RISE OF THE ROBOTS
INCREDIBLE REALISM — AND WE’VE GOT ALL 11 VERSIONS!

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MAY 1994
ISSUE NO 150
nothing matches the anguish...

...of a missed penalty in a Shoot Out that could take you to the World Cup final.
That's the reality of World Cup USA '94 from U.S. Gold.
Serious game play and the only one serious enough to carry the official license.

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What we're talking about is a football game that gives you the feel, guts, smart thinking and downright inspired moves of real World Class Football.
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...this is a game for players.

It's out on June 3rd and it's the only one worth waiting for

World Cup USA 94

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Everything you need to know about the graphically superb beat-'em-up that's appearing on almost every format you can imagine.

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They may sound unfamiliar – but not for long. Computer and Video Games unveils three new add-ons to your systems that could boost them to super-enhanced gaming status! And as we’re not biased and tied to any hardware manufacturer, make sure that you gaff up with us before you commit to buying any of them!

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Part two of the Ultimate Games Encyclopedia AND MORE!!
Welcome to the fantastic 150th issue of Computer & Video Games. Having been involved on the mag for the best part of six years I’ve seen some changes, not only to CVG but also to the games themselves, and now is a very important time in the games industry because we’re heading for more major changes, with the introduction of all-new machines. That’s why we’re continuing to make Computer and Video Games the magazine that will bring you all the info on the new systems and games as they happen.

That’s the reason why we’ve given CVG a complete overhaul, and if you have a quick flick through this issue you’ll see that not only has the design of each page been altered to make it much simpler to find the information you’re looking for, but also that there’s a whole lot more inside. We’re not only reviewing more games than any other magazine, but our reviews make accurate comparisons and aren’t just written from just one, biased perspective. Features have been expanded to give you a better understanding of what’s happening in the ever-changing games market — which is more important now than it’s ever been with over half-a-dozen new games systems appearing during the next 12 months. The tips section has been overhauled — now we give you the opportunity to ask us for the cheats which you need, as opposed to just printing a list of general hints which may be of no use to you whatsoever.

Anyway, that’s enough from me. Enjoy the new look CVG, tell us what you think, and happy gaming.

RAND

ED’S COMMENT

CHANGING WITH THE TIMES

Daytona USA — The most spectacular driving game in history will be the first game for the Sega Saturn — and we’ve got it before anyone else! See page 32!

OUR REVIEWS POLICY

Here at CVG we’re independent of any hardware manufacturer, so we’ll let you know whether a game is available on other formats, whether there are better examples of the game on that system, and most importantly whether it’s any good. Unlike other magazines which base their scores on the views of one person, our ratings are arrived at after lengthy discussion between the CVG team about each title’s good or bad points, with the overall score being a separate mark based on the quality of the game — NOT an average of the other marks. For the sake of those who want to refer to back issues, if we recommend an alternative game we’ll keep its original score, but obviously times change and what may have been a great game a couple of years ago, may now be a bit passe. However in the last few years alone we’ve reviewed around 1,000 games, so you can be sure that our recommendations come with an accumulated wealth of gameplaying experience.

WORLDBEATER

SNES
- Streetfighter II Turbo · Nintendo/£59.99
Still the best one-on-one combat game for the SNES. If you’ve already got a copy try Ramma 1/2 from Ocean or Capcom’s Art Of Fighting.
- Issue 134: 81%

Whenever you see one of these — only games scoring 95% or over will be granted this accolade.

CVG GOLD

Rise Of The Robots — which is the first magazine to bring all 11 versions of this graphically stunning beat-'em-up together in one feature? CVG of course.

CVG HIT!
Greed, Corruption & The Midland LiveCash Deal

Sue, 14
got one of our free MegaDrive systems - then charged her kid brother a whopping £3 an hour to use it.

Steve, 17
wasted all his cut-price cinema tickets in blundering attempts to impress his sister's friends.

Joe, 15
ordered his "Pizza for a penny" pizza and then deceitfully asked his girlfriend to pay half the normal price.

Carl, 11
took full advantage of our half-price Sega games offer. Now leaves his room only for meals.
32-BIT MEGA DRIVE THIS YEAR!

Hold on to your Sega Mega Drive – within six months it could be playing games like these...

The awesome power of the Sega Saturn could soon be at your disposal for less than £200.

This year Sega is launching a device called the Mega Drive 32. For about £150 it will enable normal Mega Drives to become turbo-powered 32-bit games machines.

The add-on will plug into the cartridge port in the same way as the Power Base Converter. Inside are two Hitachi SH2 RISC chips, the same as in the Saturn. The chips will work with the company's newly designed DSP (Digital Signal Processor) chip bringing to the machine much faster processing speeds, high colour definition, texture mapping, "CD quality" sound and also allow the inclusion of some filmed video footage on Mega Drive games.

Mega Drive 32 will be compatible for use with ordinary Mega Drive and Mega-CD games and, more importantly, a number of specially designed titles.

Sega claims to have 30 games currently under development for the device at the moment and expects to have at least 10 available when the peripheral is launched.

It's near-certain that the main emphasis will be placed on Sega's Virtua series of arcade titles including Virtua Racing, Daytona Racing and Virtua Fighting. And it would come as little surprise if there wasn't some sort of supercharged Sonic game amongst them as well.
COMPATIBILITY between systems may not be upon us but bit by bit it's getting closer.

Apple and IBM are currently in cahoots, and now a firm called Creative Technologies, which produces the Soundblaster range of PC soundcards, has announced that it will be creating a plug-in PC card which will enable 3DO games to be played on PC.

Meanwhile, two more electronics giants, Samsung and Goldstar, have added their names to the list of companies developing machines for the 3DO format. And increased choice can only be good for the consumer.

This unsavoury character is one of the stars of Road Rash 2 on the 3DO. It's now very likely he'll also be appearing on PC thanks to the planned 3DO card.

GAME BOY COLOUR SPLASH

Nintendo will be joining the add-on war when it releases a colour Game Boy convertor this year.

The Super Game Boy is basically a SNES cart with a slot for Game Boy games. When GB carts are inserted, the software can then be allocated colours from a palette of four.

Priced at around £50, Nintendo is hoping that this will be a boost for both SNES and Game Boy owners and is planning to release custom 256 colour Gameboy releases later this year especially for the adaptor, including Tetris 2 and Donkey Kong.

Kirby's has been one of the Game Success stories this year, taking the charts by storm. SNES owners will soon be able to play it on their machines with the SGB Adaptor.

FIRST SHOTS

- Dragon's Lair
- 3DO
- Readysoft
- Out: Summer '94

Look out in the coming months for 3DO's attempt at reproducing Sullivan/Bluth's 1984 laser disc-based coin-op, Dragon's Lair. You take control of brave battler Dirk the Daring, whose mission it is to save the princess from the evil dragon Singe. Expect the same stunning cartoon graphics as the coin-op.

- Kasumi Ninja
- Jaguar
- Atari
- Out: Summer '94

The Jag's first beat 'em up is well on its way to boosting the currently diminutive range of titles. Kasumi Ninja is a beat-em-up inspired by Mortal Kombat, utilising similar digitised characters to portray the fighting action. More news as we get it.

- Chuck Rally
- Mega-CD
- Core
- Out: Summer '94

You may have already heard of this, but changes are being made to the gameplay which should make Chuck Rally even better! The graphics are great, as you can see - so let's hope that the playability is as good when it's released in the summer.

- Tom & Jerry - Frantic
- Antics
- Sega
- Out: Summer '94

The original cat-and-mouse duo are up to all sorts of hit-each-other-with-objects fun and frolics in this action-packed cart due for release later in the year. Tom and Jerry have already made an appearance on Sega formats, and frankly we weren't too impressed. This one, however, is looking far more promising.
PARADISE REGAINED

Take a look at this pic from the stunning Lost Eden from Virgin. It's coming out on PC, CD-ROM and CD32, with a possible PS-X version in the pipeline. It's going to be massive.

- Sensible Soccer is coming to Mega-CD this summer. It'll feature loads of new presentation screens plus over 100 crowd samples.
- Meanwhile Gametek is working away on Pinball Dreams 2.

IT'S WAR!

Leading High Street retailers are engaged in an all out slugfest over video games pricing, and it looks like games players will come out the winners.

Outlets such as HMV, Comet, and Dixons are slashing big name titles by as much as £20.

FIRST SHOTS

- Itchy & Scratchy Mega Drive Acclaim Out: Autumn '94
- Mickey's Ultimate Challenge Mega Drive Sega Out: Autumn '94
- NBA Basketball Game Gear Sega Out: Autumn '94
- Alien Vs Predator Game Boy Activision Out: Autumn '94
- Barbie - Super Model Game Boy Capcom Out: Summer '94

Mickey Mouse makes a welcome return to the Mega Drive although this time the theme is education. Mickey's Ultimate Challenge is aimed at younger gamers offering a variety of logic puzzles and word games mixed with platform action. It's certainly novel. Watch out for the review this summer.

It's hard to imagine why anyone would consider releasing a basketball game considering, it will be up against Acclaim's excellent NBA Jam. But Sega are soon to release a version of the Americans' favourite court game for the Game Gear. Information is sparse at present, but we'll tell you more in the issues to come.

Horse comic Alien Vs Predator don't fret - you're getting a slice of the action too! GB AVP is a platformer based on an alien spaceship where you control the Predator, your job being to waste the Aliens. Big guns and lots of action promised.

STARBLADE GETS THE TREATMENT

Bizarre as it may seem, Barbie - Super Model is on the way, offering long blonde hair and no doubt plenty of shopping and other suitable pink and soft activities. We can only wait and see what can be done with a licence like this.
VAN DAMME IS MAJOR GUILE IN STREETFIGHTER FILM

VAN DAMME - STREET FIGHTING MAN

A ill-round kick boxing loon and full-time tough guy Jean Claude Van Damme will be taking a leading role in a forthcoming Streetfighter II movie from Steven De Souza - director of blockbusters such as Die Hard.

Hard nut, Van Damme, will take the role of Colonel Guile in a film which will feature 12 of the Streetfighter II characters including Ken, Ryu, E Honda, Blanka, Chun Li, Zangief, Sagat, Vega, Balrog, Dhalsim and Bison. It's due here in Spring '95.

MORTAL KOMEBACK

Top development team, Sculptured, will be producing Mortal Kombat II for Acclaim on the SNES, just as it did for the original, which raises expectations a little following the splendidious job it did on the original. Right?

The good news is that Acclaim has also signed the firm up to work on a number of currently undisclosed titles. Mortal Kombat II is due to be unleashed worldwide in September, bloodless, again.

Sonic Drift | Game Boy | Sega | Out: Autumn '94
Not to be outdone by a plumber with a stupid red hat on, Sonic's taken to the go kart track in a race against his friends and enemies. Sonic Drift stars the spiky blue one along with the likes of Tails and Robotnik in a Mario Kart-style racer which also features a battle mode! And all this on the Game Gear and everything! Blimey.

The Cyberplasm Formula | PC CD-ROM | Sanctuary Woods | Out: Summer '94
New from the States is The Cyberplasm Formula, an interactive comic book adventure. Take control of time-travelling duo Victor Vector and his dog Yondo and attempt to save the life of your boss, the Curator of the Museum of Fantastic Phenomena. It looks like it could be very big.

Litil Divil | CD-i | Philips | Out: Summer '94
Excellent isometric graphics help this otherwise lacklustre title stand out from the crowd on PC. You take control of Mutt, the unlucky demon sent from hell to find pizza.

Virtual Bart | SNES | Acclaim | Out: Autumn '94
Why should all those other formats get a top kartie game? Well now the SNES, the machine which kicked it all off with Super Mario Kart, has another kart racer starring everyone's favourite underachiever, Bartholomew J Simpson. Put the pedal to the metal and tear up the road with a selection of Simpsons characters.

Prehistorik Man | Game Boy | Titus | Out: Summer '94
Cast your minds back a couple of years when Prehistorik appeared on Amiga. Created using the game-making package AMOS, Prehistorik achieved moderate success. Titus is now set to release a Game Boy version. It has a lot of potential on a handheld, but we'll have to wait and see what kind of a job Titus do with it.

Marines through Mindscape on the SNES and has three Pac Man games also coming out in the near future.
Prepare yourself for the return of one of the world's most popular comic book characters ever to grace the video game screen, when the webbed wonder makes his latest appearance on Sega and Nintendo formats in possibly his greatest adventure to date! Peter Parker dons his red-and-blue costume and becomes the Amazing Spiderman, as he teams up with one-time enemy Venom to fight an adversary more deadly than either of the two – the despicable Max Carnage!

Rather than the platform formula used in previous Spidey outings, Spiderman/Venom: Max Carnage takes the form of a Streets Of Rage-style beat-'em-up, in which you, taking on the role of either Spiderman or Venom, must punch, kick, swing and web-sling through an as yet unspecified number of levels, taking on the city's lowlife as well as Carnage's henchmen. This is going to be a big 'un – look out for it later in the year!

A Streets Of Rage
Spiderman retains his super powers, such as his Spidey Sense which warns him of oncoming danger. He's also got his web, allowing him to swing from building to building.

Inside the Statue of Liberty, Venom makes short work of the battling dudes. They really should know better.

Pow! Another unfortunate dude receives a sound kicking from the large and powerful superhero.

A One of Carnage's henchmen in the game, Shriek, forms an allegiance with Spidey and Venom's arch enemy in the intro.

Venom takes care of another dude. There are going to be plenty of different types of baddy in the finished game, but since it's a very early version only the dudes are present in any great number.

Select whether to control Spiderman or Venom. Although they're actually mortal enemies, the pair have joined forces in order to destroy their common foe, Carnage.

