and keep blasting the other shield. Then sit in the middle of the moving gun. When that shield runs out, collect the other shield and repeat the process. If you die still sit in the middle and keep blasting as you have a four second timed shield.



FOURTH INSTALLATION

This nasty little pillowfort is an alarming tale, but don't worry about blasting these. Just aim for the main body to make your shots count. Eventually, you'll destroy it.

NINTENDO

SNAKE, RATTLE AND ROLL

What should I do on my desk, but this set of hints and tips for Hideo's brilliant game. So, thanks are in order for Dale Thomas of Devonport. Here goes...

At the start of level one, jump onto the small island in the water and press your B button. This opens a secret manhole that takes you to level three! At the end of level one, there is a new life on a very high platform. You can't get to it unless you jump into the water near the platform. When the shark comes, let it take you. As you fly into the air, keep your finger on the up direction of your pad. You should reach the platform. Use this tip on other levels too for other secret bonuses.

On level three (past the three Males), grab the key from under the manhole cover (you'll need to carry the key all the time). Get onto the platforms near the loudspeakers that spit waddy pellets and jump onto the manhole cover and jump to the right onto the manhole cover. Jump right again onto the higher platform. Jump to the left onto the large platform and above you is a manhole which is a warp to level five! According to Dale, actually putting this off is pretty difficult. So there. Here's a quick way to complete level four quickly. As you get near the end, anvils will fall from the sky. Avoid them and when the green one appears, make it land on the scale. It will ring the bell and open the door for you. Hurrah!



MEGAMAN 2

Lots of people sent in their list of codes and weapons, but only William and Richard Sharpe from Gurney sent in the correct set of weapons with which to deal with the end-of-level guard Guts beyond level 4-1. So, here we go.

- DRAGON - QUICK BOOMERANG
- CRAZY CANNON - METAL BLADES
- GUTS COVER - BUDDLE LEAD
- MONSTERS ON WALL - CRASH BOMBER
- DR WILY'S MACHINE - METAL BLADES
- DR WILY - BUDDLE LEAD



RAINBOW ISLANDS

Another great courtesy of George Magala. Follow the code, and you should be able to start the game with the blue, red, yellow and yellow powers. Hurrah! Well, here's the code. Enter it on the title screen.

UP, B, DOWN, LEFT, C, A, A, B, C.



MEGADRIVE

GYNDOG

A bit odd, though a little on the tough side. Now, thanks to George Magala's.

Remember training skills, the game can be made a little easier. On the option screen, move to where it says "DIFFICULTY LEVEL". Press A, B and C together with START. The difficulty level should now read "EASY", and so it is!

SUPER MONACO GP

Here's a couple of cheat codes courtesy of Steve Mag gallyon from Stoke-on-Trent, who decided to do a few for me with his excellent pen for some unknown reason. Oh well, here's the codes, which incidentally, give you a pretty fast motor and loads of driving power! You can!

4808 0808 0000 0000
0019 0020 2827 814C
F489 0080 0000 0000
0080 0000 0000 2F17

And the second code
8104 00F6 5000 F000
8010 H100 8400 B40C
F489 0020 8180 0001
0080 0000 8000 0400



GAIN GROUND

A completely rivalling Megadrive release, but here's the cheat if you want to get an other cheat's worth of enjoyment out of the game. On the option screen, press the buttons in the order A-G-B-C. You should now be able to select which stage you wish to start in. (Not bad, eh?)

SEGA

WONDERBOY

Since this has recently appeared on the Game Gear, I thought I'd print these tips for this okayish coin-op conversion. Oh by the way, these tips are from Sega of America themselves, so if they don't work, I'm a Dutchman (which I am, sort of).

Any way, to choose the round you wish to start on, follow these instructions. When the screen shows the round and area number, press button one twice, and button two twice. Now hold both buttons down and use the direction

pad to choose a level. Also, during the game title Sega signs appear. Collect them all to make all the fruit you collect worth 500 points. There's also a tenth round to collect in the game. You need to collect 26 dolls. You get these throughout the game (but some of them are hidden, so be careful). Get all 26, and the game automatically moves on to the tenth level.



SUPER FAMICOM

PILOT WINGS

Here's the complete list of codes for this superb Famicom (which has become more of a pastime for Mr. Glanney of late) courtesy of Matthew Smith of Snake and Team.

LEVEL ONE: 993206
LEVEL TWO: 264281
LEVEL THREE: 320271
LEVEL FOUR: 128248
LEVEL FIVE: 4202718
LEVEL SIX: 773228
LEVEL SEVEN: 188411
LEVEL EIGHT: 88294



PC

SUPER STAR SOLDIER

Nicky Lee sent in a cheat for this decent shoot 'em up. First of all, skip the intro and enter the title page. Register these move-ments on your joystick:

LEFT, R, UP, R, RIGHT, R, DOWN, R, LEFT, R, UP, L, RIGHT, L, DOWN, L

Now press buttons 1 and 2 simultaneously eight times. Now press F1 and SELECT eight times. The results should speak for themselves.

PARANOIA

Another Nicky Lee to have. On the title page, just hold UP, R, L and F1 and down together. Now just press SELECT.

F1 CIRCUS

Not really a cheat, but if you have the urge to listen to all 47 tunes in the game, press down button 2 and move down on the joystick simultaneously. Press fun and you're away! Nicky Lee strikes back with this one.

DEVIL CRASH

This was one of the games I ever played when I joined C+VG, and it's pretty damn hot in my opinion. So, if for some reason you fancy cheating by entering some of these codes on the password entry screen:

AAAAAAAAAA gives you unlimited balls.
BAYCWHTE enables you to see the ending of the game.
AAAAAAAAAA starts the game with six balls.
AAAAAAAAAA starts the game with eleven balls.
Thanks to Harry Brenton for these tips.

GHOULS AND GHOSTS

If you're a lucky blighter that owns a PC, I agree Super Graft, here's a tip for you. On the title screen, just hold down button 1 and move right on the pad simultaneously to enter the option mode.



GAME BOY

GARGOYLES QUEST

Matthew Doughty from Games sent in the code for this okayish game. Simply enter MPAN-RREBY as the code to start the game with loads of items, decent attributes and four lives! Not bad, eh?

BURAI FIGHTER DELUXE

S J Pauling from Gloucester sent in all of these codes, so you gamers who are a bit crap at shoot 'em ups need feel ashamed no longer. Well, here we go.

EAGLE LEVEL
LEVEL 2: HGHM
LEVEL 3: DFFS
LEVEL 4: JUM
LEVEL 5: DCLP
ALBA*PROSS LEVEL
LEVEL 2: HGHM
LEVEL 3: SHH8
LEVEL 4: DCAF
LEVEL 5: JAH

ACE LEVEL
LEVEL 2: DGHG
LEVEL 3: MHOB
LEVEL 4: CDMN
LEVEL 5: HOPD
ULTIMATE LEVEL
LEVEL 1: GOCF
LEVEL 2: LMCJ
LEVEL 3: CCHL
LEVEL 4: HPHF
LEVEL 5: SHOH

SHADOW DANCER

SEGA™

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TOP 20

**GALLUP
ALL FORMATS CHART**

**THIS
LAST**

GAME BY ON

1	1	MAGIC LAND DIZZY	CODE MASTERS	SPECTRUM
2	2	MAGIC LAND DIZZY	CODE MASTERS	C64
3	-	DRAGON NINJA	HIT SQUAD	C14
4	-	SLIGHTLY MAGIC	CODE MASTERS	SPECTRUM
5	-	DRAGON NINJA	HIT SQUAD	SPECTRUM
6	3	MAGIC LAND DIZZY	CODE MASTERS	AMSTRAD
7	-	ARMOUR-GEDDON	PSYGNOSIS	AMIGA
8	5	PAPERBOY	ENCORE	C64
9	4	DOUBLE DRAGON	MASTERTRONIC	C64
10	-	DRAGON NINJA	HIT SQUAD	AMSTRAD
11	-	EURO BOSS	E&J	SPECTRUM
12	6	DOUBLE DRAGON	MASTERTRONIC	SPECTRUM
13	-	CJ'S ELEPHANT ANTICS	CODE MASTERS	C64
14	-	SCOOBY AND SCRAPPY DOO	HI-TEC	SPECTRUM
15	14	CONTINENTAL CIRCUS	MASTERTRONIC	SPECTRUM
16	8	KWIK SNAX	CODE MASTERS	SPECTRUM
17	-	SCOOBY AND SCRAPPY DOO	HI-TEC	C64
18	-	GOOS	RENEGADE	AMIGA
19	-	MULTIMIX 1 GOLF	KIXX	C64
20	-	LEMMINGS	PSYGNOSIS	ST

AMIGA

- | | |
|----------------------------|-----------------|
| 1 - Amnour-Geddon | Payopsis |
| 2 - Gods | Renegade |
| 3 - Fantasy World Dizzy | Code Masters |
| 4 - PGA Tour Golf | Electronic Arts |
| 5 - Chuck Rock | Core Design |
| 6 - Miami Chase | Code Masters |
| 7 - Little Puff | Code Masters |
| 8 - Defender of the Crown | Mirror Image |
| 9 - Super Cars 3 | Microsoft |
| 10 - Rocket Ranger | Orion |
| 11 - Bvt | Mirror Image |
| 12 - Megastarler | Mirosoft |
| 13 - Speedball 2 | Empire |
| 14 - Lemmings | Microsoft |
| 15 - Sherman M4 | Payopsis |
| 16 - Ninja Rabbits | Di |
| 17 - European Super League | Micro Value |
| 18 - Treasure Island Dizzy | CBS |
| 20 - 1 SNV | Code Masters |
| | Stone |

Puffly's new entries make up the Amiga chart this month, with Mirror Image's excellent budget gear making a deserved appearance. Payopsis' Amnour-Geddon hits the top, following up the success of Lemmings.

CVG TIP FOR THE TOP

Problem: What with SNV plummeting from last month's top spot to this month's number twenty, next month's number one could be anything! Maybe Superstars 2 will make an impact, and it's still early days for Super Cars 3. Keep an eye out for US Gold's 00733 too.



A. HEROES: our tip for the top spot
 (Amnour-Geddon) - Microsoft (100% assistance)



A. SNV drops to the bottom of the chart

MEGADRIVE

- | | |
|---------------------------|-----------------|
| 1 - 1 Midnight Resistance | DECO |
| 2 - 3 PGA Tour Golf | Electronic Arts |
| 3 - 2 Synnoug | Masipi |
| 4 - 4 Lakers vs Celtics | Electronic Arts |
| 5 - 5 Vortex | Sega |
| 6 - 6 Annihilators | Sega |
| 7 - 7 Bonanza Brothers | Sega |
| 8 - 8 Mickey Mouse | Sega |
| 9 - 9 Kageki | Sega |
| 10 - 10 Wardner | Sega |

Midnight Resistance clings on to the top of the Megadrive chart this month, with the stalwart Synnoug and PGA Tour Golf giving them a good run for their money. Watch out for Wardner and Bonanza Brothers though, they could find their way to the top... Thanks to Console Concepts of Stoke (0170 11210) for the chart.

SEGA MASTER SYSTEM

- | | |
|---------------------------|---------|
| 1 - 1 MigkeyMouse | Sega |
| 2 - 1 GoldenAce | Sega |
| 3 - 3 Ninja | Sega |
| 4 - 4 Indiana Jones | US Gold |
| 5 - 3 Wonderboy 3 | Sega |
| 6 - 1 WorldBeater | Sega |
| 7 - 9 Golfmania | Sega |
| 8 - 8 WorldCupHalla'90 | Sega |
| 9 - 1 Paperboy | US Gold |
| 10 - 1 Impossible Mission | US Gold |

US Gold's impressive Paperboy, with its superb graphics, is the only new title to make the top ten. WorldBeater, Wonderboy 3 and Indiana Jones are also new titles. WorldCupHalla'90, which is a superb football game, is also new. Thanks to Console Concepts of Stoke (0170 11210) for the chart.

NINTENDO

- | | |
|------------------------------|------------|
| 1 - 1 Greenies 2 | Sunsoft |
| 2 - 8 Super Mario 2 | Nintendo |
| 3 - 1 Megallon 2 | Nintendo |
| 4 - 4 Black Maria | Nintendo |
| 5 - 3 World Wrestling | Tacno |
| 6 - 7 Snake, Battle and Rail | Trade West |
| 7 - 1 Nintendo World Cup | Nintendo |
| 8 - 9 Parasadu | Nintendo |
| 9 - 2 Duck Tales | Nintendo |
| 10 - 5 Super Off-Road | Trade West |

It's all change on the Nintendo chart this month. Greenies 2 rises in to take the coveted number one position, ousting the still MegaMan 2 to number three. Duck Tales plummeted to lower of the 50-50 Black Maria, but there we go.



▲ California Games is doing well on its release.

ATARI ST

- | | |
|----------------------------------|--------------|
| 1 - Lemmings | Psygnosis |
| 2 - 12 Steve Davis World Snooker | CDI |
| 3 - California Games | Kixx |
| 4 - Fantasy World Dizzy | Code Masters |
| 5 - Final Minute | Anco |
| 6 - Killing Cloud | Imageworks |
| 7 - Operation Wolf | Hit Squad |
| 8 - Kick Off - Extra Time | Anco |
| 9 - Ninja Rabbits | Blanco Value |
| 10 - Sherman M4 | DI |
| 11 - Little Puff | Code Masters |
| 12 - Super Cars 2 | Gnomix |
| 13 - Speedball | Core Design |
| 14 - Clock Rock | Imageworks |
| 15 - Teenage Mutant Hero Turtles | Empire |
| 16 - Mega Traveller | Imageworks |
| 17 - Speedball 2 | Mirror Image |
| 18 - Defender of the Crown | Mirror Image |
| 19 - Continental Circus | Mastetronic |
| 20 - Gary Lineker's Hot Shots | Kixx |

A scattering of full-price games into the ST chart this month, with Lemmings taking pole position. Plenty of high-quality budget gear is there too, courtesy of Blanco Value.

CVG TIP FOR THE TOP

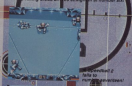
Still no sign of the Bitmag Brothers' HIT! Gods, so expect to see that hit the chart in a big way this time next month!



▲ Continental Circus speeds back in to number nineteen!



▲ The Killing Cloud arrives straight in at number six!



▲ Hit Squad falls to number eight!



▲ Dr Wolf's doing well for the Hit Squad.

TETRIS

INFOGRAMES £19.99

Is there anybody out there who still hasn't played Tetris? Just in case, Infogrames have rewritten the classic puzzle for the Amiga with tons of extra options and pretty graphics thrown in. The game is good to look at and plays faithfully, but the keyboard-only control method is a real bummer for joystick-waggling puzzle freaks. Save your shockies and invest in a Scanmaty with its faboo free Tetris cart magnet.

OVERALL 76%

DAS BOOT

MINDSCAPE £24.99

This faithful recreation of the classic World War II U-boat confrontations will be quite a find for sim fans. The game is very deep (sorry), quite an effort to get into and features so-so solid 3D graphics. What *Das Boot* does capture is the tense, claustrophobic atmosphere of submarine warfare. You can almost smell the fear. Worth a look, but only if you've the time to get the most out.

OVERALL 82%

FORGOTTEN WORLDS

KIXX £7.99

A fabulous conversion of a brilliant coin-op, this is the bargain basement shoot-'em-up fan's dream game train! Take on the evil Emperor Diox after battling through wave after wave of fascinating aliens using a multitude of weapons and special bonuses. An absolute steal at the giveaway price, rush forth and grab this slice of arcade mayhem right away!

OVERALL 96%

SWITCHBLADE

KIXX £7.99

The Quentin classic gets a new lease of life on budget (and is a nice buy for platform action fans). Join Hiro of the Blade-ribs on his quest to recover the 18 fragments of the shattered Pinoblast. With tons of screens, loads of features and some pretty deep gameplay, this is well worth the asking price - even if it has been left standing by the sequel.

OVERALL 83%



TOOBIN'

DOMARKETINGEN £7.99

Join noble ladies Bill and Jet as they cruise downtown and get their bunks into a heap with all kinds of trouble! Re-released under the Re-Play label, this is a competent conversion of a cult arcade game which did well in its day. *Toobin'* is enjoyable and challenging, with plenty of falls and more than a few surprises, but falls down on long-term appeal. Still, definitely worth a look at this price.

OVERALL 82%



APB

DOMARKETINGEN £7.99

Cops 'n' robbers without all the aggro, APB puts you behind the wheel of a downtown patrol car keeping the streets clean while earning enough dough for those doughnuts. Another competent Foreign conversion, APB features overhead trails and spills with a few cartoon sequences thrown in to keep you smiling. On budget, you can do a lot worse than buy this.

OVERALL 78%



By the time you get your mitts on this issue, *Centurion: Defender of Rome* should be rearing around on an Amiga near you, price 25.99. Control the legions of the Empire and attempt to make everyone else in Europe wear silly sandals and lie down for tea.

...That treacherous out-of-town visitor *Predator 2* should be stomping his way into your local soft-shop at 24.99 as you read this. Slapped around the so-so movie, he's back in town with a few falls to fill in the pseudo-3D offerings from Image Works...

...TV addicts are in for a treat with the latest from Rainbow Arts - *Mad TV: Money, Love and Yanking Figures*. The game promises plenty of fun as you take the helm of a TV company and try to boost those ratings. At 24.99, this may be one to watch out for...

Amstrad owners are once again subjected to more budget re-releases, this time in the guise of Spitting Image, Gyrzor and plenty more besides. Richard Leadbetter has a look at the new gear.

PRINCE OF PERSIA

DOMARK £18.99

This platform game scored highly on 16-bits because of the amazing animation on the main sprites and the great mixture of lethal traps and puzzling. Let's put it this way, we're absolutely amazed by the quality of the Amstrad conversion. The animation is as showstopping as ever, the gameplay's great and there's loads to keep you occupied. Probably the best Amstrad game released so far this year!

OVERALL 94%

SPITTING IMAGE

HIT SQUAD £2.99

If you're a fan of the dazzlingly ludicrous TV show, the game of the same name will be a disappointment. Spitting Image ranks as one of the worst 'best' 'em ups yet seen on an Amstrad screen with clia graphics, sound and completely non-existent gameplay. Give it a miss.

OVERALL 31%

SKULL AND CROSSBONES

DOMARK £10.99

We've seen the game on other formats and we were exceptionally underwhelmed. Now the Amstrad version has arrived and it's just as hopelessly average as the other formats. Based on the flop coin-op, it's your job to smash treasure and beat up some nasty pirates. The coin-op was severely lacking in the gameplay stakes and in that respect, the Amstrad is a perfect copy.

OVERALL 57%

WINNING TEAM

DOMARK £14.99

A compilation featuring Klax, APB, Escape from the Planet of the Robot Monsters, Cyberball and Windicators (play'n). For the price, this is great value and most of the games (Robot Monsters and Klax especially) are good fun. If you've missed out on Domark's foreign numbers, then get a load of this.

OVERALL 85%

TV SHOWTIME

DOMARK £14.99

If you find the likes of Balzano, The Krypton Factor, Bob's Flat House, Every Second Counts, and Bookbusters entertaining, you'll have great fun with this compilation of television conversions. For 'family fun' you can't go wrong, but solo players would be better off with Winning Teams.

OVERALL 69%

TOYOTA GT RALLY

GREMLIN £10.99

The 16-bit versions of this rally game fared pretty well when they were released around Christmas time, and now Gremlin have seen fit to release the Amstrad version of the game. Whilst it's quite close to the 16-bit original, it's a real underwhelming and jerky for my liking. Rally fans'll lap it up, but others may find the likes of Chase HQ or WEC Le Mans a more satisfying race game.

OVERALL 72%



...NEWS FLASH...

...Further Hit Squad involvement on this very moment includes Dragon Ninja (also known as Bad Dudes vs Dragon Ninja, Licence to Kill and SOB). The first couple of titles are worth a look, but SOB is very monstrous indeed...

...The Amstrad G24000 console hasn't exactly sold very well (a derelictament of the Year), and the flow of new games seems to have dried away to nothingness - almost. The excellent Pang is now ready for release courtesy of Ocean. Also if you fancy buying a G24000, check out Ocean, where you can pick up one of those spaceship-like devices for a tiny £29.99!

Hardened ninjas, James Bond, global warfare and Jocky Wilson make it into the C64 Bytesize column this month. Sounds exciting? Richard Leadbetter speaks The Truth...

JOCKY WILSON'S COMPENDIUM

DARTS

ZEPELIN

£2.99

Six different games of Darts are included in this Zeppelin package. Seasoned darts players will recognise the likes of Changhaas, Football, Earl Borko, Ten Best Century or Scams. That's on top of yet average 501 Championships Darts as well! The action in each of the games is pretty simple, and quite easy to master. The real game is still much more enjoyable, but there's no denying this is quite a distracting game.

OVERALL

72%



LICENCE TO KILL

HIT SQUAD

£2.99

Domark have released five Bond games so far, and Licence to Kill turns out to be one of their more successful efforts. Several vertically scrolling levels, based on scenes from the movie, are there to be conquered with Bond carrying out his espionage antics in the likes of speedboats, helicopters, and tanker trucks. Nice graphics and playability make Licence to Kill three quid well spent.