THE NEW SPIDERMAN MOVIE IS SCHEDULED FOR RELEASE IN THE SUMMER OF 1995, AND IS RUMOURED TO STAR MICHAEL BIEHN (TERMINATOR, ALIENS, ABYSS) AS SPIDEY AND ARNOLD SCHWARZENEGGER AS ARCH VILLAIN DR OCTOPUS
BRACE YOURSELVES FOR A NEW SECTION WHICH COMES BLAZING A TRAIL FROM OUR DIRECT LINE TO THE FUTURE. HERE WE’LL BE GIVING YOU FIRST PREVIEWS ON FORTHCOMING GAMES, KEEPING YOU UP-TO-DATE ON OTHERS, LETTING YOU KNOW WHAT WE’LL BE REVIEWING IN COMING ISSUES AND MAKING SURE YOU KNOW EXACTLY WHEN THE TOP TITLES ARE ON THEIR WAY OR IF THEY’VE BEEN DELAYED. READ THIS AND OUR FIRST SHOTS SECTION AND YOU’LL FIND ALL THE DETAILS OF EVERY MAJOR COMPUTER AND VIDEO GAME THAT’S EARMARKED FOR RELEASE – ONLY WITH CVG...

JUNE

- **SPECTRE**
  - SNES
  - BY GAMETEK

Converted from the excellent multiplayer Macintosh game, Spectre is an updated version of the classic coin-op Battlezone. You and a mate get to drive big tanks around a 3D arena shooting lumps out of each other. If a head-to-head duel seems like too much, there's a quicker, less violent flag-dash, where the object is to grab as many flags as possible before your opponent. If it's anywhere near as good as the Mac version it'll be a real cracker.

- **DELTA V**
  - PC
  - BY BETHESDA/US GOLD

Cyberpunk takes to the skies in Delta V. Created by the people who brought us Terminator Rampage, Delta V is an ultra-speed futuristic race game rendered in gorgeous-looking shaded polygons. You are a Net Runner – a hacker of the future – who controls a 'trace' through a series of datalines, the reason being to steal valuable information from a series of huge corporations. Obviously, the corps aren't going to let you nick their data without a fight, so beware of obstacles, traps and gun turrets, as well as opposing hackers who are running for the same info as you.

Smacking of SNES StarWing, Delta V could well be a right tasty trip into the future – we'll see when we review it in a forthcoming issue.

- **SOULSTAR**
  - MEGA-CD
  - BY CORE

Don't hold your breath too long waiting for Core's latest Mega-CD blaster to appear – it's suffered from the dreaded disease known as 'slippage!' We should of got our mitts on this game at the end of the month, but it looks like we're going to have to hold our breath for another month before we get our review copy. Still, we like the look of it and reckon that it's well worth waiting for.

- **TENNIS ALL-STAR**
  - MEGA DRIVE
  - BY CODEMASTERS

Remember last month we told you about Codemasters' new four-player games with the 4-Way Play adaptor actually built into the cartridge? Well here's the first title to take advantage of this innovative new system. Take part in exhibition games, a full league or tournament, playing either singles or doubles against the Mega Drive or your friends, which is where the extra keypad ports come in.

There's also a Silly Tennis mode, which has you hitting balls fired by a ball-throwing machine at various objects that appear on-screen, including Codemasters' favourite character, Dizzy. Pick up icons to do all sorts of wacky things like control the movement of the ball – look out for the review in the next issue of CVG!

- **FIFA INTERNATIONAL SOCCER**
  - SNES
  - BY ELECTRONIC ARTS

- **SPECTRE BY GAMETEK**
- **DELTA V BY BETHESDA/US GOLD**
- **SOULSTAR BY CORE**
- **TENNIS ALL STARS BY CODEMASTERS**
- **FIFA INTERNATIONAL SOCCER BY ELECTRONIC ARTS/US GOLD**
Core is undoubtedly the isometric graphics master on the Amiga, with Skeleton Krew promising some of its most stunning images yet.

Last month we brought you exclusive first pics of this corking football game, and it won't be long now until you can get your hands on it. FIFA promises even more in the way of action than the Mega Drive version, plus there's going to be a five-player mode with a Hudson Super Soft Multi-tap. Building on the original, there'll be more moves, better graphics and stunning crowd effects made up from 30 different samples.

- **SKELETON KREW**
  - **AMIGA 1200/CD32**
  - **BY CORE**

Remember Domark's Escape From The Planet Of The Robot Monsters? Well here's a game which uses the same 3D view-point and combines it with stunning graphics and gruesome nasties. As Core is also a licensed Sega producer, we may even see a Mega Drive version in the distant future. Whatever, Skeleton Krew is looking really good (check out last month's in-depth preview). It could well turn out to be one of the biggest Amiga shoot-'em-ups out this year.

- **TOMCAT ALLEY**
  - **M E G A - C D**
  - **S E G A**

More FMV mayhem is coming to your Mega-CD as you take to the skies in an attack fighter. Tomcat Alley looks like being the first properly playable video shoot-'em-up, but you'll just have to wait for the review next month to find out.

- **SUPER STARDUST**
  - **CD32**
  - **DAZE**

Building on the success of Amiga Stardust, Helsinki-based programming team Bloodhouse is set to release a new and improved 256-colour version of their smash-hit Amiga shoot-'em-up. It's a cross between asteroids and the old Star Wars coin-op, and received rave reviews first time around on floppy.

- **THEME PARK**
  - **3DO/PC/PC CD-ROM/A1200**

If you caught our big EA preview last month then you'll be familiar with the next release from software supremo Bullfrog. Basically it's a cross between a fairground and Sim City. As boss of a struggling theme park, your job is to make it the top attraction in the world by designing rides and setting up better facilities. Everything you build has an affect on other parts of the park, so if you don't build any toilets, people won't hang around for very long.

The CD versions have the added bonus of letting you try the rides out in a stunning ray-traced sequence. With Bullfrog's impressive track record it looks like this is one developer on to another winner.

- **WHO SHOT JOHNNY ROCK?**
  - **3DO**

The follow-up to the very poor Mad Dog McCree is due to appear on 3DO this summer. Rumour is that ALG has managed to crack the access time trouble, which really plagued McCree, to produce instantaneous action, but we'll just have to wait and see what the result is.

Mad Dog McCree didn't go down very well, let's hope Johnny Rock turns out to be a lot better.
**CHEQUERED FLAG 2**
**JAGUAR**
**ATARI/REBELLION**

The Jag's first race game is revving up for a summer release, just in time to be compared to Virtua Racing, in fact. This game could well turn out to be the first real chance for the Jaguar to stamp its authority over other machines. It's being programmed by Rebellion, the team behind Alien vs Predator, which is our next quick preview...

**ALIEN VS PREDATOR**
**JAGUAR**
**ATARI/REBELLION**

This game easily holds more potential than any other forthcoming Jag title, and so far it's shaping up to be a real hot one. With you playing the role of an Alien, Marine or Predator, your mission is to eliminate the competition in this 3D, first-person perspective action game. The graphics are rendered in 64,000 colours with the character graphics actually digitised from detailed models. Fingers crossed it should be out along with the Jaguar itself this summer.

**SYNDICATE**
**MEGA DRIVE**
**BY ELECTRONIC ARTS**

While we wait for Bullfrog's latest creations Theme Park, Creation and Magic Carpet on PC, here's a conversion of the firm's best game of last year to keep all you Mega Drive owners up until the early hours of the morning. Syndicate has you controlling up to four agents through a variety of missions in a cyberpunk environment reminiscent of the classic Blade Runner movie.

Each time that you complete a mission - be it either taking out an enemy agent or rescuing a scientist - you earn extra cash which can be used to upgrade your agents by buying them better limbs, hearts or brains! While out on a mission, you can also recruit people off the street to your agency in case your boys are bumped off.

Syndicate is one of the classics on both Amiga and PC, and there's no reason why the Mega Drive version shouldn't be as good.
LATE NIGHT TV SHOW
PC/PC CD-ROM
DAZE MARKETING

Coming with all the subtlety of a Jim Davidson adult pantomime is The Late Night TV Show from Daze. It’s set in the year 2000, a time when all those magazines that you can’t quite reach on the top shelf have been forced out of business by Vera Cynex, the host of the world’s sexiest TV game show. The contestants compete for the title of MR/Miss Flesh 2000. In the game you'll have to answer trivia questions, pass personality tests as well as test your own aspirations and attitudes regarding sex and your ideal partner. Daze is aiming the game at adults and not sex education classes in Leeds. An Amiga version is also planned, but don’t hold your breath for a Mega-CD release.

DAZE IS Hoping to penetrate (ahem) the adult PC market with The Late Night TV Show.

PINBALL DREAMS 2
PC
21ST CENTURY

Pinball Dreams has so far shifted in excess 500,000 copies on all formats, making it the biggest selling computer pinball game ever. On the back of such good news 21st Century Entertainment are preparing to launch Pinball Dreams 2, a data disk for the original which gives you another four tables to punish your fingers on.

Available for the PC at £19.99, Pinball Dreams 2 now features 256 colours and such diverse table-topics as a safari, sci-fi setting, an underwater adventure, and those magnificent men in their flying machines. It looks nifty judging by the early shots we've seen, and we'll have a full review in the very near future.

THE DATA DISK FOR THE ORIGINAL PINBALL DREAMS 2 WILL GIVE YOU ANOTHER FOUR TABLES TO PUNISH YOUR FINGERS ON.

MARKO'S MAGIC FOOTBALL
MEGA DRIVE
BY DOMARK

Can't wait to get stuck in to a slice of football related platform action in the form of Domark's not-at-all-inspired-by-Soccer Kid cart? Well, we're afraid that you're going to have to, as Marko's Magic Football is the latest in a long line of Mega Drive cartridges to suffer slippage. It was due for release next month, but you'll now have to wait until July for its appearance. Sorry.

WITH ENGLAND BACK ON THE FOOTBALLING MAP, IT'S A SHAME FOR DOMARK THAT IT HAS FALLEN BEHIND WITH MARKO'S.

BATTLECORPS
MEGA-CD
BY CORE

Not content with holding back one Mega-CD title, Core is happy to let its other big compact disc-based game hit the slopes too. We were expecting to see a review copy of Battlecorps for this issue, but due to technical difficulties the game has been put back to the end of June at the earliest, with a more realistic release date being some time in July.

Using the same 3D routines as they did for Thunderhawk, Core's Battlecorps is a futuristic shoot-'em-up with you in command of a hi-tech assault tank.

MARKO'S MAGIC FOOTBALL
MEGA DRIVE
BY DOMARK

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32 great sports games...

...with free accessories

*check out the “free games” promotion

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+ over 80 stores
+ for your nearest store phone

0891 332288
WISH UPON A WISH

WITH THE NEXT GENERATION OF CONSOLES KNOCKING ON OUR DOORS, WE WANT TO SEE SOFTWARE WHICH ISN'T JUST A CROCK OF OLD PLATFORM GAMES. BUT WHAT DO BRITAIN'S TOP DEVELOPERS THINK?

QUESTIONS, QUESTIONS, EVERYWHERE

We questioned console developers, PC and Amiga developers and those who work with new technology. We asked each person the following four questions:

1. If you could design your ideal games machine, what would it feature?
2. If you had an unlimited budget to produce a game for this machine, what would you aim for?
3. Which games do you think are the best for graphics, playability and technical features?
4. Finally, bearing in mind that this is a fast-moving industry, what do you believe will be the major developments in the next five years?

Jason Kingsley

Company: Rebellion

Rebellion is developing for the Jaguar, the world's first 64-bit console.

1. My ideal games machine would be in everybody's home. It would have a 32-bit screen display in high resolution for High Defintion Television in letterbox format. It needs to have a very fast main processor and huge amounts of fast-access memory. An octuple-speed CD would be ideal.

2. Fully real-time rendered images in 32-bit colour (so that we can simulate sunlight effects etc). Creatures that speak to you with intelligence and wit. Bad guys that aren't too tough to deal with and the ability to just explore a game world without having to shoot everything along the way.

3. Top game for playability is Civilization. The graphics are awful, but I've probably played this more than any other game. As for graphics, it's Alien vs Predator. Need I say more?

4. CD is one way to go, but only if used correctly. There may well be faster cheap forms of mass storage in the future, who knows? Let's hope development budgets keep on going up, games prices decrease significantly and more people take up gaming. Most of all, let's hope we retain our independence and vision.
GAME

With people thinking games warp kids’ minds, what will Jo and Josephine Public think of home VR?

Will we see more sims and shoot-'em-ups, or original concepts developed for the new machines?

Martyn Brown
Company: Team-17

Team-17 is one of the country's leading independent Amiga developers, with a string of successful titles, such as Body Blows, Alien Breed and Project-X under its belts.

1. Firstly it wouldn't have those bloody-pod things. My games machine would have decent, coin-op quality mechanism joysticks with about three buttons (I can't handle any more, I'm getting old). It'd also have a keyboard, be CD-based with a high data-rate and have lots of custom chips to do the things none of our coders can be bothered doing.

2. If I had a free reign on games design, which I'm already privileged enough to have (I'm a git that I am), I'd do a really (and I mean REALLY) violent future sports game based on a cult film, erm, something like Rollerball. It would feature lots and lots of moves, lots of blood and gore and be really playable.

3. Notable titles are Doom and Dungeon Master in 1986. As for graphics and technical features, it doesn't really matter as long as the playability’s there.

4. Where's it all going? I wish I knew. I just hope no one forgets gameplay when all this newfangled technology takes over. I'd like to see cartridges removed, which gives EVERYONE the excuse to BRING DOWN PRICES so that they are more in line with similar markets and use CD.

Jo Boner
Company: Probe

Probe has been responsible for some of the biggest name game licences, with Alien 3 and Mortal Kombat amongst its most recent successes.