OVERALL

82%

SPITTING IMAGE

HIT SQUAD

£2.99

The game of the robotized satire show turns out to be an incredibly awful beat 'em up with you adopting the persona of a world leader and then mercilessly thrashing all the others into oblivion. Graphics, sound and gameplay are dull on all counts. What can I say except, "Don't buy this".

OVERALL

31%



DRAGON NINJA

HIT SQUAD

£2.99

Otherwise known as Bad Dudes, Dragon Ninja is the standard beat 'em up fare. Just traverse the scrolling landscapes dishing out ninja violence to hundreds of hapless sprites. Double Dragon on the C64 turned out to be a screaming travesty, so if you're a beat 'em up fan on the lookout for a decent beat 'em, have a look at this.

OVERALL

86%

SDI

HIT SQUAD

£2.99

A conversion of the mediocre Sega coin-op. Planetary defense is the name of the game as you fire your laser satellites at the menacing nuclear warheads. SDI is a simple game that was average on all counts when it was first released for £2.99. There are much better budget arcade conversions available for the C64, so keep well away from this effort.

OVERALL

54%



JOCKY D15



...NEWS FLASH...

...Coming soon from AudioGraphic: Exile. Having sold back of copies on the BBC (of all formats), this promises puzzling, blasting and Thrust-type excitement. It's a new, near-complete C64 version, and it looks quite impressive. Look out for the full review soon...

...Graphic Graphics are currently beavering away on a C64 version of their excellent Harpoonet. We've seen Spectrum and Amiga versions of the game (in fact, check out the review on page 49) and it looks like capturing the atmosphere of the board game perfectly. One to look out for, we think...

BYTESIZE

Cadaver gets a levels disc, Robotron gets the Jeff Minter treatment and Gyrinch and Threehead finally hits the ST1 Richard Leadbetter takes a trip through ST Land.

CADAVER: THE PAY-OFF

RENEGADE

£14.99

Cadaver scored a mighty 99% when it was reviewed in last October's CDS. Now, the Bitmap Brothers have released the Pay-Off levels disk. The graphics style remains the same, but the maps have been completely re-designed and new puzzles prepared. The puzzles themselves are logical and solving them all is quite entertaining, especially as the game has such a realistic environment. If you completed Cadaver, this provides even more challenge and satisfaction, so give it a go.

OVERALL

87%

LLAMATRON

LLAMASOFT

£2.99

Jeff Minter unleashes his own bizarre sense of humour on the ST world again, this time in a fairly simple version of Williams' classic Robotron coin-op. This is a Public Domain game (so you can enjoy it and pass it amongst your friends, and since it's only £2.99, you really are getting a bargain). The gameplay (though slightly repetitive) is very entertaining, and though the graphics are rubbish, the sound is excellent with many rife-looking samples are used throughout. One of the best things Minter's done in ages.

OVERALL

90%

THE SECRET OF MONKEY ISLAND

LUCASFILM

£29.99

The Lucasfilm graphic adventure had Paul up all hours trying to complete it (and he finally did), and now an identical experience is available to all ST users (hihihi!) This adventure has a simple control method, excellent graphics, gripping plot and a laugh-a-minute sense of humour. The only slight niggle is the fact that there's quite a bit of disk-swapping involved if you've only got a single drive 500 ST. But you'll have so much fun playing it, who cares?

OVERALL

94%



CALIFORNIA GAMES

KIXE

£7.99

Save on the airfare to California by taking part in the ST California Games, featuring events such as the Golf Pipe, Surfing, Motor Skating, Foot Bag, BMX racing and the Flying Disk. Although the events are quite entertaining, it isn't quite as enjoyable an experience as the C64 disk version. Still, for eight quid, six events isn't bad value for money.

OVERALL

80%

HARD DRIVIN'

RESPRAY

£7.99

Take your high-speed revolution around two tracks in this close conversion of the Atari coin-op. The graphics aren't bad at all, but the gameplay is really repetitive after about ten minutes play. The simple fact is that two tracks just isn't enough for home product. If the coin-op was your bag, I'd recommend you save up for Hard Drivin' 2. Drive Harder, its track designer and extra circuits make all the difference.

OVERALL

69%



...NEWS FLASH...

Magic Pockets is coming soon from the legendary Bitmap Brothers. The game features the antics of the Bitmap Kid, whose pockets have extraordinary dimension-warping qualities, which generally means he can pull out all sorts of weird wonderful items. Renegade (the game's publisher backed by Revue King records) have even supplied a Betty Bjo soundtrack to back the proceedings! From what we've seen, this could be something really special...



Legend Software



16 Linden Gardens, Chiswick, London W4 2EQ

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Telephone: 081-747 4757/081-742 1831

TOP TITLES	BY	PRICE	TOP TITLES	BY	PRICE
1001	1001	1001	1001	1001	1001
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Specdy owners once again get a whole load of budget re-releases doled out in their direction. There's the usual mix of beat 'em up and blasting action, and even James Bond too! Richard Leadbetter heads off to Spectrumville.

JOCKY WILSON'S COMPENDIUM DARTS

ZEPPELIN

£2.99

Six different types of juice-sucking Darts action can be yours with the aid of this Zeppelin release. As well as the big standard 501 Championship Darts, there's Shanghai, Football (7), Gun Bowls, Ten Dart Century or Scram. Though the gameplay is pretty simplistic, and the duel against Jocky himself is a tad disappointing, this darts game isn't bad.

OVERALL

71%

DRAGON NINJA

HIT SQUAD

£2.99

Dragon Ninja is yet another opportunity to roam badde-infested streets, beating up all and sundry with your hands, fists or any other lethal weapons you come across. Dragon Ninja is a definite improvement over the lusting Double Dragon, and isn't a bad purchase for Specdy beat 'em up addicts.

OVERALL

73%

LICENCE TO KILL

HIT SQUAD

£2.99

One of the better 007 Domark excursions, Licence to Kill offers would-be members of the Secret Service the chance to take out a drug baron across several levels of vertically scrolling ammunition. Licence to Kill is quite an addictive title number, but the monochromatic graphics cause the badfellas' bullets to become almost invisible on some levels. If you're a Bond fan, you'll doubtlessly love this. Others may be put off by the frustrating gameplay.

OVERALL

73%



SDI

HIT SQUAD

£2.99

The end of the world is nigh! Well, it is unless you and your laser-armed SDI satellite can annihilate all of the enemy missiles streaking towards friendly territory. SDI is a conversion of a startlingly boring Sega coin-op, and this game simply fails to strike home in the entertainment stakes. I can't really recommend this much at all I'm afraid.

OVERALL

58%



SKULL AND CROSSBONES

DOMARK

£18.99

Ho-humme the luddite! Shiver me timbers, etc etc. If you didn't get the idea from that unoriginal and lacking intro, Skull and Crossbones is a scrolling beat 'em up based around pirates. The coin-op, like this conversion, borders on the average, so if I was you, I'd save the eleven quid for something better. Let's hope that future conversions are far superior.

OVERALL

57%



NEWS-FLASH

...Coming soon to a Spectrum near you, courtesy of Domark: Hydra. If you don't know this is a 3D aquatic slugs in the Flood-blasters mould. In fact, check out the 16 bit review on page 44, and the update in the next issue of CPS...

...Nearer Christmas time, look out for Domark's conversion of Atari's Pit-Fighter coin-op. This one-on-one beat 'em up featured superb digitised graphics and sound, and even has it that conversion house Tecmo have even managed to get in the screen zoom-in, which it's said even the programmers of the Megadrive version couldn't include.

Fel more car-based frivolity of the hand-held variety this month, with the advent of one of the best Gameboy carts ever to hit the streets. Interested? Richard Leadbetter tells all...

CHESSMASTER

NINTENDO

£19.99

The first chess game on the Gameboy turns out to be one of the best in existence! With computer opponents ranging from mega-thick to Einstein level, there's plenty of lasting appeal. The graphics work exceedingly well and there's even sampled speech! There are billions of options too, including a battery back-up option to save off your game. If you've got even the slightest interest in chess, Chessmaster is the one for you.

OVERALL

96%

BOMBER BOY

HUSON SOFT

£19.99

The HIT-rated PC Engine Bomber Man hits the Gameboy - and there's even a new game (the anonymous Bomber Boy) thrown in for good measure. The action is pretty straightforward. Just run around a maze, blowing up creatures with the aid of your bombs and the various power-ups available. Bomber Boy is a very addictive little number and good value for money. So what are you waiting for?

OVERALL

82%

GREMLINS 2

SUNSOFT

£19.99

Game's back - and this time he's taking no crap. His general aim in the conversion of the movie is to retain the eight-way scrolling platform area picking up extra weapons and battling those evil little Gremlins (and the evil big ones at the end of each level). Gremlins 2 is a tough game all right, with very challenging gameplay and very difficult bosses. The graphics and sound are great, but with the amount of platform games available, it's very unoriginal.

OVERALL

80%

MICKEY MOUSE

2

NINTENDO

£19.99

Fel more platform malarkey on offer here in this Gameboy license of everyone's favourite Disney totem. The action is pretty limited. Just guide Mickey around the platform area opening doors and collecting keys. The graphics are fine, but unfortunately the scrolling is mega-poor and the gameplay itself can hardly be described as addictive or compelling. Put simply, Mickey Mouse 2 is a pretty lacking effort. Leave well alone.

OVERALL 51%

FASTEST LAP

NINTENDO

£19.99

It's time to dart around an overhead eight-way scrolling course, even taking other cars with the express purpose of winning the race. Fastest Lap has got some excellent static graphics, but the in-use visuals are rather lacking. Come to think of it, that last comment applies to the race action as well. If it's high-speed thrills 'n' spills you're after, check out the likes of F1-Race before setting eyes on this lacklustre effort.

OVERALL

62%



Nintendo GAME BOY..



...NEWS FLASH...

...Available in all Gameboy stockists now (by our Boots first) - the all-new Gameboy carry case! Cast in robust, rugged plastic, it protects your Gameboy, leads and six game carts from the rigours of the outside world. Retailing at £5.99, it's a fat on the pricey side for a lot of moulded plastic, and some nice soft material inside would've helped cushion the Gameboy when it gets buffeted about.

...News reaches us from Japan of a special NES Gameboy converter cart! The device itself is shipped like any other Nintendo cart, apart from the fact that there's a small slot in it that takes your Gameboy cart. The Nintendo then plays the game as normal, only this time the action's displayed in black and white on your TV screen! Good, huh?

SEGA

£29.99

BY SEGA

The evil god of destruction, Bios, has risen from the burning fields of Hell and is bent on wreaking havoc to our fair and peaceful galaxy! Only one man is capable of matching enough firepower to do away with the evil Bios, and that guy is Guy (if you get my meaning). He enjoys blowing things up (well, it's a hobby) and sees Bios' intrusion into our dimension as a good excuse to kick some demonic ass.

So, pausing only to pick up his anti-gravity belt buckle and massive double-barreled laser shotgun, Guy flies out into the unknown ready to do battle with Bios. The only problem is that as Guy savily manoeuvres through each level, Bios' astute minions arrive, ready to give Guy a lesson (and that's not his name!).

Thankfully, Guy's made of pretty stern stuff and can withstand plenty of hits before he melts (he makes! The only problem is that at the end of each level, Bios has deposited a massive trained god, and Guy's laser skills are tested in their limits in order to bring these Colossal minions to their just!



FORGOTTEN COIN-OPS

Forgotten Worlds is something of a landmark in Capcom history. It was the first coin-op to use their CPS arcade system, and all of their subsequent coin-ops (UH Squashin', Street Fighter 2, Final Fight et al) are based around this powerful design. But did you know that Forgotten Worlds is actually a re-imagined Lost Worlds in Japanese arcades (you, not a lot of people know that). The coin-op is different from the conversion in that it featured simultaneous two-player action and different routes through each level (some routes were either more dangerous or provided more money to pick up in the form of vanquished monsters).



In my view, there aren't really that many Master System shoot 'em ups that hit the mark, and Forgotten Worlds doesn't do much to redress the balance. The scrolling is fine and the graphics are quite close to the coin-op's (apart from the slightly stinky sprites).

and the gameplay is quite entertaining with lots of explosive action and some good power-ups. Unfortunately, there is something seriously wrong with the sound. The coin-op's tunes were pretty naff to begin with, but these Sega remissions are just completely dire with some very bizarre booming "bass lines" (I use the term very loosely) and irritating barking noises, if you can put up with this just for one minute, you're seriously damaged. Turn the volume down and Forgotten Worlds boils down to being a pretty average blast. But worry not Sega blasting fans, I've seen a preview of Microsoft's X-Box 2 and that looks rather special indeed.

RICHARD
LEADBETTER

HIGH CALIBRE SHOPPING

In amongst the blasted onslaughts of alienated miscreants Guy collects money. The local currency in this and other Capcom games is Zenry, and at the shop located at the middle of each level, this can be used to buy better weapons. Also, much like can be bought to heal those wounds and replenish lost patterns are also a must should Guy face the dust.



WELCOME!

REVIEW



FLASK

This power of resurrection grants you an extra life, at the cost of 20000 points.



LASERS

There are three types of laser, ranging from simple shooters to really wacky ones.



ROCKET

Well worth the 50000 points asking price, fast seeking missiles are a bit of a bargain and great fun to shoot.

UPDATE

Forgotten Worlds has been out on all the computers for a year or two (conversions were by US Gold), and a Megadrive version has been officially available since before Christmas.

SATELLITE ANNIHILATION



There's no doubting that the Sega is about as good as it gets and while Forgotten Worlds looks smart it is well so that each fun to play, so as Rich says, it doesn't really improve the situation. The coin-op was hardly a plastic, and the version doesn't even have

the major plus-point of the two player option. The sprites are really great, looking like smaller versions of the graphics in the Megadrive game, but unfortunately they are the game's only asset worth mentioning. It's not that the game is bad as such, it just, well, doesn't push much of a punch. If you had the arcade game you'd more than likely get a few thrills out of this, but otherwise you'd probably be happier playing the Sega version of R-Type, which was much more impressive and enjoyable.

PAUL
GLANCEY

ROTATO-BLAST

In the arcade, Forgotten Worlds was distinctive because of the strange joystick controls. The stick could actually be twisted through 260 degrees thus enabling the main sprite to fire in one direction and move in another. Of course, the Sega hasn't got a rotating stick, so instead the A and B buttons are used to spin Clay either clockwise or anti-clockwise. A button to fire all of the weapons systems isn't required, because the game has an auto-fire built in.

GRAPHICS	88
SOUNDS	55
PLAYABILITY	80
LASTABILITY	70

OVERALL 75



FORGOTTEN WORLDS



YOUR OWN

ARCADE



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LYNX



YOB'S



MAILBAG

IT AIN'T SHAKESPEARE, BUT...

Dear YOB,

I have written in to publicly rook and cast down Alan 'Tix a pleb' Brown's garish poetic attempts at poetry. To make up for his generally crap rhymes I have written one of my own.

YOB, as he ticks the mail, stops and then lets out a wail. 'B Brownie don't stop, sending me this rollop. Then to the floor, his head I will rat.'

Well that's it!

P.S. I have an Amiga and a Gameboy and am proud of them both.

By Anonymous, Nowhere Land

YOB: There was a young lad from Nowhere whose poems were full of

hot air
He tried to impress
But forgot his address
Now he looks a right prat,
so there!

MORE GRIPES, GROAN!

Hi YOB,

I'm writing in to gripe about such no-hopers as Guy Steele (Blunder Amiga's "brand", ish 112) who's got some funny ideas that Megadrive has better graphics and sound than the Amiga. He's not completely wrong, but he sure as hell isn't right either. On the graphics side, the Amiga has a palette of 4096 colours (in low-res mode) and the A6000/A3000 can produce 18 million colours with special chips. The Megadrive's palette is somewhere between 312 and 1024, nowhere near the Amiga's. On the other hand the Megadrive manages 12 channel stereo

Yeah! The Mailbag was full to bursting this month, which cheered me up so much I had to go off and fight with the milkman to put myself in the right mood to deal with you lot. Now I've turned sour again and need a few good laffs to glower over. If you think you're up to the mark, drop me a line at I'M FUNNY I AM, YOB'S HILARIOUS MAILBAG, COMPUTER AND VIDEO GAMES, PRIORITY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. The best letter wins £100, but nobody scoops it this month because they're all crap...

sound compared with the Amiga's 4, even though Amiga sound has better performance.

Enough of that, though. The only reason that the Megadrive has better games is because it is a console and designed specifically for

games, not because it has better capabilities. I think Amiga programmers around the globe should pick up their act and start producing brilliant arcade-style games and perfect conversions the Amiga is capable of. Justice Ford and Turlan like yours

examples of what they should be doing, though I think they could have been even better if the programmers utilised the full 320x256 resolution instead of the American 320x200. A good way to start the ball rolling would be to port over a few original Mega-drive games (Sliver Shredder, Thunderforce II) instead of porting from the inferior ST with inadequate changes. At: Wizard Man, Canberra, Australia.

YOB: Your letter is a triumph of ignorance over fact. First of all, have you seen a recent Amiga game using the AGES colour HAM mode? Because of technical reasons your brain cell couldn't cope with, most games have only 16 colours on-screen at once. But what's all this "better performance" Amiga sound garbage? The Amiga can only play samples, whilst the Mega-drive can synthesise it's own noises and play samples. The Mega-drive plays better games because it was designed to play games, and thus does have "better capabilities" (custom graphics and sound chips and better, better hardware scrolling for starters). Oh and while we're at it, the size of Turrican and James Bond's screen has nothing to do with US or European screen sizes. In fact, the REAL reason is the fact that the Amiga couldn't update the screen as fast if the play area was bigger - so there! I'm not putting the Amiga down, 'cause it does have some games that will never appear, or be bettered, on the Mega-drive. Indeed, some Amiga games are actually better than the Mega-drive versions (Rainbow Islands and James Bond, for example). I just can't stand a comedian who gets all his facts wrong, so stick that up your Aussie bum and smelt it.

A VIEW ON REVIEWS

Dear YOB,
Here is my guide to a good review (answering last month's letter from Jon Lindsey).

1. Make sure the first one or two paragraphs give the outline to the game.
2. Say roughly how to play the game.
3. Give a few views on the game (not too opinionated).
4. Add a few paragraphs of "nice touches" the game includes.
5. Give your own personal view of the game.
6. Give a rating (graphics, sound etc) shouldn't come into it to much. Playability and usability are much more important.
7. Unless real, make no imaginary CD remarks. (Like this one?) - EDJ, don't completely rave about a game (even if it is excellent) and remember a game always appeals to someone. (BNT - EDJ)

Robert Walker, Harington, London
YOB: Do that's how to write a spiffy games lowdown, eh Bob? What does it look like we're doing on the Review pages? Hanging out Auntie Bet's laundry? Doing the Sunday Times crossword in Swedish while standing on our heads? I dunno, there's just no pleasing some people. As for those - Ed remarks: There's real enough, but I reckon you're a work of fiction dreamed up by somebody just to cheat me off on a Monday morning. Talking of which...

HAI HAI WHO?
Dear YOB! Ah Ah!
No ha ha! Not STOOOL HEAD HERE! How are doing... get it? Ha ha ha ha ha! Well, jiving a-ah... get it? Ha ha ha ha! You know Gaddam sent out his kid to teach him a bag from the bottom of his gonads. He came back and said "There's no Bag dad"... ha ha ha ha. Knock, knock... Doctor... get it? Ha ha ha! Gadder gadder! Where does a bag go on its holidays? Ah Ah New York ha ha ha ha. Why did the girl fall off the swing? Ah Ah 'Cause she didn't have any arms! Ha ha ha. Well, that's all from me, good or the Good Head. Ah Ah!
Good Chee Mr Good Head, Davina, Womster.

YOB: See what I mean? This is what happens when

you see too much "Vicks" "Vape" "Pab" and don't have a cold. I wanted to make this star letter, but there's no address to send the cash to. Ha! Ha! Ha!

COME ON FOLKS, PLAY THE GAME!

Hey YOB!
I'm writing to you on a subject that happens to be very close to Jazza's heart - the amusement arcades. I've noticed how that's a bad word with parents nowadays. At least, in Britain. In Japan there's no problem. In fact, going down to the local amusements is likely to be a family outing - you can see Japanese tourists here on the summer taking their kids for a shot on the vids. So why is it taboo here? Ask the parents. "It's a waste of money" I don't know about you, but I think twenty-pax for anything up to twenty minutes of video-gaming if you're good sounds perfectly reasonable to me - and I'd certainly rather play a coin-op than smoke the equivalent number of cigarettes.

"It's anti-social!" Sorry, parents. You're wrong on this one. I love to meet mates for a go on the latest two, three, or even four-player machine. The arcades are a great place to make new friends too. If you see someone playing a two-player game alone, of course you're going join them - having to work as a team with a stranger will bring out the best in you. I've quite a few friends I've made that way. "You'll get addicted!" Yeah, sure it's addictive. It's meant to be. Addiction to this stuff doesn't mean you're a miser who whops all his cash down the coin slots as soon as he gets it - look at Jaz!

So why do parents think that the arcades are a den of sin? As far as I can see, they tend to think of amusements as dark, smoky places with people pushing drugs in corners, whereas the truth is that most modern arcades are clean, no-smoking zones bustling with happy players.