1. My ideal games machines would have one extra and valuable feature and that would be an automatic timer which saved the game and then flashed up a sign that said: "Go out, get some fresh air, play a bit of footy with your mates, say 'hi' to your Mum and live a little." After a while you could press a button and carry on where you left off.

2. It would have to be a multi-user game where you could travel anywhere in the world and visit other people and be shown around where they live.

3. For playability it's Zelda on the Game Boy at the moment. This game just aches to be completed. Oh, and Rik Mayall plays it, doesn't he? Graphics is a tough one. We're doing some games at the moment with some right tasty graphics.

Heavens, a corporate answer; we can't have any more of those. Technically, how many other people have said Doom then? Sorry, but it's just so good it's frightening.

4. Cripes, I should imagine that in five years time we'll all be flying cars to work (which means that stupid people won't be able to drive, of course). Oh, and all our clothes will look like the ones out of Space 1999. As far as video games are concerned, it's again difficult to say, but I should think we'll be doing Real Reality platform games.

How interactive's your computer? Developers want to see a move to more interaction between the player and the game.
Jim Loftus, Producer
Company: SCI

SCI is the company that's behind the recent launch of Lawnmower Man on CD-ROM and SNES.

1. I'm currently trying to decide which of the many CD machines is going to be the big one. My ideal machine would have to be something which combines traditional hardware with new concepts, such as the way the PC has worked with the advent of CD-ROM.

2. If I had completely free reign to produce a game, the majority of it would be 3D. The best part would be that we could develop it to perfection, although we'd probably end up working it forever.

3. When it comes to playability, the game that's knocked us all for six is Doom. This is the first game I've seen in a long time which has everything that a gamesplayer could ask for. You get a sense of fear and tension with every corner you turn.

4. And the future? Recording artists like Peter Gabriel are bringing out interactive products which combine video footage, music and documentary styles. Likewise, the movie industry has awakened to the possibilities. There were two extra days of filming added to the shooting schedule of Demolition Man to provide footage for the interactive product.

Matt Webster, Associate Producer FIFA Soccer
Company: EA

Electronic Arts is responsible for several of the biggest selling Mega Drive titles and it is now turning its attention to 3DO.

1. My ideal games machine would be a 100Mips plus machine with at least 16Meg of internal memory. 24-bit graphics display and a really fast polygon/texture engine, at least as good as SGI's Onyx reality engine. Stereo Surround sound at 44Khz. A virtual head set and input add-ons and a full feedback chair. This should be achievable within two years.

2. I'd like to do a 3D first-person perspective simulation of major events and sports like the Super Bowl. True look and feel games with artificial intelligence that can 'rival' a human player.

3. My current most playable game is Bullfrog's Theme Park. It's so easy to get drawn into, has depth and is fun! For graphics it has to be Doom. Technically FIFA Soccer Sega/3DO was impressive – with artificial intelligence that's invisible to the user and genuinely intelligent.

4. The future is either in CD or in central areas allowing downloading into the home. More, more, more and faster, faster, faster is what we want. I also want to see true multi player games and interactivity through headsets become common place.
£1500 OF ARGOS GOODIES!!

1 DAYS TRAINING WITH RYAN GIGGS!!

RYAN GIGGS GAME CHALLENGE AT MANCHESTER UNITED LUNCH INC. !!!

THE RYAN GIGGS ARGOS CHALLENGE

You may feel that there are more football games currently being released than bookings collected by Eric Cantona and you'd be right. Nevertheless with Manchester United odds on favourites to take the unique triple of domestic honours, Acclaim Entertainment are entering the fray with Champions World Class Soccer by Ryan Giggs, programmed by 'Park Place' who have been responsible for the hugely successful Madden series of American Football games.

At first glance it may appear to be slightly complex, as precise plays and special kicks require above average gaming skill but persistence will pay off, so don't give up because once you've picked up the moves, the real football starts.

You have the choice of being one of 32 International teams including Germany, Brazil, Argentina, Italy and of course England, Scotland and Wales.

Off-sides, fouls, bookings, sending offs and choice of team formation are some of the special features at your disposal.

The auto goal keeper function even allows you to do a Bruce Grobbelaar and make a marauding run down the pitch to the dismay of your team mates. There is also a range of all action special moves including flying headers, volleys and spectacular bicycle kicks activated from all around the pitch, not just your opponents penalty area.

On the SNES there are the added features of an Instant Replay Mode and a move-of-the-match sequence which at the end of each half replays the 'Match Highlights', which in the case of Austria vs Japan is likely to be the coin toss.

Champions World Class Soccer by Ryan Giggs is released on the SNES and Megadrive on May 15th by the company that brought you Mortal Kombat and NBA Jam.

So if you want to train with the hottest property in football, and beat him at his own game in a games challenge - tell us which team Ryan Giggs plays for and put your answer in the entry box below.

Imagine walking into any one of Argos's 56 Superstores with a catalogue stuffed with goodies it'll blow you away!
Imagine having £1500 to flicker away on prizes of your choice from the Argos catalogue!
Ever wondered what Sonic would sound like on a massive screen NECAM Digital Stereo TV?
Or marvelled at your mates seriously powerful PC?
Alternatively perhaps you have simply dreamed about having a games collection to end all games collections?

This month in the Argos Ryan Giggs challenge your dreams may come true.

Well stop daydreaming and wake up to the reality of winning the £1500 cash dash.
All you have to do is hot foot it down to your local Argos store, marvel at the massive range of hardware on offer, flick through the catalogue catalogue and pick out the Argos catalogue number for a Megadrive 2. Put the catalogue number in the box below along with the answer to question 1 and send it off to us at the address shown below.

Argos have over 160 software titles, including latest releases like Sonic 3, NBA Jam and Ryan Giggs "Champions World Class Soccer" (Out On 11th Of May).

How to Enter

• Put the answer to the two questions on the voucher on the right!
• Post it to us at Argos Ryan Giggs Comp., Emap Images, Priory Court, 30-32 Farrington Lane, London. EC1R 3AU.
• Entries must be in by 15th May
• Winners will be notified by post.
• No correspondence will be entered into.
• Travel to and from Manchester United will be paid for.
• Winners under 16 must be accompanied by an adult.

Employees, friends, family, dogs, window cleaners and other relations of Emap, Argos or Acclaim are not allowed to enter.

ENTRY FORM

QUESTION 1: WHAT TEAM DOES RYAN GIGGS PLAY FOR?

ANSWER 1

QUESTION 2: IN THE ARGOS CATALOGUE WHAT IS THE CAT NO. OF A SEGA MEGA DRIVE?

ANSWER 2

NAME ...............................................
ADDRESS ...............................................

TELEPHONE NO. .................. AGE
A STUNNING IDEA FOR LOADS OF MACHINES

PC CD-ROM/PC/MEGA DRIVE
A500/SNES/3DO/CD-I/MEGA-
CD/A1200/CD32/Coin-Op
UNCONFIRMED
RELEASE DATE UNCONFIRMED

AFTER TWO YEARS IN DEVELO-
MENT, THE MOST TALKED ABOUT
COMBAT GAME SINCE STREET
FIGHTER II IS ALMOST COM-
PLET. CVG GOES BEHIND THE
SCENES AT INSTINCT TO TELL
YOU HOW ALL 11 VERSIONS ARE
MORPHING IN TO SHAPE

The unthinkable has happened. People are
becoming bored with Streetfighter II. It's
hardly surprising though - bar a few new
characters and moves the gameplay hasn't
evolved in the three years its been out. As
for the clones, well the less said about most of
them, the better.

But now there's a serious alternative. Rise Of
The Robots is the first beat-'em-up in a long time that
actually promises something different. In fact it's
ground-breaking in many ways. It's the first beat-'em-
up to use full ray-traced graphics throughout; it's
coming on more machines than any other 16-bit title
and it's the first game to employ the services of an
interior designer.

Rise may not be offering a wealth of new
action, but then again there's not much you can do
when style dictates that two people go toe-to-toe
and slap each other into submission. There is, how-
ever, room for different styles of graphics, original
characters and moves and intelligent opponents.
These are the areas Rise's programmers, Instinct
Design, have concentrated on, and the reason why
this game has generated so much interest with the
public and press alike.

One problem Instinct found
with the PC CD-ROM version is
that the drives couldn't load
data and play music together,
so it opted for a mixture of CD
music and digital tracks.
Surprisingly, the Mega-CD
doesn't have this problem, as it
uses the CD-XA format, which
allows sound and data to be
read simultaneously.

WHEN DEATH SHINES -
A stunning idea for loads of machines

This is going to be the most power-intensive version of the lot. The bare minimum you'll need to run the 256 colour version will be a 33Mhz 486 with SVGA card, 4Mb RAM and a 40Mb hard disk. If your machine doesn't quite match up, there'll be a 32-colour version which requires at least a 20Mhz 386 with 2Mb RAM and a 20Mb hard disk.

Obviously this is going to be one of the most cut-down versions. It will, however, use the same palette as the Mega-CD game and Instinct claims there won't be any significant speed differences compared to the other versions.

The futuristic plot has you controlling a half-human, half-robot cyborg on a mission to destroy six industrial robots which have taken over a manufacturing plant. It doesn't sound like gripping stuff, but who cares when you get to come to blows with some of the most down-right vicious robots ever devised?

Hide...

Work in progress

In the beginning...
The game's intro shows you arriving at the complex in an Alien-esque drop ship. It all seems quiet at first, until the robots stop you...

The intro starts with your ship zooming over the city.

While inside the factory it seems quite deserted.

How long before someone comes up with an original futuristic city, instead of 'borrowing' from Blade Runner?

The robots are alerted to your presence as soon as you land. They soon rise to the occasion.

...and move into position in a flurry of ray traced action. Waiting for you to bumble into them and start a fight.
HEROES AND VILLAINS
Your cyborg assassin is one of the best all-round characters in Rise, but the six enemy robots he's up against all have their own, unique strengths and moves. Invisibility moves and laser blasts have just been added, which are activated by Streetfighter-style joystick moves. Here's how they all line up.

CYBORG
This is you, a sort of long lost brother of RoboCop – only harder. Your cyborg combines speed, strength and agility to give it as much of an advantage as possible.

LOADER
Basically this is a giant robot forklift truck which can't move fast across the screen; it has an upper half that strikes like lightning. This, combined with immense power, produces a very deadly machine.

THE SENTRY
This looks more like a transformer than a combat robot, but this ain't no plastic toy. The Sentry is agile and powerful. Its sharp mind means that it'll try to suss out your tactics then attack you based on your very own combat style.

For the 3DO Instinct is adding more cinematic sequences and improved graphics, much of which had to be cut out for the other versions. Both are due later in the year.

MEGA-CD
Despite getting one over the PC CD-ROM version when it comes to sound, the Mega-CD game has to have the number of colours reduced to 16 each for the robots and 56 for the backgrounds. Even then, the cut-down graphic data still soaks up a gob-smacking 300MBs of disc space.

Floppy users will get less cinematic scenes (also known as cut-scenes). However all the basic gameplay elements – intro, rooms, characters and graphics – are still included. There's still no word on how many disks it will take up, but expect it'll be quite a number.

PC

For the Super Nintendo Impact is planning on cramming in most of the features from the Amiga 500 version on the cart, so SNES owners should have a game capable of holding its own. Again, it's 16 colours for the robots, but with 128 on the background.

THE TASTIEST-LOOKING

- THE ROBOTS IN RISE DON'T JUST ATTACK BLINDLY. COMPLEX ARTIFICIAL INTELLIGENCE ROUTINES DETERMINE THEIR ATTACKS BASED AROUND THE MOVES YOU FAVOUR.
**RISE OF THE ROBOTS**

**BUILDER**
Renaming itself Prime-8 and adopting a gibbon-esque appearance, the builder droid is almost as strong as the leader. It's also slightly faster, although its brain is an old fashioned 32-bit processor which limits its artificial intelligence.

![Builder Droid](image)

*Interior designer, Kwan Lee, was brought in to come up with ideas about how the complex should look. In fact he got a bit carried away and designed all the rooms plus the city in the intro.*

**CRUSHER**
This droid is designed to destroy malfunctioning robots, and as such is capable of identifying its opponent's strengths and weaknesses and exploiting them to the full. It moves faster than the previous two robots and is equipped with a pair of vice-like clamps.

**EXTERMINATOR**
This may not be the most powerful robot in the game, but it certainly looks like it should be. With vicious features and nasty spikes, its incredible speed is matched only by its vast knowledge of karate moves.

---

**IT'S A TRACE ABOUT RAY**

*Step 1: The first step in creating a high-resolution ray-traced image is to draw it in wire-frame form. This is pretty tricky as it's not always clear if the finished result is going to be exactly what you want.*

*Step 2: Next the software calculates where the light source is and what the primary colour of the object will be. It then works out what shades will be required.*

*Step 3: The next stage is to add the final colours. The same degree of shading is used plus the new colours, which are overlaid on top.*

*Step 4: When the last colours and details have been added, the object is properly rendered to smooth it out and make it look more life-like. Then the last stage is to join it up with the rest of the components to create a rather vicious robot.*

---

**FIGHTING GAME EVER...**

*The ray-traced objects in the robots are linked in sequence to make them move more realistically.*
RISE OF THE ROBOTS

SILVER SURFING

The sketch on the left is a rough of the Supervisor Droid. It's very much in the vein of the T1000, only this one's supposed to be a woman. Whatever, it's extremely deadly and you must overcome the final robot on your quest.

Like the Mega Drive and SNES versions, A500 Rise has to have cut-down graphics to keep the game running at a decent speed. Even then, it still utilises 16 colours for each robot.

A1200

This is going to be the floppy equivalent of the CD32 version, although with fewer cinematic scenes. However, the basic gameplay and graphics are going to be identical throughout.

Like the Mega-CD version, the CD32 game has been converted from the PC original. However, this one's going to have 32 colour robots and 128 colour backdrops, which should look pretty swanky.

COIN-OPE

That's right, Rise Of The Robots is destined to become a coin-op! It's being produced by Bell Fruit, the company responsible for the Zool coin-op. As yet there are no technical details, but you can be sure we'll bring you all the info as and when we get it.

The Sentry is one of the most impressive-looking robots in the game, and one of the most complicated designs. For speed and agility it's easily a match for your cyborg.
CLAY FIGHTER

Hilarious head to head 1 or 2 player fighting action.
Huge 16 Meg cartridge with unreal graphics & fully digitised speech.
Loads of mind-boggling hidden moves & combinations.

The BIGGEST characters ever seen in any SNES game.
Versus mode to match your wits against your friends.

LET'S KICK SOME CLAY

STICKS AND STONES MIGHT MAKE HIM GROAN, BUT CLAY WILL REALLY TICK HIM OFF!

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SUPER NINTENDO ENTERTAINMENT SYSTEM

ocean

Interplay
CD-i

Puzzle Adventure
£49.95 TO BE CONFIRMED
PC CD-ROM VERSION AVAILABLE
NO OTHER VERSIONS PLANNED

IT BOOSTED SALES OF THE PC CD-ROM. WILL IT DO WONDERS FOR CD-i?

The conversion to CD-i of Virgin's chart topping PC CD-ROM game has sure taken its time. What's been going on, you see, is that the entire game has had to be upgraded to MPEG standard for use with the Digital Video Board. In some instances, this has required extra rendered graphics to be added.

The game is set in a toy maker's haunted house, where you have to solve a succession of puzzles. Each separate locked room contains one of these puzzles, which are linked in a fashion so that solving one poser unlocks the door to the next.

The game interface is the same as on the PC, but, at the moment, the mouse-driven cursor is annoyingly fiddly to accurately control using the game stick, especially on some of the puzzles which require delicate cursor placement.

Another complex test. Place eight Queens on the board so that they can't capture another piece.

The game is entirely icon driven. The skeleton hand will tap its finger forward if you can move in that direction, or wave side-to-side if you can't. It changes to a pulsating skull if there's a puzzle to be solved and a mask if an FMV clip needs viewing.

Going up and down the stairs is a stunning experience. You'll be using the stairs a lot, so look out for short cuts.

This is the first puzzle you find. The object is to match two skulls, two tombstones and a blank piece. Not as easy at it sounds.

At strategic points in the game, players encounter Full Motion Video images of ghostly guests in the house. Listen in to their discussions because they occasionally provide clues and direct the plot.

In the library there's a clue book on the table. If you're stuck in a puzzle go to this and it will tell you what to do.

The intro is superb. This book slowly unfolds with FMV clips in the pages explaining the challenge, and then the six ghostly occupants introduce themselves. But who's the seventh?

The sequel to 7th Guest is nearing competition from Virgin. Titled 11th Hour, this offering features the original game aged seventy years with all rooms re-churn accordingly. Apart from more puzzles, the scrolling will be smoother and much faster.

EXPECTED RELEASE: AUGUST

COMING SOON
PC CD-ROM, 3 DO, MAC CD

GAME BY PHILIPS INTERACTIVE • CONTACT PHILIPS INTERACTIVE ON (071-331 1605)
FORE! The ultimate professional golf challenge is here! With two courses, 36 holes, and a whole host of features Konami Golf will leave you feeling trapped, soaked and very roughed up. You'll need a keen eye and a steady hand if you're going to take on the pros at their own game.

"...with great control, plenty of challenge this is an essential purchase that ranks up there with Tetris as a game that you'll come back to again and again." CVG, March 1994.
Daytona USA

It could be the best ever race game, it’s potentially the best ever coin-op, and it’ll be among the first games to appear on the Sega Saturn and the 32-bit Mega Drive upgrade.

This looks fabulous. Virtua Racing was released a year-and-a-half ago and amazed everyone – but Daytona makes it seem positively dated. Like Virtua Fighter, Virtua Racing featured Sega’s Model 1 graphics board, capable of shifting 180,000 polygons a second. The Model 2 board in Daytona USA coin-op is capable of shifting around twice that amount, and now they’re texture mapped to boot. The result is awesomely realistic action and a stunner of an intro sequence.

Like its forerunners, Daytona USA will be multi-player with up to eight people able to compete at once, and it will also feature the multi-viewpoint option made popular in Virtua Racing.

And you can be sure that Daytona will cause a stir when it eventually appears on the Sega Saturn and before that on the 32-bit Mega Drive add on which, as we report in this month’s news section (page 8), will be available in the autumn for £150. Get ready to climb in CVG’s passenger seat – we’ll soon be taking a ride into a whole new world of gaming.

Gameplayers expect more and more these days, and if you’re looking for realism then you won’t be disappointed with Daytona USA. Every last detail of the real-life Daytona track has been incorporated.

SEND ALL OTHER RACE GAMES!!

Judging by the early versions that we’ve seen, Daytona will incorporate many and varied angles to depict the high speed racing action.

Like Virtua Racing, the Daytona coin-op machine can be linked up to seven other machines for much increased multi-player fun.

All screen shots are from the arcade version.
TO THE SCRAP HEAP

The 50-inch projection screen used to display the action on Daytona coin-op should certainly give a buzz to lovers of fabulous graphics.

ALL ACTION CRASHES

Sega's CG Model 2 board continues where the Model 1 board used in Virtua Racing and Virtua Fighter left off. Apart from texture mapped polygons the 32-bit custom board allows for super-realistic effects, such as collisions, and also enables crashes to be depicted with car parts scattering and bodywork damage faithfully depicted.

As well as Daytona there are two other tracks designed to test intermediate drivers and experts.

Sega has pulled out all the stops to make the handling of the car feel as realistic as possible!

Although the cars are a little boxy and Volvo-ish compared to those in Ridge Racer, the overall graphics have smoother movement and more overall detail.

Graphically this game dumps on the earlier Model 1 clones like Virtua Racing and Virtua Fighter and their ability to handle about 180,000 polygons a second. Daytona USA can handle around 300,000 polygons and they're texture mapped too.

As with Virtua there will be three courses on offer. Beginners will race around the famous Daytona circuit itself.

There's expected to be up to 40 opposition cars to race against; much better than Namco's Ridge Racer, which has a severe lack of opponents.

Along with Virtua Fighting and Saturn Soccer, Daytona USA will be among the first big games for the Sega Saturn. Before that, however, it'll be making its way on to the Mega Drive 32. You can find a full report on Sega's new bit of kit in this month's News, page 8.
The first two Streets of Rage games have built up a deserved following, so will the third be able to maintain the same high standards? From what we've seen so far it looks like a certainty. For a start this is going to be a 24 MEG whopper. Of course it's quality not quantity that counts, and Streets of Rage 3 features some fine graphics with lots of variety and all backed with hyper aggressive techno music.

It's hardly lacking in the gameplay department either. There's a whole heap of new special moves for each character which you can check out in the captions. There's new weapons too, which are even more effective than before and can be combined into each character's death moves.

Most importantly the game doesn't follow a single plot, it varies according to the actions of the players which should result in plenty of variety. See for yourself when CVG challenges it to a fight in the next issue.

Axel Stone is back and now has a whole host of new and extra strong special moves. Although his jumping ability is still ropey, he's been made extra fast to compensate.

Mega babe Blaze returns with a whole host of new moves and she looks likely to be the best all-round character once again.

Adam's replacement is Zan, a researcher who's blessed with cyborg attachments and can also centralise his energy and fire a blast of supernatural power.

If you get bored with the main game then there's a Vs. option against another player, although with the moves on offer Streetfighter's unlikely to be scared.

This won't be just a mindless beat-'em-up. For instance there are sections when the object is simply to avoid obstacles like motorbikes rather than destroy them.
MEGA CD

ARCADE ADVENTURE

& UNCONFIRMED

OUT SUMMER

NO OTHER VERSIONS PLANNED

WORLD-BEATING SOFTWARE GETS A WELL-DESERVED SEQUEL...

Delphine has stuck with the same graphic style used in Another World for the sequel AWII Heart Of The Alien, as opposed to using the updated system used in its last outing, Flashback. No bad thing, we reckon, as looking back at Flashback's graphics, although they are undoubtedly excellent, they just aren't as unique as those featured in Another World. Also this time round, as opposed to just running left and right along the flip-screen levels, Delphine has included 3D perspective so that you can shoot into and out of the screen. Add this to the fact that Another World II is around FOUR TIMES bigger than the original - and you get the first game on the CD too - and you're in for a treat when Heart Of The Alien makes its debut early in the summer.

The game opens with an animated intro sequence (as you'd expect from a CD product) of Lester's untimely demise. The action then kicks in, with you controlling Buddy, the friendly alien from the original.

Your enemies are still as insistent on frying your bones as ever, but luckily you've still got the clever laser which shields you in the short-term from alien blasts. Remember, if it's hit too many times it shatters and you're history.

3DO, SNES, MEGA DRIVE, AMIGA, PC

Another World made an appearance on all of these machines and now it's coming to 32-bit systems, starting with 3DO. The backdrops have been radically improved and the game runs at a much faster rate than on the 16-bit computers and consoles.
Catching the team bus is elite with a World Cup version of its classic Striker game.

Despite scoring an impressive 93% in CVG last August, as well as being a number one selling game, Elite clearly thought there was room for Striker to improve. So what can SNES owners expect when the game’s released in June? One of the main improvements will be the addition of a battery backup, so no more irritating passwords! This also means that teams will be able to be altered and then saved. It’s multi-tap compatible too, for that unbeatable four-player action. There’ll be a choice of referees (from tolerant to harsh), more player animation, better graphics, more difficult computer teams, and 32 different set piece formations.

The Game Boy version includes most of the important features from its big brother. Instead of the battery backup there’s a password option in case you want to take a break during play. There’s also an edit squad facility and each player has their own attributes which include aftertouch, ball control, tackling ability, passing and heading. Both versions are shaping up well and hopefully will get the full review treatment next month.

It may be the little brother of the SNES but the Game Boy version has all the important features bar the battery back-up.

Like any football game that considers itself Premier League class, World Cup Striker has a brilliantly weighted aftertouch system for pinpoint passing and shooting.

Elite has responded to the complaint about the lack of a battery backup in the first game and has included one this time.

The penalty sequence has been considerably improved with the addition of larger and digitised player sprites.

There will be three levels of referee ability: poor, fair and tough.

Obviously the Game Boy’s graphics are not a patch on the SNES version, but even so this penalty sequence looks rather fetching don’t you think?

Like many classic games that have ended up on console over the last year or so, the original Striker came out on Amiga first. It plays as well as the others and is probably best remembered for its (at the time) unique perspective, which broke from the familiar top-down view of Sensible and the isometric FIFA Soccer look.
WORK IN PROGRESS

INFERNO

CVG WENT TO RUNCORN TO KNEEL DOWN AND SHOUT ‘WE’RE NOT WORTHY’ BEFORE D.I.D.’S NEW SPACE OPERA...

In a small, unassuming building in Runcorn, DID has been working on one of the most ambitious games the software industry has ever seen. Imagine if you could take part in huge space battles, fly down on to the surface of planets and zip through the corridors of colossal alien buildings. Imagine TFX in space. Imagine Inferno.

Inferno is state-of-the-art. The evil Rexxons have returned, intent on conquering. As mankind’s greatest space pilot and have-a-go hero, you must beat back the Rexxon threat. Inferno has over 700 missions, including seven planets and three moons to explore; it also features a stunning digital soundtrack by Goth band Alien Sex Fiend and an Inferno comic drawn by Judge Dredd artist Sean Phillips. With silky smooth 3D, Inferno promises to be THE CD game. Don’t take my word for it, look at the screenshots.

GAME BY OCEAN/DIGITAL IMAGE DESIGN • CONTACT OCEAN (061-832 6633) FOR INFO

SNES

ARCADE COMBAT • £TBA • OUT AUGUST • NO OTHER VERSIONS AVAILABLE • NO OTHER VERSIONS PLANNED

OFFERING THE CUTTING-EDGE IN ACTION, CAN THIS WEAPON FROM THE PAST SAVE THE FUTURE?

Looking unashamedly like Blade Runner with a sword, Activision’s newie, X-Kaliber 2097 aims to offer players the chance to handle this legendary weapon in a tale that involves saving your partner and cleansing the world of alien foes.

The central gameplay element is the character’s sword and this will have five manoeuvres, which will probably compensate for the lack of any other weapons. The problem with having one weapon is that it can limit the degree of challenge which the game has. We’ll wait and see on that point, but Activision has incorporated six large worlds and an interesting range of bosses to provide some lastability. But will it be enough? We’ll have to wait and see when this game hits the shelves this summer.

GAME BY ACTIVISION • CONTACT ACTIVISION (0295 25 25 24) FOR INFORMATION • CART SIZE 8 MEG

X-KALIBER

2097

X-Kaliber is crammed with comic book cut-scenes which appear between levels telling the story of the game. There are some nice graphics to be found in these, but wouldn’t you rather be doing it than reading about it?

A separate option is the duel mode which offers a head-to-head two-player mode, which enables you to fight with or against any of the six bosses found in the main game. This should help add longevity to the game.

A The supreme Rexxon commander often gets legless — no really, this scaly so-and-so is your ultimate opponent.

Slash is the only man who scares Raptor. And Raptor hates him for it.
**WORK IN PROGRESS**

**TECHNO TECHNO TECHNO**

Activision's recent shoot-'em-up, Bio-Metal, featured music from 2 Unlimited. In keeping with this trend for X-Kaliber Activision has employed Psykosonik, a European Techno posse. The in-game tunes merge well with the game's theme and sound better than the vocalised 'Indie Techno' tracks featured on the band's album!