So come on parents, wise up! David Black, Inverness.
YOB: You may be a boring old fat Dave, but you're right of course. In the past it's true that your local vid game emporium left much to be desired, but the new

breed of arcade owners have really cleaned up their act. Some of them are now as well run I almost feel out of place...



GIZZA JOB, GO ON...

Dear YOB,
The thinking of a career in publishing and I wondered how you got started in CVG. Did you just have loads of cash or did you...? How? Another thing: I don't think your new-look is as good as the old one. But don't get me wrong, I still make a few pre-mass choice on the shelf along with MURAN MA-CHINES.

Oh yeh, can you remember the very first CVG? The front cover read "HIT THE BEACHES WITH BATTLE-SHIPS". Those were the days eh? Only £1.50 for your CVG.

At Wotton, Oxford
YOB: How did we all get jobs? That's a good one. It was delivered to the CVG editors by mistake with the Wednesday morning mail after falling asleep in a past life. I'd opened a few of the letters, formulated suitable replies and the crew were so impressed they gave me the tea cupboard to live in. Jaz got his job for writing the all-time high score on Lazerpower Simulator in a Aberystwyth fish and chip shop while waiting for his secretary. Paul was employed on the strength of his incredibly trendy pocket organiser. Rick got his job because we couldn't bear to unleash his quiff on anyone else and Jon got his due to his incredible talent for lurking in dark corners and basking at anyone who comes close. As for Tim, Gad knows why they employed him. By the way, the first CVG had Space Invaders on the cover it was a typo in listing for the Magazine, and it only cost 85p. Mind you, that was in 1981...

FACTS AND FIGURES

Dear YOB,

I am writing a review on your Mail Bag, and here it is...
Drawings: 85%
Remarks: 88%
Boredom: 1%
Laziness: 85%
Cynicism: 95%
Forkiness: 95%
FOBness: 100%
Worth of Cost: \$1,000,000,000,000
Overall: 88%

So there you have it. Your Mail Bag is totally brilliant. Now please can I have that £180!

Daniel Jones, Cleved, Wiltshire
YOB: Your chances: 85%

FAB FROM THE MEGA MAN

Dear YOB,

After reading the third magazine since the first magazine issue I felt I had to write and tell my views. Firstly, I think that CVG is missing on its launch. As it is the best selling magazine of its type, it doesn't need to attract more readers by recommendation and, as a result, standards have slipped. However, it appears that an attempt to gain customers has been mounted which involves painting the pages garish colours and using words like "Mega!" and "Pier!".

Younger readers may be fooled, but the quality of the review has suffered and many older readers in the 14 plus bracket will be put off by the naive cartoons of reviewers and general incoherence of the magazine and turn to more objective, informative magazines. Secondly, CVG has been left behind with regards to new technical achievements. It's not talking about the Famicom etc, but where are features on CD-ROM, extensive VCR reports, full sets on one system, previews of state of the art games, using Commander X, Birds of Prey etc?

Thirdly, CVG has been seriously marred by the allocation of space. As the owner of a Lynx and Amiga, I have practically every sort of machine - handheld, console drive - computer - so I am neutral in the "my console looks spots off your computer" wars. It is therefore a matter for me to see which machines are being unfairly

traced. Although it and my Amiga are deadly rivals, the one ST review in issue 114 was pathetic. Less time should be spent on unofficial, unavailable machines (Famicom and PC Engine) and spent on machines which are popular like the MegaDrive, MSX, ST and Amiga. Lastly, I know that it hasn't made much of a UK appearance so far, but with the new Lynx it could, sales the impress in the states (I usually see the Games and PC Engine), new accessories and new games of real quality (2D are listed in Special Reviews), it listed in Special Reviews, it is the most promising handheld. More coverage please! Please print this as I'm sure I'm part of a large chunk of your readers with these views who, like me, are considering whether to continue purchasing CVG.

Barry Jenkins, Heydon Bois, Essex

YOB: You've completely ignored the prime virtue of CVG - there are 101 things you can do with a ruffled up copy of the magazine. I suggest you carry out the test, because you're talking out of the place you should stick it sideways...



A LARGE CHUCK OF BARRY JENKINS.

KEEP THE CHANGE

Dear Mr YOB,

I'm writing this concerning the changes in CVG.

1. The charts. Very good, including the Mega Master System and the Nintendo Entertainment System was a wise choice and listing them by machine sales is even better. Full marks.
2. Putting in more than one person's opinion is much better but they seem to be very similar. The little pictures of the reviewers are funny and interesting. Overall, these changes seemed to be essential (not the little pictures), so very good again.
3. The CVG to legal - cool and modern. What more can I say?
4. The little bits with information on whatever computer

and console it's being reviewed on. Better, but not much change.

5. Laziness replacing value. Great. About time too. What took you so long?
6. Bystones. It may be saving space and money and giving more room for other things, but it's led out the Mr YOB's hair. You don't know what picture goes with what review. When the update section was brought in, I was over the moon. It was bursting with colour (in Babylon, there's too much colour) and style. At least the colouring spot feature's good. Sorry, 5% improvement and that's too much (SHT - YOB).
7. Cheat Mode replaces Play-Tests. Not much difference but the information is laid out much better and got more style.

Overall, the new CVG is an improvement with some bloody great illustrations led out wonderfully and even more information. A great job. CVG is absolutely wicked.

YOB: Yeah, yeah, yeah. And if you could afford the train fare you'd come up here and kiss our boots. We cash for you, sonny. You'll have to try harder than that.

TOP OF THE TABLE

Dear YOB,

I have some suggestions which I think will improve Computer and Video Games magazine.

1. How about giving release dates for new games which gives information on their publisher and price etc. This would be very useful to your readers, even if it's only a page.

2. In a rival magazine, there is a league table showing - in their opinion - the best games they have ever reviewed. I think you should run a similar table but also include publisher, machine format, price and rating reviewed. This could be updated monthly and, as you deal with all types of computers and consoles, you could print a list for a micro one month and then do another the next. This would ensure the league does not become too repetitive as it would change so much.

Anyway, keep up the good work on CVG and best of luck for the future.
S to Henry, Sheffield.
YOB: Here in YOB's corner I keep personal files of the best and worst letters received, people I hate most

in the western hemisphere, things to do with six children McWaggles and the most useless people this side of Sweden. You came straight in at number three, just above the old

NAFFED OFF WITH NARCO

Dear YOB,

The other day, I bought Narco Police for my PC. In the manual it tells me load it thus:

Insert the disk in 'A', connect up the computer, game will load automatically.

I have tried this, but I always get a message "Not a system disk". Can you possibly help me with my dilemma?

Paul Candler
MOB: Hope.

TURBO TROUBLE

Dear YOB,

I have recently visited an American Airbase in England. It was a really good holiday and was like visiting a day and was like visiting a real American city. In a lot of shops and video stores they had Turbo Grafx toys. Some set up with a game unit called Keith Courage. The graphics, gameplay and sound were brilliant - almost arcade perfect. The main thing stopping me buying it was its incompatibility with our vintage system. My question is, will someone design something that will allow it to run on our system and if so, when?

Patrick O'Brien, Coventry
YOB: If I had a picture a number for every letter like this I'd throw them all up over Patrick and find something better to do with my time. Listen, thanks. Buy yourself a PC (mine an any import (it's the same as a Turbo Grafx) and grab the rest of your choice. Lo and behold, it'll work on and behold, it'll work on your power supply. What?



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REVIEW ▶▶

PC

£29.99

BY ELECTRONIC ARTS

It's that man again - and back with a vengeance! Ace pilot and sky supreme Chuck Yeager returns to the cockpit for another slice of aerial action to make your head spin and your hair curl. Join Chuck through a wide variety of historic air battle conflicts. Whistle at the controls of a host of aircraft through the skies of World War II, Korea and Vietnam. Thrill to the excitement as you single-handedly wipe out a bomber formation and turn to take on their fighter escort. Jump as they line up to attack, guns blazing through the clouds. Then look down in dismay as bullets rip into the fuselage and wish your RMP-issue mousteri were a deeper shade of brown. Sorry Chuck old man, which way to Belgium?

Slash
▶ and 2nd!

ACTION? GET IT TAPED!

One of the strongest features of the game is the video playback option, which allows star war pilots to relive those glory days. Flip back the tape to assess your flying skills, slow down the action for an in-depth look at your tactics and zoom through the boring bits on afterburner to come straight back to the conflict resolution! Watching the tape, you'll pick up all the small details you missed while the heat of combat dragged your attention away. Did you shot down that Mig. So you shot down that Mig, did you? There's the pilot shuffling in the corner, sailing slowly back to earth under his blue and white parachute. No medals for him: Ho Ho Ho!



▶ Look on! look on!



▶ Detailed stats pane. The P-51 Mustang is in all its glory!



What a cracker! Air Combat isn't a tight ship. It isn't an arcade game. It's something else being in the middle and the result works brilliantly. Here is a game where absolutely everything is under the player's control, except the bad guys, of course! Ironically

though, this is the game's one drawback - you find you have so much power that the incentive to achieve anything wanes after a while. Nonetheless, Electronic Arts have come up trumps with a package every PC owner should fight for. Great stuff.

TIM
BOONE

FLY HIGH IN HISTORY!

With loads of options at your disposal, Chuck certainly gives you plenty to play with. First up, you can choose to fly any of a multitude of pre-set historic missions, recreating combat scenarios from World War II, Korea and Vietnam. Having conquered that, you can create a mission of your own - deciding how many other planes you want to fly against, what they are and how well their pilots cut the mustard. This is where the fun really starts! Fancy a dash ahead? Line yourself up a few flights of B-52s without fighter escort and blow the blarney out of them from the comfort of the super landings as you chase from the bottom screen. For a close shave, try flying a B-52 at 10,000 feet against fifteen F-4s who hit you with a surprise attack. Hood with your flying scarf and pray those suckers' guns are jammed

▶▶ REVIEW



▶ (Bomber) bombing ahead!

CHUCK'S AROUND, SO CHOCKS AWAY!

Feeling lonely in the cockpit - the odds stacked against the jet-ty making it both safe and sound? Never fear my old, uncle Chuck's with you all the way! Mr. G pops up with all manner of supremely handy advice, usually just when you're about to tug your ticket to the grave, that's also on hand with plenty of pre-flight advice, including the lowdown on the planes you're about to encounter. "Talk about long odds!" chuckles Chuck if you set up an impossible mission. "You bought the farm," he informs the world as your plane crashes nose-first into a little hillock. "There's always that line." There certainly is: click the mouse a couple of times and you're back among the clouds. Yippee!



▶ Chasing in...



UPDATE

Good news for fans: the ST flight has - Air Combat is being converted for your thrills and should be released by the end of the year. price \$24.99.