- **Like TFX, Inferno features some superbly drawn cutscenes and static screenshots that add to the atmosphere and help to create that realistic world feel.**

- **Inferno uses an enhanced version of the TFX 3D engine and the detail is simply stunning.**

- **To destroy big starships and buildings you can fly into them. Imagine zipping down these cramped tunnels, battling fighters and gun emplacements and dodging aerial walkways.**

- **Navigation is suitably high-tech. With the whole planet laid out before you all you have to do is make a waypoint or marker, switch on the auto pilot and hit the time warp key.**

- **Alternatives**
  - **AMIGA**
    - F29 Retaliator
    - Ocean
  - **PC**
    - TFX
    - REVIEWED ISSUE 145 - 93%
    - REVIEWED ISSUE 122 - 94%
  - **AMIGA/PC**
    - Robocop 3
    - Epic
    - NOT PREVIOUSLY REVIEWED

**ROLL OF HONOUR**

Runcorn-based Digital Image Design has long been associated with 3D games (F29, Robocop 3, Epic) and also provided the 3D bits for Ocean's summer smash Jurassic Park.

- **All the bosses present a tough challenge. Some require specific and accurate attack patterns to be defeated.**

- **The X-Kaliber is obviously a tool for close-range combat. This makes battles dangerous, but more exciting. You can release the magic bolt from a distance, but this freezes you momentarily leaving you vulnerable.**

- **In most stages there are mini-bosses which appear in the middle of levels. Not the most original addition eh?**

- **The aliens appear from all sides, running on to the screen, climbing up through manholes and sometimes even flying in.**

**March 1997 Issue #88**

- **There are too many energy power-ups to be gathered on easier difficulty levels. But if you play the wimp's game what do you expect?**
WORLD CUP USA '94

After a solid winter Olympics tie-in US Gold turns its attention to the World Cup...

It wouldn't be a World Cup without 60,000 or so computer footy games waiting in the sidelines and here's a look at US Gold's entry, the only officially licensed game. Despite being official, British fans will be cheered to see that the four home teams are present!

One of the most interesting features of the game is that the stadia are based on their real life counterparts. Apart from this US Gold is promising a unique control system as well as more regular features, like team customisation, 15 different moves, multiplayer fun, a comprehensive tactics selection screen (although this can be abandoned if you're a Wimbledon fan!) and a unique control system. Hopefully, you'll see whether this game's a star player or born substitute in the next issue of CVG.

Like Anco's fabled Kick Off series World Cup USA '94 employs the radar system in the top left of the screen to keep track of where all the footballers are. It can be turned off if it becomes irritating.

The 'ball glue' factor will be alterable to please fans from Sensible Soccer to Striker, while the squads each consist of 16 players.

Bone crunching tackles are an essential ingredient of any footy game and World Cup USA '94 has plenty. Just make sure the ref doesn't catch you though.

As this is the official World Cup '94 game, you can expect Striker the furry mascot to make plenty of appearances just to remind you.

Contact US Gold (021 625 3366) for more information. All screenshots are from the Mega Drive version of the game.
IT'S A JUNGLE OUT THERE
FIGHT BACK

- Carries the 'independent' Nintendo Gold Seal of Approval - your guarantee of quality
- Micro-switched buttons for silky smooth action. Avoids the 'sticking button' problem of lesser joypads
- Six independent auto-fire settings
- Dual auto-fire mode (semi-auto and hands-free)
- Slow motion control for beating the most challenging games

Available from Dixons, Future Zone, Game and all good retailers

For further information contact Imagineer (UK) Ltd, Unit 16, Progress Business Centre, Whittle Parkway, Slough SL1 6DQ
Mean, green but not very lean, The Incredible Hulk is about to get very angry on console...

Believe it or not, The Hulk has been around for over 30 years now. At the moment he's going through a fairly quiet popularity phase, but US Gold aims to change this with its forthcoming licence, which will take the tried-and-tested platform route.

If you're not a Marvel comic fan then you might be unaware of who The Hulk is. In human form he's renowned physicist Dr Bruce Banner, who was caught in the gamma ray blast of an atomic bomb. This altered his metabolism so that every time he gets angry he turns into the super strong Incredible Hulk.

In the finished game this rage will come in handy and take the form of lots of heavy damage thumping platform action as Hulkie takes on all the usual range of baddies plus his arch enemies Tyrannus, Absorbing Man, The Abomination, The Rhino and big cheese The Leader.

Expect all the usual run along and smack the baddies into the middle of next week platform action.

Did you know that 15 million Marvel comics are sold every month? No doubt one of the reasons why US Gold decided to adopt the Hulk licence.

This is Tyrannus who will be found outside the city and under the ground in a twisting labyrinth that Hulk slips into.

Along with The Rhino shown here, Tyrannus, Absorbing Man, The Abomination and The Leader are the other guardians you'll have to overcome.

If The Hulk is doing badly he'll turn back into Bruce Banner who walks a lot slower and is obviously a lot weaker than his alter ego. This of course means he can't pick anything up unless it's very light.
Head out for the highway in the rockingest race to hit this side of the universe!

Heel the steel and put your max power to the test as you scream through the meanest streets on Earth... and beyond!

Choose to be human, or alien, in your attempt to wipe out the opposition...

the more wins you clock up - the more weapons you buy, and with each victory you progress to the next amazing moon.

And the incredible digitised soundtracks, including "Born to be Wild", will just knock your socks off!

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Rock 'n Roll Racing is a trademark of Interplay Productions, Inc.
BE IT.

BETTER THAN THE REAL THING
OWN YOUR OWN ARCADE!

THERE'S ALMOST NO SUCH THING AS A PERFECT COIN-OP CONVERSION, BUT WHY BOTHER WITH IMITATIONS WHEN OWNING THE ORIGINAL MIGHT BE CHEAPER THAN YOU THINK...

It wasn't all that long ago that 10p would get you a go on the very latest coin-op, although nowadays you can pay anything up to £3 to be up-ended in the latest arcade hydraulic monster. Because new, cash-guzzling games are coming out all the time, older titles tend to be relegated to stockrooms or even the rubbish tip. It's now possible therefore to pick up older games for under half the price of a Mega Drive or SNES cartridge!

JAMMING

The key to coin-ops being so cheap is the PCBs that the games come on, called JAMMA boards. It's the standard agreed on by the Japanese Amusement Manufacturer Association which means all coin-op games are manufactured to the same hardware specifications. Basically they're like massive cartridges which plug straight into a coin-op cabinet, so machines can be updated without the whole thing having to be replaced. Unlike cartridges, JAMMA boards are compatible with almost any coin-op cabinet, so you're set up for arcade action with just one system.

JAMMA boards are actually relatively cheap to manufacture, what in fact you're paying for most of the time is the popularity of the game, which is judged by the amount of money it takes in the arcades. The newer it is, the more you can expect to pay for it. While games like Super Streetfighter will set you back a small fortune, older 'classics' such as Kung Fu Master and Rastan Saga clock in at a far more sensible £20. However, there's a cautionary note to remember when you're bargain hunting. Most older boards have been sitting in storage gathering dust since they were replaced, which isn't very
The bulk of older JAMMA boards are shoot-'em-ups, with classics such as Xevious and StreetFighter still around. While these games aren't technically advanced, they're still better than any of the home computer or console versions.

So where do you start if you want to turn your bedroom into a pulsating pleasure dome of arcade gaming? The first thing to do is to pick up a cabinet. This is the biggest outlay which, depending on how flashy you want to be, will set you back between £150 and £1,000.

The size of the monitor and its housing are what pushes the price up. Cheaper units, such as the Brent 100 cabinets, come with 20-inch monitors and little else, while top-of-the-range cabinets come with 28-inch high-definition screens and excellent stereo speakers. Because the cabinets all conform to the same hardware standards, you shouldn't worry about compatibility, although...

Continued on next page

### Your DIY Arcade System

Before you rush out and part with your readies for a Supergun, you'd better make sure that your TV has a 60MHz SCART socket, as it won't work with anything else. If your TV's under four years old chances are it will have one, but it's best to check in the manual or get the manufacturer or a call just in case. The final ingredient is a joystick, preferably one with six buttons if you're planning to shell out for a version of StreetFighter II. Practically any joystick can be wired in, but we recommend you go for a six-button stick. On offer are the Apollo stick and Pro-S for £54.99, or a Moga Drive six-button pad for £31.99. It's also worth spending a couple of quid on PCB legs, which hook on to the boards so they're not sitting on the desktop picking up bits of fluff. For more prices and information call Raven Games (081 663 6810).
Almost any type of joystick can be connected to a Supergun, providing it's had its connection modified. We recommend a six-button stick as you'll invariably want to get hold of a copy of Streetfighter II.

Continued from previous page
some boards may need upgrading, in which case contact Euromax (0262 601006), who'll do the job for around £30.

CHEAP BUY
Your best bet for a cheap cabinet is to go second-hand. These are normally older cabinets which come dressed up with the logos and instructions for whatever game's inside. It won't be pristine, but you'll usually get a better quality system for your cash. Don't worry about second-hand machines being unreliable though, the only thing that tends to go wrong is the coin-slot mechanism, and as you'll have the machine on free-play anyway, you'll never need to use it. There are plenty of bargains to be had. How about a complete Streetfighter II Championship Edition coin-op for £425? You can get hold of one from DC Automatics on 0284 725505.

While owning your own arcade cabinet is close to being the ultimate gamesplayer's status symbol, you've got to bear a few facts in mind. First, they're pretty big. You might have trouble getting a larger cabinet through your door without taking it to bits first. Secondly, they weigh a fair bit, and unless you've got a sympathetic family willing to lend a hand, you'll never get it up the stairs.

SUPERGUN
The cheaper, space-saving alternative to having a coin-op cabinet is the Supergun. Despite its threatening name, the Supergun is actually an innocuous looking box which lets you run JAMMAs straight through your television. While it doesn't quite have the same feel and kudos of a full cabinet, the cash you save means you can spend more on building a collection of games.

The third alternative is the Neo Geo. If you're not familiar with the system, it was the first super-console, with far

GAME ON
There are hundreds and hundreds of JAMMA PCBs on sale, many of which aren't worth bothering about. So, being the good, slightly nostalgic geeks we are, here's a list of our fave coin-ops, how much they cost and where to get them from:

<table>
<thead>
<tr>
<th>Game</th>
<th>Cost</th>
<th>Seller</th>
</tr>
</thead>
<tbody>
<tr>
<td>Final Fight</td>
<td>£85</td>
<td>Raven</td>
</tr>
<tr>
<td>Streetfighter II</td>
<td>£95</td>
<td>Raven</td>
</tr>
<tr>
<td>Streetfighter II Champ</td>
<td>£125</td>
<td>Raven</td>
</tr>
<tr>
<td>Streetfighter II Turbo</td>
<td>£275</td>
<td>Raven</td>
</tr>
<tr>
<td>Salamander</td>
<td>£85</td>
<td>Raven</td>
</tr>
<tr>
<td>Double Dragon</td>
<td>£35</td>
<td>Acorn</td>
</tr>
<tr>
<td>Kung Fu Master</td>
<td>£20</td>
<td>Acorn</td>
</tr>
<tr>
<td>1942</td>
<td>£30</td>
<td>Acorn</td>
</tr>
<tr>
<td>Wrestle Fest</td>
<td>£95</td>
<td>Raven</td>
</tr>
</tbody>
</table>

Many older games are difficult to find and not always in perfect condition. Always make sure you can get your money back or exchange the game if it doesn't work, otherwise you might end up with £40 worth of useless circuit board.
more power than the SNES and Mega Drive put together. Manu-fac-tured by coin-op giants SNK, the actual console contained minimal hardware. Instead the cartridges come with self-contained custom chip sets, which explains why they’re so expensive.

Although it’s been around for nearly four years there are still loads of releases, especially on import from Japan. The basic console costs around £280, but the games retail from anywhere between £70 and £180. The advantages are that you get a flexible cartridge-based system with far more power than any 16-bit games machine.

The majority of Neo Geo games are beat-‘em-ups, such as Art Of Fighting and Sengoku 2, which does limit the machine’s appeal. Don’t be put off by the price though, many games are available secondhand for up to £60 less than the original retail price. For new and used games contact Loaded (0622 871544).

DIY COIN-OPS
If you’re feeling particularly adventurous, you could try building your own system. Obviously you’ll need to know a little about electronics, although after the effort of putting the thing together you’d probably wish you’d spent the extra few quid buying a second-hand cabinet. If you want to go it alone, a secondhand 20-inch monitor will cost you around £75, the power supply £15, the CPU £30, a JAMMA Loom at £20 and around £2.50 each for the joysticks. All the necessary bits are available from AMR Amusements (0272 822238). Then all you need to do is head down to Texas and pick up enough wood and glue to knock together a cabinet to house it.

MARK PATTERSON

CABINETS
You’re going to have to part with a fair wad of cash if you want to get the cabinet of your dreams, otherwise you could settle for something a little more down to earth. Here’s a run-down on what you can expect to pay...

- AMR 28in Sit-down: £750
- AMR 28in Pedestal: £600
- 26in Fortune 4: £895
- Brent 20in Cabinet: £175

The Punisher is one in a long line of beat-‘em-ups which are playable, but weren’t particularly successful. As such you can pick up this, and many games like it for a lot less money than you’d have to shell out for a new game.
MEET THE CREW

WHO ARE YOU TRUSTING TO GUIDE YOU THROUGH THE Labyrinth OF GAMES SOFTWARE? HERE ARE THE CVG TEAM - AND AS IT'S A NEW-LOOK ISSUE, WE THOUGHT WE'D ASK THEM ABOUT THEIR BEST - OR WORST - NEW THINGS!