Chuck Yeager's

AIR COMBAT



▶ Me a la
▶ my sight!



▲ Formation flyers about to meet their doom!



▲ Lining up for the perfect shot!



▲ Boom! Nice shot!



▲ Yeager and the P-51

WISHFUL THINKING...

So there I was in my P-4, flying at 20,500 feet when suddenly I was jumped by five Tomcats, three P-47 Thunderbolts and a Mescherson ME-109. Quite what they were all doing there I don't have time to ask. Instead I turned to face them coming head on, rested a sweating finger on the trigger button and wished I was back home playing on my computer... Wishful thinking? In Air Combat, it's all too real!



This cross between arcade game and simulation incorporates all the fast action thrills and spills of a brilliant high speed blaster without all the messing about between combat confrontations you usually have to suffer with in simulations.

The combat is incredibly easy to get into and the sheer amount of game options means that all levels of gamersmanship are catered for. Whether you want to fly against another air ace, take on a fleet of bombers or get kamikaze kicks flying against fifteen other fighter aircraft simultaneously, this has it all!

JULIAN RIGNALL



PC

GRAPHICS	93
SOUNDS	90
PLAYABILITY	94
LASTABILITY	89
OVERALL	93

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REVIEW ▶▶

GAME GEAR

£25.00

BY SEGA

It's a tough old world for the average Ninja when all his mates are suddenly kidnapped and brainwashed into saving the baddies. Oh well, it's time to rescue them...

In the well-hand Game Gear best sell up you take the role of the single Shinobi left to battle against the evil forces holding a quartet of buddies hostage in four locations. Battle across the highway, the valley, the woodland and the harbour in a bid to save your captured chums from damn.

Lurking at the end of each level is a dastardly boss which is - GASP! - under the control of one of your Shinobi mates! Defeat the boss and the Ninja quickly comes to his senses, and joins your side. From then on you can call upon your forces at any moment to take over the action, using their own special weapons and skills to do away with the terrible perils inside the last level - Neo City...



KNOW YOUR PLACES!

At the start of the game you have a choice of four locations in which to play, each requiring a different blend of skill and strategy to overcome the obstacles in your path. Here's a quick guide...



▲ The round select screen.



THE VALLEY

▲ Following over hills at the centre of the section, and the only way down into it by jumping over flying logs and fighting off the Bad Guys and flying off the Bad Guys along the way. Once the stick-flipping begins women are deadly, play continues in a cave where the Blue Shinobi awaits!



▲ The Highway level!

THE HIGHWAY

This level is quite easy, and the powerful Pink Shinobi lies at the end so it's a great place to start. Jump and slash your way across the tops of the cars and lorries hurtling along the road, taking the masked madman in your stride and leaping from vehicle to vehicle. Be careful though, these buggers are armed with all sorts of guns, bombs and big fish. Taxi!



▲ The Riverside valley level.

▼ GG at the Harbour!



THE HARBOUR

Once you've released Pink, once you've released Pink, can hang from gannets and lob bombs all over the ship. Run through the ship, sucking seven balls out of the bad Guys in hogouts doing their best to send you splashing to your doom.

THE WOODLAND

Time for some climbing as GG claws his way through the tree tops, leaping from branch to branch and trying not to look down! Flying Bad Guys are the biggest bummer of this section, along with the little grey birds with the spinning wheels of death. The second stage of this level is played inside and outside a massive pagoda which hides the Green Shinobi.



Highway! GG Shinobi is just the business! This must be one of the best beat-'em-ups I've ever played - even managing to knock some arcade games into a cocked hat. The graphics are excellent, the gameplay superb and the attention to detail absolutely amazing. You'll find it hard to believe that so much has been crammed into a portable game and will wear down a fair few batteries before leaving this. GG is a showpiece for the Game Gear, showing just what's possible on Sega's colour handheld. More of the same, please!

TIM
BOONE



▶ REVIEW

Game Gear is a portable console that's been around since 1990. It's got a screen, a speaker, and a joystick. It's also got a lot of games, including this one.

WATCH OUT, NASTIES ABOUT!

GG boasts a brilliant range of battles so deadly they'll scare your Shinobi sick off until you learn how to master them. Here are a few...

DISC-SPINNER: Best of the bunch. This boss is totally lethal with those discs of death and should be approached with supreme caution!



HAMMER MAN: This block-head runs around swinging a huge wooden hammer of anything which breathes.



ARCHER: Watch out for those burning bolts, or prepare to live right at the sharp end...

▶ **Attacking an enemy base!**

SHINOBI

Mr Shinobi in all his glory!



HANGER-ON: This boss is really annoying how to walk on the ceiling, which can be quite a problem when you're trying to get past him and stay alive at the same time!

YOUR NINJA MATES

The four Shinobi each have a different weapon a different magic power and sometimes a special ability.

RED

Red starts the game. He is armed with a large sword, and can use his magic to make everything on the screen burn from himself, or cause his enemies' primitive weapons to fly apart. But when no-one else seems to be making progress it's worth giving him a try.

PINK

Pink is one of the strongest Shinobi, and is the first you should look for. He is a hero, or at the end of the highest level. Pink is armed with a powerful disc-throwing weapon, and can use an ability which comes in very handy everywhere. His magic power is the ability to freeze everything on screen!

YELLOW

Yellow shoots magic flames from his fingertips, and these can be powered up by holding down the button. His special power is a devastating lightning bolt which annihilates every enemy in sight.

▶ **An evil guardian!**

BLUE

Blue comes complete with a blade on the end of a long chain which, as well as being a deadly weapon, can also be used to grab the enemy and to break the floor. He has a special magic for creating a swirling whirlwind from his hand which annihilates the screen!



GREEN

Green shoots shurikens which take out anything they hit, and he can also perform a double leap, and a spin which sends a shower of deadly metal stars everywhere. Green reacts to danger by using his magic ball exploding everywhere!



As far as the actual games go, the Game Gear has been a bit of a non-starter - until now! The programmers at GG Shinobi have performed wonders in making the Game Gear produce something that looks like a Mega Drive game! In fact, I'd go as far as to say that it's one of the best best 'em ups I've ever played anywhere, and the addition of strategy thinking into the best ways to use the different Ninjas makes it even better than Mega Drive's Revenge of Shinobi Amazing, but that'll change can match this standard on all of their future Game Gear releases. The machine may have a rosier future than everyone first thought.

PAUL GLANCEY

GAME GEAR

GRAPHICS	92
SOUNDS	91
PLAYABILITY	95
LASTABILITY	93
OVERALL	94

REVIEW

ST

£29.99

BY DOMARK

It's time to put a funny cap on your head and bundle of dimes in the disk-based digital diamond! RBI Baseball was originally a Teen-gen hit for the Nintendo, and Domark have seen fit to release a re-creation for all major home formats.

The rules of baseball are pretty simple. There are two teams who bat and field alternately. Each member of the batting side has to score as many runs as possible by whacking the ball as far as it will go. Then running as far round the diamond as possible before the fielders can retrieve the ball. If a batter can get round all the bases, back to home base, he scores one run.

As soon as the ball is hit, the outfielders have to try to catch it (this instantly outwitting the batter) or failing that, retrieve it and throw it to one of the other fielders on the bases. If the ball reaches the base before a batter who is trying to "steal" it, he is out.

Meanwhile, back on the pitching mound at the centre of the diamond, the pitcher has to try and get the batter out by throwing the ball in such a bizarre way that he cannot get his bat to it. Such ways are a "knuckle" and if one batter scores three strikes, he is declared out. Once three hitters have been struck out, the fielders get the chance to bat, and vice versa.

So, after that lecture on "Baseball For The Completely Uninitiated", what there is here to say except "it's just like Rounders", and perhaps "play ball".



BATTING 'N' PITCHING!

The main action of the game takes place on this 3D screen. At that really happens is that the pitcher throws the ball, and it's the batter's job to slog it as far as possible. Both the pitcher and the batter can slightly alter their positions, and the pitcher is in charge of throwing a fast or slow ball, and can put spin on it to make it curve left or right, in the hope that this will completely bamboozle the batter.

HOME RUN!

As soon as the bat connects with the ball the viewpoint changes to a bird's-eye view of the pitch which scrolls to follow the movement of the ball. Now it's the fielders' job to get the ball to the appropriate base, to stop the batter from getting any nearer to home. If the fielders are a bit clumsy and waste time, then the batter may be able to "steal" one more base and get that much closer to home. If he hits the ball as far as the diamond, he is awarded a "home run", and he and all the other batters on the diamond get to run all the way to home base in complete safety, each scoring a run.



I must say, if you like Baseball games, RBI 2 Baseball is probably the best one on the market at the moment. However, if you're not really interested in Baseball, this polished Domark effort won't appeal to you at all. Unfortunately, I'm a member of the latter category

and after a few minutes found the gameplay to be rather repetitive. Just hitting the ball and running, or running for the ball and throwing just didn't seem to be my cup of tea. Indeed, after about half an hour's play, I'd game completely off the game. The graphics are very nice, and the sound is suitably impressive with some decent samples. The two-player mode increases the longevity of the game somewhat, but doesn't really add that much in the way of variety to the game. RBI 2 Baseball is really diverting, but for the hefty price (£29.99) I find it hard to strongly recommend this game.

**RICHARD
LEADBETTER**

RBI 2

WHAT DOES RBI STAND FOR?

RBI actually stands for Runs Batted In - which in English means the amount of runs scored as a result of a single player's hit, which could be either his runs, or the runs scored by getting other players back home. So now you know!



REALISM TOO!

...and the game is pretty realistic and play. Do you want to point out a real baseball is one of the most difficult baseball games to play? When you're in the field or on the base, Fielding and Base Stealing are the most fun to play for the



UPDATE

RBI Baseball is going to be hitting just about every 8 and 16-bit format. Expect to see the game appearing on the IBM PC and compatibles and Amiga (for the wallet-busting sum of \$29.99) and C64, Spectrum and Amstrad (£19.99 on cassette and £14.99 on disk).

DIAMOND-VISION!

At regular intervals in the game, the action switches to the super Diamond-View (tm) screen. Here, special animated sequences depict the outcome of the last play. Special sequences include "Safe" when the player reaches a base safely, "Home Run", "Foul Ball" and "Out". If a batter just makes it to a base before the ball, or if he's just run out, you're treated to a colour cartoon of him sliding toward the base. It's just like the colossal screens built into a real-life stadium, except RBI Baseball doesn't bother you with silly acid Hursh!