PAUL: General gadabout Rand is no stranger to new experiences. The best of them has to be when he and his chums had their own pub for a weekend, after the bankrupt manager purloined the fixtures and fittings and did a moonlight fit. What would the worst have been? Says Paul: ‘Finding that the electricity had been turned off and the pumps wouldn’t work.

GARY: The last new thing I bought ended in disaster; I was out buying a Mother’s Day pressie and spotted these glass vases. They were all different coloured, and the one I wanted was two rows back and when I reached for it I knocked one over which had a domino affect, and they all went rolling off the shelf! I loathe the sound of breaking glass.

DENIZ: CVG’s ‘Dr Blag’, fresh from his appalling blagging performance with Acclaim for a copy of NBA Jam, proclaims his fave new item to be an Akai S2800 sound sampler. Which no doubt makes Den happy (yawn - Everybody). The most unbelievable thing about it is that he paid full-price - no trade discount or anything! Blimey!

RIK: After an arduous time attempting to discover whether Rik has had any life experiences, we finally deduced that his copy of The Beatles’ ‘Abbey Road’ album is the best new thing he’s ever had, while the worst is the Superman outfit he allegedly bought at eight years old. Funny that, considering that he’s 22 and it’s still a very snug fit.

MARK: Writer Mark’s fave new thing in all the world has to be the Triumph Dolomite he received when he was 17. A strange lad, Mark. Not only can the car not be classed as new – it was two years older than him – he also had no licence and it wasn’t even insured! Perhaps he was one of these saddos who used to sit in it and make ‘Brrrm brrrm’ noises?

JULIE: Obviously sucking up for a pay rise, Julie, when asked about her best new thing, replied with a sycophantic tone: ‘My job. Mind you, can you blame her? After all, the CVG Art Ed has it easy, being able to leave work as early as 2pm on some days, while leaving the layout of the mag to her army of design lackeys (Cough! Splutter! – Julie).

PETREA: Ever since she joined CVG, we’ve been worried about Petrea. Not because she’s Australian and might be bitter about us shoving her ancestors on a God-forsaken lump of rock 200-odd years ago. It’s because the Antipodean artist cites her favourite new thing as garlic snails which she first sampled in France last year. Next she’ll be munching on the slugs on her lettuce sarnies!

STEVE: He may have been a driving force behind the new-look CVG, but Stevie J isn’t what you’d call thrusting in the sartorial department, if his best new thing is anything to go by. ‘My favourite new thing is a second-hand suit with epaulettes (decorative square things stuck to the shoulders, like on a doorman’s jacket) that made me look like David Byrne’ (crap square thing in a band called Talking Heads).

Mega Drive

£69.99 Racing Game

May Release

No other versions planned

Sega reckons its SVP chip will make for top coin-op conversions, but is the game worth the wad of cash it's gonna cost you?

Sega stunned the world when it launched its 32-bit Virtua Racing coin-op in January ’93. Like most players, we too wondered if this marvel would ever appear on console. Suddenly, in the middle of last summer it announced a new DSP chip which later became the SVP (Sega Virtual Processor), the extra processing power of this custom chip finally made a conversion of Virtua feasible and the process began soon after.

The end product is a stunning conversion which unashamedly flaunts the power of the SVP. All the original tracks and viewing angles have been included (if you have a six button pad).

Three tracks represent your three difficulty levels and in two-player split-screen mode you can handicap your opponent for extra advantage. Finish a race and you are treated to a replay of the entire event.

More tracks would have been a good idea, but instead Sega has made the opposing drivers damn good, which has had the unfortunate side-effect of leaving you behind on an empty, lonely road most of the time unless you opt for the trickier to control manual gearbox which makes your car go much faster.

PEDAL

This option isn’t on the coin-op. Essentially, just a practice option which lets you charge round each course to familiarise yourself with the dangers ahead.
VIRTUA RACING

The medium difficulty track is full of places where you can skid off unexpectedly. Learn these places using the Free Run option.

ALTERNATIVES

MEGA DRIVE/AMIGA
- F1 World Championship
- Domark/£25.99-£49.95

Graphics are basic, but the speed is unmatched. Lots of courses and opponent drivers who drive intelligently. A split-screen two-player mode is also incorporated.

(MD) Issue 141: 86%
(AM) Issue 147: 84%

WORLD BEATER
- IndyCar/PC
- Virgin/£44.99

If you've got a 486 this is the most impressive racing simulation around. Textured vector graphics, smooth and fast visuals plus masses of options make this comprehensive and playable.

Issue 147: 90%

NICE VIEW

With only three tracks it's just as well that there are various visual treats and dangers to be aware of. Here's a collection of our favourite road antics. Shame that there's no hedgehog's crossing - a spiky blue one perhaps?

1. Bashing other cars can cause damage, but it's a good way of forcing opponents out of the way.
2. There seems to be less variety in crashes than the coin-op, but they sure look good.
3. If you drive backwards you'll encounter one of these signs. Interesting, but of no practical use.
4. Barriers and road signs block off certain routes. Smash through some signs but not these barriers.
5. Avoid hitting the walls and enter the tunnel with any viewing perspective other than the 'air' one.
6. If you use this view when you go under the flyover you disappear, so avoid overtaking.

In split screen there's no slowdown which is good news. Tragically, there's hardly any other CPU drivers in this mode.

TO THE METAL!

GAME BY SEGA. CONTACT SEGA 071-373 3000. CARTRIDGE SIZE: 16 MEG. GAME DIFFICULTY: VERY TOUGH. TRY AND FIND THE SECRET MIRROR TRACK WHERE ALL THE TURNS HAVE BEEN MIRRORED!
OUT NOW CARTRIDGE

ALL OF THE GAMES BELOW ARE IN THE SHOPS NOW AND THEY'VE ALL BEEN GIVEN THE CVG SEAL OF APPROVAL...

SONIC 3 / MEGA DRIVE / SEGA / PRICE: £64.99
Sonic's latest adventure is without a doubt his best, combining stunning graphics with amazing gameplay. Even if you hate the hedgehog, you'd need a damn good excuse as to why you shouldn't buy this.

ISSUE 148 94%

ART OF FIGHTING 2 / NEO GEO / SNK / PRICE: £150-175
Despite having the usual huge Neo Geo price tag, Art Of Fighting 2 virtually justifies the cost. It's easily the best beat-'em-up to appear in recent years, out-performing most of the new Streetfighter incarnations. Amazing.

ISSUE 148 95%

NBA JAM / SNES / ACCLAIM / PRICE: £49.99
Converted from one of the most successful coin-ops ever, this is the definitive basketball game. You don't need to know anything about the sport to produce the most outrageous shots ever.

ISSUE 148 89%

PRINCE OF PERSIA / MEGA DRIVE / DOMARK / PRICE: £44.99
The Mega Drive may be practically the last format to get a version of this classic game, but thankfully Domark has managed to keep all the playability and features of the original. A classic, although it could have been better.

ISSUE 149 84%

WHATEVER YOU DO STEER CLEAR OF THIS, EASILY THE BIGGEST TURKEY AROUND AT THE MOMENT!

ACCELER GRID / SNES / IMPORT / PRICE: £65
Apalling gameplay faults such as unavoidable deaths link up with crude graphics and minimal action to produce one of the worst carts in recent months. Keep well away from this.

ISSUE 149 38%

SECOND OPINION

The one player game is the finest arcade conversion I've ever seen. The problem with most arcade games, though, is that they don't stand up to repeated playing and Virtua's three (or six if you count going round anti-clockwise as well) tracks soon become boring. Two player games are usually better, but the lack of opponents means that as soon as one player takes the lead it's nearly impossible to catch them. Technically it's a Ferrari, but playability wise it's a Cortina.

RIK SKEWS

1. You start at the pits on two of the tracks. If you damage your wheels during a race pull back-in and get them changed promptly before you start losing control.

2. Because the opponents are so annoyingly good, it's very rare to have to overtake more than one car at a time. Even that's tricky though.

3. It's important to try and earn a time bonus on each lap by finishing within the allocated limit. If you don't you'll loose the challenge.

4. Having completed the entire race on a track you get a smart cinematic replay which shows you driving. Great if you've crashed a lot!

MEGA DRIVE

I accept that this is an excellent conversion, but where have all the opponent cars gone? They whiz off at the start and your interaction with them is limited thereafter. Driving round an empty track just gets so boring. The sound is also tacky and it has to be said that three tracks isn't good value. Virtua is accurate, but its gameplay is sadly dull.

DENIZ AHMET

- GRAPHICS 93
- SOUND 68
- PLAYABILITY 75
- VALUE 78

OVERALL 79

THE SVP CHIP WILL BE FOUND IN THE SEGA MARS ADAPTOR (SEE NEWS PAGES).
STAR TREK
25TH ANNIVERSARY

IT'S ANNIVERSARY TIME, AND HOW BETTER TO CELEBRATE THE VOYAGES OF THE ENTERPRISE THAN A CD-ROM GAME THAT HAS THE DIGITISED VOICES OF KIRK, SPOCK AND BONES...

Yes, the original Star Trek adventure is back and if you missed out on the trials of Kirk and crew the first time round, if you're lucky enough to own a CD-ROM drive, Star Trek CD is a game you MUST have in your software collection.

Star Trek CD enhances the original with sampled music, sound effects and, most importantly, over 6,000 lines of digitised speech. At great expense, developer Interplay has managed to sign up William Shatner, Leonard Nimoy, DeForest Kelley, James Doohan, George Takei and Walter Koenig so that you can now hear Kirk shout his familiar commands and listen to the incessant bickering between Bones and Spock. Star Trek CD takes you on a non-stop wave of nostalgia, back to days of spooky alien ships, pointy ears and dramatic Shatner kisses. It's quite remarkable captain.

The Enterprise rocks under the laser fire of another Federation starship. Luckily this is only a training simulation but sounds like the sirens, lift doors and that 'voooohooohoo' whistling noise the intercom makes have all been sampled and faithfully reproduced.

On the whole the speech is brilliant but there are times when the intonation is wooden. But then I'm no drama critic, what do I know?

Even though Star Trek CD features digitised speech throughout, text boxes still appear to describe the character's actions.

With its episodic structure, speech and sampled sound, Star Trek CD comes closest to recreating the old TV series than anything I've seen. Only Spectrum Holobase's TNG game looks like it will come close.

Okay so the game is exactly the same as the original but the voices make it so much better. Star Trek was originally praised for brilliantly capturing the mood of the old TV series and now with the addition of the speech it's almost like watching an old episode. "Warp factor five kaput", "Fascinating", "I'm a doctor Jim not a fork lady!" It's all here.

PAUL RAND

OTHER VERSIONS
Star Trek on Amiga looks and plays exactly the same as the old PC version. You get the adventure but sadly not the digitised speech. Possibly the weakest part of the game is the combat sections as they are rather jerky and sometimes not really necessary to the plot.

AMIGA
REVIEWED ISSUE 144 @ 80%

- GRAPHICS 86
- SOUND 94
- PLAYABILITY 89
- VALUE 83

OVERALL
90
Couch potatoes unite! Grab a tub of popcorn and tune in to EA's video sitcom...

Gamers may progress, but there's one thing a game should always be, and that's fun. Twisted is unique in this sense, it's one of the few games that had the entire CVG team playing it, and the fact that it's on the 3DO goes to show just what a top piece of kit it is, as long as it's given good software to play. Other developers take note!

Twisted is totally bizarre, it's like a cross between a John Waters and David Lynch film. It's crammed with full motion video of crazy and strange visual gags, silly actors, special effects and enough variation on these to avoid repetition within each game session.

Trapped in the pits of TV wasteland the challenge sounds simple: get to the top of a spiral staircase and escape back to reality. Take turns throwing the cyber-die and the total scored progresses you up an equivalent number of steps. There's plenty of tasks to complete and solve before you get to the top and an average game will take you a good hour or so.

Twisted plays like a real gameshow, which means that while the formula is repetitive and the same puzzles turn up again and again, the challenge comes from your opponents' tactics.

Bozo Square. Try to avoid this step at all costs. You'll miss your next go if you do.

Bonus Square. Landing here is a good thing because you get another go.

A Twist of

WORTHINGTON

THANKS TO RAVEN GAMES FOR OUR IMPORT COPY (081-663 6810).
GAME BY ELECTRONIC ARTS.
CONTACT EA (0753 549442) FOR INFORMATION.
If you arrive here you are placed into the wheel of torture...

**Occupied square.** A player cannot occupy a step where another opponent is resting. If this happens you have to retake your go. ▶

**Wheel of Torture.** To get off this machine you have to match up three identical items in the top panel.

**Uncle Fez**

**Major Steal**

When you land on a yellow step you come to this matrix where you get to play the puzzles. An opponent must secretly select a row and the other player then selects a column. You're never sure which puzzle you're going to face.

**Inspiration**

**Johnny Pow**
YOU SEEM PUZZLED

Twisted is a game of puzzles. The tactic is to try and force a puzzle on to an opponent from the puzzle matrix. Here are the challenges and dangers on show:

The best tactic is to try and force your opponent into selecting a bomb. This will prevent him from moving up the stairs for that round in the game.

The hardest puzzle in the game. Line-up the tiles to complete the faces. The problem is you can only move left and right.

Each face makes a silly sound and you have to match up the ones which make the same sound. Simple, but the time limit is tight.

There are hundreds of general knowledge questions in the game, all sorted into various categories like music, sport, history etc. Quite hard.

The fuse quickly burns away and you have to zap all the colour commercials before it runs out.

Behind each window is a face and the object is to match up two identical ones. This one’s far too easy.

After the trolley dash shown here you have to spot the item on the supermarket shelves. You only get a brief glimpse so it’s quite hard.

SECOND OPINION

After seeing this I’ve stopped going around the office going ‘3DO? 3-DOH more like!’ and have crawled under my desk to think of something equally unfunny about another machine. This is the most impressive use of CD technology I’ve seen yet. It’s imaginative, funny, challenging and exceptionally well produced. It’s best played by a group of people after a night on adult’s fizzy pop, since it loses a lot if you’re playing on your own.

MARK PATTERTON

The game has an excellent intro where you meet the characters. Here we see Foz mixing with America’s big cheese in 24-bit colour!

HUMBLE HOWARD

3DO

Twisted is the most impressive game I’ve seen on any of the new breed consoles. It’s ‘fun’ and genuinely interactive. It plays like a good board-game so it’s as much fun trying to force your opponents into awkward puzzles as it is doing them yourself. The presentation and quality of digital video is unmatched. But, it would have been nice if you could play against the CPU, and there are far too many American trivia questions. Still, a very imaginative game.

DENIZ AHMET

GRAPHICS 94
SOUND 91
PLAYABILITY 88
VALUE 85

OVERALL 88
HYPERDUNK

CAN THE LATEST IN A LONG LINE OF BASKETBALL SIMS POSSIBLY TOPPLE THE MIGHTY NBA JAM?

A sport Basketball has yet to excite the British masses, but this hasn’t hindered the softies releasing a whole wodge of slam dunkin’ games. We’ve had NBA Showdown, Barkley: Shut Up and Jam, Jammit, NBA Basketball and best of the lot, NBA Jam.

Now Konami has entered the fray with Hyper Dunk which deserves a pat on the back for not having NBA or Jam in the title. That’s about all it deserves a pat on the back for though, since it’s another for the strictly average basketball simulation pile. Presentation’s not too bad with competent hip-hop music on the title screen, but its graphics and playability are quite primitive and not what you’d expect from Konami or the Mega Drive.

Hyper Dunk’s shortcoming is it’s end-to-end gameplay: run the court length, score and then it changes to the opposition. Trying to stop an opponent is nigh on impossible and made even tougher by the off-putting perspective. This makes the game frustrating and predictable, and it quickly becomes dull. Stick to Acclaim’s NBA Jam.

ALTERNATIVES

SNES

- NBA Jam
- Acclaim/£44.99

NBA Jam is available on Super Nintendo, and it’s absolutely brilliant. Want to know why? The conversion is outstanding, it’s packed with action, speed and great fun to play, that’s why. An essential purchase.

GRAPHICS 67
SOUND 68
PLAYABILITY 61
VALUE 56

OVERALL 61

Like NBA Jam, some of the realism has been sacrificed to make the gameplay better. For instance, once your player has passed the half-way line there’s an alterable time limit during which time the ball must be passed or a shot taken on goal.

The bland backgrounds won’t do much to frighten NBA Jam, ‘eh?

Yo, someone pass me the varnish cos this crowd is seriously wooden!

Ooh, someone’s near a basket. The tension mounts. Except it doesn’t because there’s not the variety of finishing shots that there is in NBA Jam. Don’t get me wrong Hyperdunk, isn’t a bad game it’s just that every other basketball game pales into insignificance compared to the mighty Acclaim game.

- Issue 148: 88%
TETRIS AND PAC MAN TOGETHER IN ONE GAME

**SNES**
**PUZZLE GAME**
**£50-60** OUT ON IMPORT
**NO OTHER VERSIONS AVAILABLE**
**NO OTHER VERSIONS PLANNED**

**PAC ATTACK**

This is Pac Man and Tetris with an extra twist...

You wouldn't think it possible to combine Tetris with Pac Man, but once you play Pac Attack you'll see that it is. The concept is familiar: you have to prevent falling items from filling the screen; the difference, though, is that ghosts attach themselves to falling blocks. Every so often, Pac Man makes an appearance and you have to align him so that he can gobble up as many ghosts as possible. Pac moves via the shortest route to the bottom of the screen, bouncing off side blocks until he reaches a dead-end and vanishes.

Luckily, you can rotate blocks after they've landed, and remember all blocks collapse into any gaps not yet occupied by ghosts. This means you have to think beyond just fitting a falling block into a gap and work out where it'll end up squeezing into!

- This head-to-head option is played in rounds of three. You can handicap an opponent with separate speed settings. Eating ghosts fills up your star tube in the middle of the screen. When filled it will summon a fairy. The only notable absence in this mode is not being able to play against the CPU.

- Stone blocks form ledges which trap other falling blocks. It's possible to destroy them by incorporating them into a row of bricks across the screen.

- In puzzle mode, the object is to clear the screen of ghosts. While Pac fails you have the option of rotating him independently from the block he's attached to. You can then launch him in any direction you want.

- The main tactic is to get the ghosts in a straight line. The zig-zag layout shown here is perfect but almost impossible to achieve.

- Pac can't munch through bricks, so when he reaches a dead-end you'll lose him. After the screen gets filled past the halfway mark it becomes very difficult to regain control of the game.

- The fairy will only appear when the screen is almost full. Try and guide her to an empty space and she'll cast a spell destroying any ghosts below her.

- The fairy will only appear when the screen is almost full. Try and guide her to an empty space and she'll cast a spell destroying any ghosts below her.

---

**ALTERNATIVES**

**MEGA DRIVE**

- Dr Robotnik's Mean Bean Machine
  - Konami/£44.99
  - Play against the Doc from Sonic to match up four beans of a similar colour. Highly challenging and original enough to be considered a classic. Smartly presented and themed.

- The main tactic is to get the ghosts in a straight line. The zig-zag layout shown here is perfect but almost impossible to achieve.

**DENIZ AMER**

- GRAPHICS 88
- SOUND 86
- PLAYABILITY 90
- VALUE 86

**OVERALL**

87

GAME DESIGN BY SNK
GAME BY NAMCO
CONTACT NAMCO (071 581-5615) FOR INFORMATION CART 8 MEG

59
FLEET DEFENDER

TAKE TO THE SKIES IN AN F-14 IN THE LATEST FLIGHT SIM FROM THOSE GUYS AT MICROPROSE...

Remember the movie Top Gun? Well if you 'feel the need, the need for speed', Fleet Defender is MicroProse's latest jet fighter sim, a carrier-based simulation of the US Navy's F-14 Tomcat.

With the look and feel of F-15 Strike Eagle 3, Fleet Defender has all the features you'd expect to find in a flight sim: digitised voices, external views and to top it all off it's beautifully presented. Within minutes you can take to the pastel blue skies with the Ghostriders or join the strike wing of the superbly named Pukin Dogs, adjusting the difficulty level to suit your flying ability.

It isn't the prettiest of sims but there's plenty of variety in the missions. But if you already own something like TFX is it really worth buying?

- The graphics engine is based on the old F-15 3 model and although it's quite versatile, the resolution is often poor turning the horizon into a jumbled mass of pixels.

- It's amazing the huge variety of idiots who will try and attack your aircraft carrier. Here for example is the Russian built helicopter the Hind. Yesterday I tracked a UFO. Honest, I did.

- The F-14 has a distinctive cockpit. It's a bit restricted but once you get used to it you'll be wasting Hind 24 helicopters with ease.

- Like any good flight sim, F-14 has a plethora of outside views. Apart from the usual cockpit, angle, missile and enemy views, F-14 boasts a podlock view which pans around independently tracking the nearest target. It's a bit fiddly but it looks quite nice.

- F-14 has training missions, single missions and a full blown campaign option.

- Strap yourself in, line your plane up on the steam catapult and whoosh... launch yourself into the wild blue yonder.

Yet another flight sim for the PC. Although it's nice to try and fly a heavily laden F-14 Tomcat, there's nothing here that really grabs you by the shoulders and urges you to dump your other sims in the wastebasket. The graphics are thickly drawn, lacking the crisp edge of TFX, and despite being solid and playable, the gameplay is short on originality and ultimately depth.

Paul Rand

ALTERNATIVES

MEGA DRIVE
- F-22 Retaliator
- EA/£44.99

This was the first flight-sim for the Mega Drive and is still one of the best. Loads of missions, smooth graphics and excellent.

Issue 96: 91%

GAME BY MICROPROSE - CONTACT MICROPROSE (0454 326532) FOR MORE INFORMATION

81

OVERALL

GRAPHICS 75
SOUND 85
PLAYABILITY 82
VALUE 80
STICK THIS IN YOUR BUBBA AND SQUEAK IT

BUBBA 'N' STIX

CD32
PLATFORM PUZZLER
£25.99 OUT NOW
MEGA DRIVE AND AMIGA VERSIONS
ALSO AVAILABLE
NO OTHER VERSIONS PLANNED

THAT CONVERSION BUS KEEPS ROLLING AS BUBBA 'N' STIX HIT HOTEL CD32

Thunderhawk aside, Bubba 'N' Stix is rapidly turning into Core's best game, and deservedly so. It's usually a dangerous recipe mixing platforms and puzzles but Bubba 'N' Stix comes up with some impressive results. The platform element is varied and fun, and while the kind of puzzles on offer could easily have been boring, with Stix on hand to be manipulated it's great fun just trying different things out.

If you're one of those computer owners who hasn't upgraded to the CD32 yet, then why not check out the standard Amiga version? This is the same game except for the awful adult film style music and lack of an animated intro, and it picked up a glowing 88% from my good self in issue 147.

Like any platform game worth its salt, Bubba 'N' Stix features a whole host of amusing animations if Bubba is left alone for any length of time. These range from the usual (Bubba looks at his watch) to the downright wacky (Stix is picked up and used as a flute).

One of the main differences between the CD32 and the standard Amiga version is this tasty cartoon intro which is similar to Core's intro on Chuck Rock 2.

Here's the first time that you'll come across Waldo, the game's main baddy. Except he isn't. You see he's just a servant for a much more powerful alien and in reality is a bit of a bumbling fool and not out to hurt Bubba at all.

Here's a puzzle from the last level. This detector won't allow Stix through so what ya gonna do about it?

I love this on Amiga and this is the same so, yep, I love this too. The animated intro is great, as is the speech and sound. FX that have been added throughout the game. Apart from this the only difference is the addition of some fantastic CD music which complements the game perfectly and is heaps better than the original score. Mighty fine stuff.

RIK SKEWS

OTHER VERSIONS

The Mega Drive version lacks some of the Amiga's colours and the sound is mediocre, but otherwise it's just as good. A pleasant change from the usual Mega Drive fare.

MEGA DRIVE
★ REVIEWED ISSUE 149 ★ 88%
AMIGA
★ REVIEWED ISSUE 147 ★ 88%

OVERALL

88

CD32

GRAPHICS 85
SOUND 91
PLAYABILITY 88
VALUE 87

GAME PROGRAMMED BY CORE DESIGN • CONTACT CORE DESIGN (0332 297797) FOR MORE INFORMATION
Jurassic Park

For Mega-CD Jurassic, Sega has wisely chosen to abandon the film's plot and concentrate on a storyline which actually allows them to make a decent game. It starts where the film left off. Dr Grant and co have been airlifted off the island, but as they leave you arrive, sent by InGen to recover dinosaur eggs. On reaching the island your helicopter crashes, and from that point on you're on your own.

The game takes a novel approach to adventures, mixing video footage and traditional drawn graphics with a first-person perspective game style. It uses a point-'n'-click interface with a cursor that lets you scroll the screen and click on objects to pick them up, take a closer look or use them. The gameplay is also very open, which enables you to explore the game in any order you like.

One of the best features is the information booths which tell you about the park's dinosaurs. They're fronted by beardy dino-expert Dr Robot Bakker who's been digitised into the game. He piques you with loads of interesting snippets of info about dinosaurs and their habits.

When you move between locations you're treated to awesome video sequences such as this, when you enter the visitor centre.

This is the T-Rex enclosure, but the occupant isn't home. In fact Rex is roaming around, and if you hang around too long you hear her footsteps and digitised roar. Watch out you don't end up as lunch.

Triceratops is a nice animal – unless it spots you. At which point it's time to get out of the way of a four-foot horn powered by 20 tons of dinosaur charging at 30mph.

As in the film, the Raptors are the deadliest dinosaurs next to Rex herself. Aside from their razor-sharp claws, they move extremely quickly across the screen and are almost impossible to outrun.
TAKING CONTROL

1. It's essential to access the control centre early on in the game. Clicking on the computer terminal in the centre of the screen calls up a number of options.

2. From the terminal you can access the videophone, which puts you in touch with your base on the mainland. It's worth checking regularly to see if any messages have arrived which contain clues as to how to defeat particular dinosaurs.

3. The terminal also provides you with a map of the dinosaur park, although it's not much use to you until you start overcoming the many obstacles which block your route further into the park.

SECOND OPINION

A lot of original graphical touches have been used in this game and it makes a refreshing change to find a CD that's not been filled with pointless full motion video. Sound too, has been used well with plenty of gut wrenchingly realistic FX, although the music isn't very atmospheric. Hardly an interactive movie but it's high playability that makes it a fine licence all the same.

MARK PATTERSON

RAPTOR-OUS...

MEGA CD

To my surprise Jurassic Park on Mega-CD is actually very enjoyable. The Cinepak video sequences break up the game nicely, as do the little information snippets on the dinosaurs. This is a decent and inventive licence: it's not quite the interactive movie we were promised, but impressive all the same.

MARK PATTERSON

87

OTHER VERSIONS

MEGA DRIVE/SNES

Jurassic Park

Sega/£49.99

The cartridge effort, by Sega US, is a decent platform game, but not as good as Sega's Gunstar Heroes and Jurassic on SNES is much better too.