BASEBALL 2





COMPUTER BASEBALL

Although there have been a number of Baseball games released in Britain, none of them have ever been really popular, probably because the sport itself isn't popular over here. The most successful of such games must be Accolade's Hardball, which was programmed in the USA. In the USA and Japan, Baseball is extremely popular of course, so, not surprisingly, there are loads of Baseball games on console. Among these are Sega's Great Baseball and The Baseball, Nintendo Baseball and Neo-Geo Super Baseball. Here's a game with brilliant sampled commentary - city it costs £158.000. Recently, Megadrive owners have been wowed by Super League Baseball, while Acornists have just finished converting Hardball to the same 16-bit system! Probably the most comprehensive Baseball games have appeared on the PC Engine, and the Power League series is now in its third instalment! However, Citicoms are also 'pitching' in the hot with their TV Sports Baseball which should boost up the competition, if it survives that company's recent financial problems!



I quite like the idea of computer baseball but I've always been put off by all the fiddly details and statistics which get in the way of the gameplay. Well, that's one flaw RBI doesn't have - the controls are pretty simple, and you don't really have to take that much notice of all the statistics, as it's quite easy to get into. It also scores Brownie points for it's smart presentation, the samples and the Dimensionvision screen, which looks great. Unfortunately, even with all this going for it, the game isn't as much fun as you'd expect. Soccer and American Football are full of fast action and tactics and maybe it's just that Baseball doesn't make as good a computer game because it doesn't have enough of these two qualities. Whatever it is, I have my doubts about whether I would get thirty odd's worth of enjoyment out of RBI.

**PAUL
GLANCEY**

ST

GRAPHICS	84
SOUNDS	82
PLAYABILITY	72
LASTABILITY	60

OVERALL 70

REVIEW ▶▶

MEGADRIVE

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BY BALLISTIX

STAR

Yikes! The space feel of the suit (it's Star Wars) makes the peaceful, end-to-endless galaxy a more menacing beast than computer it is. These days, it's probably the only way to get rid of them is to have them meet them and reduce them to their component particles.

What this boils down to in gaming terms is a fun, tactical and exciting take on the very ancient Star Wars idea of a dogfight. You're being it out in a 2D view of the galaxy. There are two ships in each fleet, and it's up to each combat order player to decide which can be a computer or human player to choose a strategy to win. There are different capabilities and weapons which make different tactical decisions than others.

Each ship has a pilot and fuel systems. Every time you do some thing are killed, and if the ship is unmanoeuvring it and destroyed. The fuel is used when the ship's weapons are activated, then fuel is replenished. This weapon response usually drain the energy bank completely, so they can only be used sparingly.



THE ALLIANCE OF FREE STARS

SCREEN PENETRATOR

A nippy ship with a meddlesome cannon, but the special feature can be devastating when fighting a large, slow ship. In close quarter combat press the C button to make the female crewing their mystical being which draws the enemy down out of their ship. While they're floating in space, the Screen can rescue them and make them join their crew!



ARLOULALELAY SKIFF

Probably the Alliance's best ship, the Arloulalelay is equipped with a homing laser and an intergalactic drive, so it's super-maneuvrable. The short-range hyperspace drive, which maps the ship to another part of the screen, helps make this a match even for the Q2-Quan dreadnought.

▶ A very swift ship.



CHENJESU BROODHOM

The Alliance's biggest ship, but not its best. Hold down B and she launches photon torpedoes forward which detonate when B is released. Hit C and it releases "puppies" which follow enemy ships and bump into them, draining all the fuel for their war-pink with every bump!

▶ Impressive weaponry.



Have you've figured out each ship's strengths and weaknesses, Star Control is one of the most playable two-player games you're ever likely to play on your Megadrive. It's the sheer variety in all of the ships that makes this such a winner. The in-game graphics are

nothing to shout about, but the sound is excellent. Instead, a lot of the games turned into a bizarre version of "Name That Tune", or rather "Name That Sample". Star Wars and Star Trek have both been sampled here, and the end result is excellent. One-player mode isn't really that bad either. The full strategy game is quite compelling, and the option to play either side is rather original. Not a lot of Megadrive games have really impressed me lately, but Star Control is a game that's well worth a look.

**RICHARD
LEADBETTER**

CONTROL

REVIEW

THE STRATEGY GAME

If you want something a bit more involved than a shoot 'em up, choose the Strategy option on the title screen. You are then presented with different scenarios.

A spinning star map appears showing Alliance and Hierarchy forces, with their respective colonies and mining outposts. It's up to each side to capture all of the enemy's territory and destroy the enemy, ship by ship. The colonies and mines keep the ships staffed and fueled.

There are options to let you start the strategy game with the computer controlling your side's strategy while you fight the battles (PSYTRON) or vice versa (DYBORG).

▼ Battle of the Planets



EARTHLING CRUISER

This ship has a pretty slow drive unit, but can turn quickly to fire its guided nuclear missiles. The missiles aren't too accurate, so it's a good job the Earthling ship is equipped with good defense lasers which repel enemy shots. ▼ A long-range attack unit.



YEHAT TERMINATOR

Powerful guns (which sound suspiciously similar to an X-Wing fighter's cannon) and a protective shield make this one of the Alliance's best fighting craft. It's just a shame it's not as nifty as the Antidustbuster Suit. ▼ A steady fighter.



SHOFIXTI SCOUT

A very weak ship, with a small crew and a puny cannon. However, it is fitted with The Glory Device, which has to be primed by pressing C twice. Make sure you're right next to the enemy then press C again and the device blasts the ship to smithereens, as well as inflicting heavy damage to anything nearby.



MMBNMRM X-FORM

This ship can transform from a slow, but manoeuvrable craft with twin laser beams, to a fast but high-uncontrollable fighter which fires homing rockets. Make sure you always have enough energy to effect the transformation or you can get into trouble. ▼ A swing-wing ship!



CVC HIT



ANDROSYNTH GUARDIAN

One of the Heirarchy's power nauts. The Guardian is very sluggish and is armed with a completely hopeless main weapon which releases a cloud of warbling acid bubbles.



MYXON PODSHIP

A huge, sluggish ship resembling a hollow sphere. Inside the ship is a plasma generator which attracts homing missiles made of balls of devastating energy.



UR-QUAN DREADDOUGHT

Essentially the most devastating one in the game, and it belongs to the Heirarchy. The Dreadnought is equipped with a powerful energy cannon but needs the C button and a fleet of interceptors is launched from the hangar pods.

UPDATE

Star Control has been out on all other formats for quite a few months now. Out even the Amiga version (which looks very similar to the Megadrive version) isn't as playable as the one, because it's cursed with loads of title-swapping. If you've had drives, though, it's worth checking out.

THE UR-QUAN HEIRARCHY



ILMRATH AVENGER

This certainly looks like a powerful craft, but it is quite slow and the main weapon has a very short range so it is only a match for the forces of the Alliance fleet.



SPATHI DISCRIMINATOR

This craft may look clumsy, but it's one of the Heirarchy's fastest and most manoeuvrable ships.



Don't be fooled! This game may look like a pile of crud, but it's one of the most enjoyable Megadrive titles I've played in ages! There are all those weapons to play with, and a lot of the fun comes from learning the best way to use them, and which ships make the best opponents. With two players this process is unbelievably great fun, but be prepared for a lot of wate words as your in-computer blows up your best ship! Even the computer player is good, especially if you play on either the medium or highest of the three levels. The easiest opponent I can use the special weapons, but the other two are no slouches - it's like playing a human. The graphics are adequate rather than great, but the sound effects are excellent - nearly all of them are sampled from SF movies or TV programmes. Anyone after something different from the usual scroll-y-shoot 'em up that's finished in a couple of days has just got to try Star Control. It's a whole new universe!

PAUL
GLANCEY



UNGAH DRONE

Not a very good one to be sure. It's quite slow, and its weapon, a wide-beam anti-matter ray, has a very short range.



VUX INTRUDER

The Kingon look-alike is fitted with a long-range laser cannon, but isn't too manoeuvrable so the weapon isn't much use. However, you can even the odds by hitting the enemy ship, reducing its speed and manoeuvrability drastically.

MEGADRIVE

GRAPHICS	80
SOUNDS	88
PLAYABILITY	91
LASTABILITY	90
OVERALL	90

THE CVG QUESTIONNAIRE

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 13-15
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 22-25
 over 25

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 FULL-TIME WORK
 UNEMPLOYED

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 AMSTRAD
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 SPECTRUM
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 GAME GEAR
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 MEGADRIVE
 MASTER SYSTEM
 NINTENDO
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 SUPER FAMICOM
 OTHER _____

WHICH OF YOUR MACHINES IS LESS THAN SIX MONTHS OLD? _____

WHICH MACHINES DO YOU INTEND TO BUY IN THE NEXT SIX MONTHS? _____

WHAT ELSE DO YOU WANT FOR CHRISTMAS? _____

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 A FORTNIGHT
 A MONTH
 SIX MONTHS

WHAT MAKES YOU DECIDE TO BUY A GAME?

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 COST
 ADVERTISING
 PACKAGING
 RECOMMENDATION
 OTHER, NAMELY _____

WHAT ELSE DO YOU BUY?

- RECORDS/TAPES
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 POP
 CLOTHES
 OTHERS, NAMELY _____

APART FROM COMPUTER GAMES, WHAT DO YOU DO IN YOUR SPARE TIME?

- WATCH TELLY
 HIRE VIDEOS
 LISTEN TO RECORDS
 GO SHOPPING
 GO TO THE CINEMA
 GO TO CONCERTS
 PLAY SPORTS
 SOMETHING ELSE _____

IF YOU WERE OPENING A BANK ACCOUNT, WHO WOULD YOU BANK WITH?

- NATWEST
 MIDLAND
 BARCLAYS
 LLOYDS
 DIPONANK
 OTHER, NAMELY _____

HOW OFTEN DO YOU GO TO THE CINEMA?

- ONCE A WEEK
- ONCE A FORTNIGHT
- ONCE A MONTH
- ONCE A YEAR

WHICH OF THESE FILMS WOULD YOU GO TO SEE IF THEY WERE MADE?!

- TURTLES 2
- ROBOCOP 3
- PREDATOR 3
- ALIENS 3
- GHOST 3
- STAR WARS 4
- GREMLINS 3
- ET 3
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- BACK TO FUTURE 4

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WHAT SORT OF MUSIC ARE YOU INTO?.....

THE MAGAZINE

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- TOO HIGH
- JUST RIGHT

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- TOO BIG
- TOO SMALL
- JUST RIGHT

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- JUST RIGHT
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- POOR

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- OK
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- GAME ROUNDUPS
- GAMES IN PROGRESS
- FILM/MUSIC/VIDEO NEWS
- A COMIC STRIP
- POSTERS/STAR PICTURES

IS CVG'S 8-BIT COVERAGE

- TOO LOW
- TOO HIGH
- JUST RIGHT

16-BIT COVERAGE

- TOO LOW
- TOO HIGH
- JUST RIGHT

MEGADRIIVE COVERAGE

- TOO LOW
- TOO HIGH
- JUST RIGHT

FAMCOM COVERAGE

- TOO LOW
- TOO HIGH
- JUST RIGHT

HANDHELD COVERAGE

- TOO LOW
- TOO HIGH
- JUST RIGHT

DO YOU BUY MEAN MACHINES REGULARLY?

- YES
- NO

IF NOT, WHY NOT?.....

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ARCADE ACTION

That wild TV wacky family, the Simpsons have just appeared in their very own coin-op - and it's just as nutty as their television programme!

The plot revolves around baby Simpson Maggie, who's been abducted by a group of jewel thieves. The only thing for it is for the rest of the family to go and rescue her from the clutches of the evil hoodlums.

Up to four players can participate, with each member of the Simpsons family selectable for battle. The mission of mercy is split into a variety of levels which run across the length and breadth of Springfield: addicts of the TV series will instantly recognise such locations as the lunatic, the park, the main street, and even Moe's Tavern!

Each level is packed full of hoodlums all out to nab the heroic Simpsons and wear down their energy bars. Fortunately, each member of the family carries a weapon with which to dispatch the badies - so bear 'em up, folks, are the order of the day.

As with all games of this type, at the end of each level lurks a giant guardian who must be defied over to progress onwards. At the end of level one there's a giant wrestler - near up is one of Krusty the Clown's minions. On the final level is the boss of the jewel thieves, defeat him and Maggie is rescued!



SIMPSONS



Similar in concept to the *Turtles* coin-op (fairly surprising, since it's designed to go into old *Turtles* cabinets), *The Simpsons* is nevertheless a thoroughly enjoyable game. The graphics are absolutely marvellous, from the ball-bat movie-style introductory sequence showing Maggie's abduction to the in-game graphics, it's just like playing a cartoon. There are so many neat touches - just watch the expressions and reactions of the characters as they do battle, they're hilarious. The sound effects are also excellent - all sampled from the cartoons - and there's a version of the Simpsons tune thumping away maniacally in the background, which adds greatly to the frantic atmosphere. Add this all together, and mix in the mega-addictive gameplay and you've got a coin-op that offers loads of fun... and keeps you pumping in the credits!



EL JAZZO
RIGNALL



MEET THE SIMPSONS

Want to know more about this bar-a-cue family? Well, here goes.

HOMER



Not-so-buddy-buddy Homer is the definitive couch potato - but a crisis has occurred and he's ready to fight... and fight dirty!

MARGE



Armed with a Hoover to suck the badness into the middle of next week, Mother Simpson is a housewife's right with her giant blue beehive!

ARCADE ACTION



BALLOON BLOWING BALONEY

Between levels there's a brief bonus bonanza "Balloon Blowing". The four players line up and they have to press their fire buttons as quickly as possible to inflate their balloon. The first to do so gets bonus points - the rest get their characters' eyes blown in their faces!



BART



Everyone's favourite juvenile delinquent is armed with a skateboard with which to attack the bad guys about the head and shoulders!

LISA



It's stopping time violence! Lisa dashes out when the hoodlums approach - she's deadly at lashing out with it!

ARCADE

GRAPHICS	93
SOUNDS	93
PLAYABILITY	94
LASTABILITY	89

OVERALL 91

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PREVIEW

VERSION
MASTER SYSTEM

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Sega Xenite aren't exactly well-timed for when it comes to vertically scrolling shoot 'em ups (Fluxuslike is probably the only decent one that comes to mind). Not to worry though, because Microsoft are set to address the balance with the release of Xenite 2: Megablast.

The aim of the game is pretty simple. Travel along the vertically scrolling play area coasting and a hovering Xenite partner with the aid of your attack fighter. Loads of pick-ups are on offer, ranging from heavy-duty lasers to cannons and missiles. There are also the less interesting items like the speed-up and smart bomb, made available simply by blasting away at the concerning Xenites!

Microsoft reckon that the finished game will be ready for a September release, and from what we've seen the game looks completely brilliant! Expect to see a review of the finished package as soon as possible.



MEGABLAST VENUES

The original Xenite team had five levels of stunning action, but due to technical restrictions only the best three can make it into the Sega cartridge. The idea is that the evil Xenites have planted time bombs in various stages of the Earth's past, and our time-travelling attack craft has to rescue history by annihilating each bomb in turn. But the Xenites aren't going to make things easy...



XENITE

M E G A B L A S T





ION 2

ABLAST

EXPLOSIONS 'R' US

At the end of each level, after the player has seen off a massive boss, a trip to the shop occurs. Here, the player can buy new weapons systems as well as sell off all of the obsolete systems. Side-fins, rear-fins, mines, drones, extra energy, massive lasers and cannons can all be purchased - if you've got the necessary wonga!



THE COMPARISON QUESTION

The ST and Amiga versions of *Kanon 2: Megablast* fared extremely well when they were first reviewed in CVU, scoring a massive 95% and 98% respectively! From that, our production Regis version we've seen, the graphics look extremely close to the 16-bit originals, with the action only slowing down when there are a lot of sprites and bullets on-screen at the same time. There's also a surprisingly small amount of flicker as well!



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PRINCE of PERSIA

PREVIEW

VERSION
MASTER SYSTEM

DATE
TBA

PRICE
£ TBA

Princed Master System games freaks are in for a treat - the brilliant Prince of Persia will be taking a bow on a Sega when you soon!

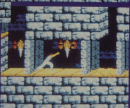
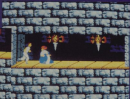
Converted by Demark, publishers of the original word-and-puzzle computer classic, this console conversion is looking very good indeed and (dark we say it!) actually better than the original.

Taking the role of a rather dashing young hero, run, jump and fight your way through screens after screens of puzzles, traps and bad guys to rescue the Princess from the nasty old Grand Vizier Jaffar.

She's trapped in her room high in the palace tower and you've been snipped of your sword and thrown in the dungeons. If you want to live happily ever after, you've got to get to that Princess before the Sultan marries her.

The main strengths of the original Prince of Persia were its stunning animation and great playability. Work a slow and steady way on the Master System version and from what we've seen the results are looking absolutely first.

Demark have paid a lot of attention to the graphics and spent some serious time making sure the game feels the same. We think this could be a very strong title for the MS, so watch this space for more news as soon as...



PREVIEW

VERSION	DATE	PRICE
AMIGA	JULY	£25.99
ST	JULY	£25.99
CGA	JULY	£9.99
SPECTRUM	JULY	£9.99
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MANCHESTER UNITED EUROPE

KRYSLIS

After their success with the original Manchester United game (and the aforementioned team's recent success in the European Cup Winner's Cup), Kryslis are now set to repeat the glory with the imminent release of Manchester United Europe.

Viewed in a similar fashion to the original, this new football spectacular has vastly improved audio results (the crowd certainly cheer or murmur, depending on how the action is going) and the choice of teams available includes all the teams expected to go into Europe's major football tournaments next year!



MUE also has an Kick Off 2-style aftertouch option, giving improved ball control as well as almost pinpoint accuracy for corners, throw-ins, and free kicks and the ability for headers and volleys!

Penalties are also awarded for fouls inside the six yard box, and yellow and red cards are dished out for players who can't keep their boots to themselves! If a player is injured badly enough, he can be substituted for one on the bench.

Unfortunately, MUE arrived at CVD Central too late for a full review this issue, but rest assured we'll be having a close look at this next month. The question remains - does Kick Off 2 have anything to fear? Find out soon!



PREVIEW

VERSION
NINTENDO

DATE
AUGUST

PRICE
£ TBA



CAPTAIN SKYHAWK

Of all our brave flyboys, one man stands out from the crowd: it's Captain Skyhawk! With a plan to evict square the best of them, he's the one to be chosen to take his Tomcat out for a spin and blast those alien scoundrels who have decided that Earth is a bit shaggy out and should be ripe for the taking.

Whatever they're right is up to you in this five-level action-blasting spectacular. Each level consists of three stages, the first being an air-to-ground vertical shoot 'em up. Complete this and it's off into the blue skies for an Afterburner-esque blast. Then comes a tricky dexterity procedure requiring pixel-perfect accuracy unless you want to be so much dog food and metal shards.

Once you're safe inside HQ, it's a battle down-to-the-steps time with any credits earned whilst in battle to buy a load of missiles. Before you're ejected back into the wide, blue yonder to do the same again!

The latest release from an Ultimate shape Wars has to be something special to continue the company's tradition of high-quality releases.

Initial most stages start off relatively simple and become more difficult as you go. Captain Skyhawk seems to do exactly the opposite and becomes easier as you progress! Strange!



One of the biggest complaints about Afterburner was the lack of things to do apart from shoot planes out of the sky, making it a bit of a lame horse in the long term playability stakes. But why waste a good idea just because it fell flat on its face as a stand-alone shoot 'em up? The programmers of Captain Skyhawk have simply squashed the full game down and made it fit into just one stage of their blaster.

This Elite-inspired stage sees the swifty-carried player bring his aircraft up with the entrance to the revolving square station in order to spiral inward and into it without scraping the sides. And if that's what you do, you'll need more than a few bits of paint and a sticky plaster to cover the scratches!



GALACTIC

THE VISION GAME

STAVROS PASOULAS

It's been quiet from Finland's foremost coder since 1989, when he impressed the C64 owning public with the brilliant ball-kicking *Que Dex* (*Quest for Ultimate Dexterity*). Now, Stavros Pasoulas is about to impress the Amiga owners of 1991 with *Galactic: The Vision Game*.

There isn't much of a scenario as such. The player adopts the role of a king in a distant galaxy who gains much amusement from playing the *Galactic* game. There is no certain goal—just fast, frenetic action as you guide your king, blasting all and sundry with explosive playing cards of doom. The aim is just to survive as long as possible.



PREVIEW

VERSION
AMIGA

DATE
TBA

PRICE
£ TBA



Galactic has been in production for seven months, now and most of the graphics and gameplay are complete. Stavros managed to coax this Amiga game into running at 50 frames a second (that's as fast and smooth as most can get) and there's usually over 50 sprites on-screen at once.

From the look of the screenshots, *Galactic* looks like a very busy game and we're led to believe that it's one of the fastest games ever (Stavros reckons it's faster than both *Defender* and *Starblaster*). In order to keep the action fast and fluid *Galactic* is a single load game, so there's no waiting around for new levels to be loaded in!

Galactic promises to be one of the most playable games ever to hit a 16-bit machine and we look forward to receiving a finished copy!



If you have some gear you want to sell, advertise it in our Microsell section. The cost is £1.00 for up to 30 words or £2.00 for between 20-40 words. Send the cash with the advert to the following address:
C&VG Microsell, Priory Court, 32-32 Farringdon Lane, London EC1R 3AA.

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