Issue 144: 65%

Issue 144: 87%

PC/AMIGA

Jurassic Park

Ocean/£29.99/£24.99/£44.99

The floppy version is a combination of top-down arcade action and first-person perspective maze game. The maxi works well, certainly better than the Mega Drive cartridge version.

Issue 144: 88%

There are loads of theories as to how the dinosaurs died out. Sensible people reckon it might have been due to climate change or disease, while those who are a couple of stones short of a picnic go on about alien viruses or that they ate each other until only Nessie was left, or something.
**Battle Isle 2**

Battle Isle 2 is a strategy war game; it's a huge hex-based affair with some nifty graphics and very addictive gameplay. It's bigger and better than the original and even throws in some 3D animated combat scenes for good measure.

The aim is to marshall your forces and to beat the enemy into the ground, capture his buildings and to occupy his HQ with a cheery smile. And instead of playing map after map like the original, Battle Isle 2 has a plot and a developing storyline that involves and distracts you from the repetitive grind of attrition warfare. With tanks, buggies, planes, submarines and artillery, Battle Isle is an extremely accessible turn-based game. Don't be put off by first appearances.

A lot of emphasis is placed on supply lines. Charge in without support and you're going to be in trouble. Of course, destroying your enemy's rail links and disrupting the supply units is the first step towards a winning strategy.

**Alternatives**

- **Amiga**
  - Campaign 2
  - Empire/£34.99
  - 

  
- **Graphics** 85
- **Sound** 89
- **Playability** 92
- **Value** 84

**Overall** 88

Battle Isle 2 is huge and with three levels of difficulty it's tough to beat. Like chess it's no good just wiping out your opponent's pieces one by one, you must have an overall strategy. It's tremendous, engaging but on the later levels the computer takes a ridiculously long time to make its moves and sadly this pulls it down a peg or two.

**Mark Patterson**
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**SNES**

**Puzzle**

£44.99 OUT NOW

No other versions planned or available

**FROM THE CREATOR OF TETRIS COMES A PUZZLE GAME FEATURING FAMOUS NINTENDO CHARACTERS...**

Puzzle games nearly always manage to be addictive, if nothing else. Tetris is living proof of this, but so also is Yoshi's Cookie, which like the former will soon acquire cult puzzle game status.

If you've ever played Connect 4 you'll understand the principle behind this game. The object is to make a vertical or horizontal row of similarly patterned tiles. New columns and rows of cubes enter the screen from the top and right-hand side, and like Tetris they gradually appear at a faster rate. So, unless you manage to match up tiles and clear a space quickly the screen clogs up and you lose a life. Two distinct sub-games feature a second player; and extra puzzles, which should help ensure that Yoshi's official UK release is as successful as the import version a year ago.

**ALTERNATIVES**

**WORLD BEATER**

- Tetris GB/Amiga/PC/Nintendo and others
- Evarious

Has genuine appeal for all ages and both sexes. Rotate falling blocks and match them up, before they pile up to the top of the screen. A rare example of repetitive gameplay which is playable.

**GRAPHICS 60**

**SOUND 65**

**PLAYABILITY 88**

**VALUE 83**

**OVERALL 85**

As puzzle games go this is the best available alternative to Tetris. The Mario characters give it appeal to younger players, but it'll hook the older ones, too. Some of the puzzles are very tricky and quick reflexes are vital. Each time you plug in Yoshi's Cookie you can rest assured you're getting good value - the puzzles are always different.

**DENIZ AHMET**

*GAME BY VIC TOKAI (0604 671 415).* PREVIOUSLY AVAILABLE ON IMPORT
KICK OFF 3

ANCO'S LATEST FORAY INTO THE WORLD OF VIDEO FOOTBALL EMERGES AS POSSIBLY THE BEST WE'VE EVER SEEN...

Sega conversions of Anco's Amiga soccer spectacular Kick Off 2 were of comparable quality to the original, but unfortunate SNES, NES and Game Boy fans got a woefully inadequate version that played like a brick. Now, Anco has gone back to the drawing board, ripped up the original spec and come up with Kick Off 3, a game very different to its previous effort.

Not only has the screen switched from a vertically scrolling, bird's eye view to a horizontally scrolling 'watching from the stands' pseudo 3D affair. Unlike all other football games using this view, the ball doesn't stick to your player's foot; instead, it rolls freely like a real ball should. There's also a radically different approach to player control; a new method using 'playmakers' has been employed to allow the computer teams to play in a similar style to their real-life counterparts. It all sounds rather exciting - delve into the review and find out more.

---

The Squad

There are 32 different international teams included in Kick Off 3, each with its own strengths and weaknesses - or just weaknesses if you choose Australia.

---

The Seek and Score Feature

1. The playmaker feature really makes a difference to the way football is played on console.
2. Instead of just kicking the ball blindly around like Ipswich players.
3. ...your playmakers will actually seek out the player with the best chance of scoring.

---

All four SNES fire buttons are used to perform different types of kick. Pressing A performs a pass, while B allows you to punt the ball or shoot on goal. X lets you knock the ball just ahead of you, allowing you to dribble and run round opposition players, and hitting Y produces a lob - handy for when the keeper is off his line.

To take a penalty, simply hit the fire button and, before your player kicks, push the D-pad in the direction you wish the ball to travel.

---

GAME BY ANCO/IMAGINEER CONTACT IMAGINEER (0753 671686) FOR INFORMATION 8 MEG CARTRIDGE
**Can You Kick It?**

4. Here's the England playmaker passing into space so that the winger can...

5. ...score a terrific goal - what a belter! Well worth watching again.

6. You can forgive the scorer for this blatant display of egotism.

**Alternatives**

**SNES**
- **Graphics** 80
- **Sound** 85
- **Playability** 95
- **Value** 95

**Mega Drive**
- Sensible Soccer
- Sony £34.99

One of the most playable soccer sims available on any machine, this scored very highly when reviewed, but Kick Off 3 is looking more intricate and more enjoyable, but it's still a classic.

**Issue 145: 94%**

**Second Opinion**

I've played some football games in my time, and I can honestly say that this is the most playable, involving and impressive of the lot. Bar none. The graphics aren't up to FIFA standard but I don't care, because the gameplay will have you playing long after other soccer sims have curled up their toes. Kick Off 3 is brilliant.

**Deniz Ahmet**

**Other Versions**

Mega Drive, Amiga, PC and Jaguar versions of Kick Off 3 are almost complete. All versions of the game will be very similar to the SNES one, with the Jaguar game having superior graphics and sound.

**Expected: June**

**Snes**

You want a soccer game that's involving, realistic and as addictive in the long term as the day you first bought it? Then you really must choose Kick Off 3. The new playmaker feature adds an exciting dimension and you get rather jumpier the further you advance on goal. I'm a big fan of Kick Off 2 on Amiga, yet I'd say that this one beats its daddy hands down.

**Paul Rand**

---

**Apparentely, the original SNES version of Kick Off had its name changed to Pro Soccer because of legal hassles with a Japanese zip manufacturer which, unbelievably, was called Kick Off!**
Krisalis, being a firm Man U fan, is about to release its third old Trafford licence...

Despite being a Tottenham fan even I have to admit the current United team are probably the finest football side I’ve seen. This enables me to be clever since I can tie in Manchester United’s club form to the state of the games that Krisalis has released which feature them.

The first Man Utd game that came out on the Amiga back in 1990 was pretty ropey, much like the team at the time. The sequel (Manchester United Europe) which came out around a year later was a bit better, again like the team at the time. Both these games featured a horizontally scrolling, pseudo 3D perspective as though you were watching from the stand, whereas this new version employs the Sensisoccer viewpoint. Now it’s 1994 and Manchester United look like they’re on for a win-tastic season. And it looks like Krisalis is on to a bit of a winner too with this excellent Amiga footy sim.

One of the weaker aspects of the game is corner taking, it’s quite hard to be accurate with your shot.

The best feature in the game is the TactiGrid. Not only can you change formation but you can also move players anywhere you desire around the grid.

Alternative

Snes

- Sensi Soccer
- Sony £49.99

The SNES version is even better than the Amiga original since it is a helluva lot tougher. Simply incredible gameplay with awesome control. Legendary.

Issue 146: 95%

90

Tactically this is fantastic with all the right people, squad numbers and formations. Realism scores highly too, with well animated goalkeepers, realistic weather conditions and a range of injuries. And it plays brilliantly, but the control is just a touch weak in places (especially when shooting at goal) and as such Sensi still reigns. But only just.

AMIGA

- Graphics 73
- Sound 87
- Playability 89
- Value 90

Overall

90

Game by Krisalis

Contact Krisalis (0709 372 290) for more information.
THE GOLDEN JOYSTICK AWARDS!

IT'S TIME TO PUT PEN TO VOTING PAPER IN THIS YEAR'S EMAP GOLDEN JOYSTICK AWARDS, AS WE FIND OUT JUST WHAT WAS YOUR FAVOURITE GAME...

It's that time of year when YOU, the readers of CVG, get to make your mark on the world of computer and video gaming by voting for your favourite games of the past year and award their creators the greatest prize available - the coveted Golden Joystick - plus give yourself the chance of winning a hefty software prize in the process!

This year's EMAP Golden Joystick Awards are set to be the most hotly contested ever in their 12-year history, with more games released during 1993 than ever. The entire software industry fights tooth and nail to attend the event, and as well it might - it understands that the Joysticks are the awards to win as they're voted for by the people who count - YOU!

To the right are the categories which you can vote for, complete with an example of the type of game you should be voting for, so that you don't get mixed up and put Streetfighter Turbo in the Best Original Console Game category.

Simply write down what you think should win on the voting form, add your name and address and the machine you own, and send it to I'D BE A BIT THICK IF I DIDN'T VOTE FOR THE JOYSTICKS, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Make sure your entry reaches us by May 14 1994, otherwise you'll not stand a chance of winning the £100 software prize.

THE EMAP GOLDEN JOYSTICK AWARDS 1994 - VOTING FORM

BEST CONSOLE SIMULATION
Eg: THX Attack Chopper

BEST COMPUTER SIMULATION
Eg: F-117A Stealth Fighter

BEST LICENSED CONSOLE GAME
Eg: Mortal Kombat

BEST LICENSED COMPUTER GAME
Eg: Lethal Weapon

BEST ORIGINAL CONSOLE GAME
Eg: Populous II

BEST ORIGINAL COMPUTER GAME
Eg: Syndicate

CONSOLE GAME OF THE YEAR
Eg: Super Mario Kart

COMPUTER GAME OF THE YEAR
Eg: Goal!

SOFTWARE HOUSE OF THE YEAR (CONSOLES)
Eg: Virgin

SOFTWARE HOUSE OF THE YEAR (COMPUTERS)
Eg: Team 17

BEST AD OF THE YEAR
Eg: A bit obvious, really

BEST ORIGINAL CONSOLE ACTION GAME
Eg: Gunstar Heroes

CONSOLE PROGRAMMER OF THE YEAR
Eg: Dave Perry

COMPUTER PROGRAMMER OF THE YEAR
Eg: Pete Molynieux

NAME: ____________________________

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MACHINE OWNED: __________________

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SNES
PLATFORM
£44.99 OUT JUNE
NO OTHER VERSIONS AVAILABLE
NO OTHER VERSIONS PLANNED

YES BUGS IS DESTINED FOR PLATFORM LAND, BUT WITH SOME NEW IDEAS FOR AN OLD FAVOURITE...

It's not the most original concept around - a platform game for a cartoon licence that is, but done properly you have scope for plenty of imagination and creative gameplay. Bugs is exactly this. It's not pushing back boundaries in any way, though as you stride through the varied levels crammed with familiar cartoon gags and traps you find the elements of surprise and intrigue keeping you hooked.

This game pokes fun out of classic Bugs cartoons and your opponents are all Warner Bros characters. Bugs' methods of attack are inspired, and apart from his highly animated kick, punch, spin and bum splats, Bugs can also gather various ACME devices to hand. Essentially, it's the variety and creativeness of these devices which give the game its appeal.

GAME BY SUNSOFT CONTACT MARUBENI (071) 826 8818 FOR INFORMATION CART SIZE 16 MEG

CD32
TRIVIA
£29.99 OUT NOW
AMIGA VERSION STILL AVAILABLE, PC ON BUDGET
NO OTHER VERSIONS PLANNED

A FAIR CONVERSION OF CDTV TRIV...

TRIVIAL PURSUIT

THE CLASSIC BOARDGAME GETS COMPUTERISED COURTESY OF DOMARK AND THE CD32.

About eight years ago no Christmas dinner would be complete without a game of Trivial Pursuit afterwards. Around about the same time came the first of the computer conversions on to the C64, Spectrum and Amstrad. These were quite good fun but the limited memory restricted the number of possible questions. Still they introduced a couple of innovative features, namely real music and sound to listen to and real pictures to look at instead of simply questions. This CD32 version is essentially a repackaged version of the old CDTV game from about three years ago. Now we've got CD quality music and sound FX to listen to and photorealistic images to gawp at. But is this package any better than the boardgame?

GAME BY DOMARK CONTACT DOMARK (081 - 780 1540) FOR MORE INFORMATION

In the third level the objective is to lure the bull into the target posts shown here. Smash them all before Bugs can set the trap for him and complete the stage.

Remember this guy? He's mean and his bullets chase you until you hit them away. Stay close and jump his head quickly to win.

The variety of ACME devices provide plenty of interaction, and they are also rather funny too!

Science and Entertainment sees him blasted into space.

Throw the die and head for your favourite topic. Mine's 'Throw Again' as it's the only way I get another go.

MC Russell is the game's host. He guides you through each section. At first he's appealing (thanks to wonderful animation), but he soon becomes irritating. Thankfully you can turn him off.

Trivial Pursuit has a smart intro reminiscent of Super Space Invaders, another Domark product. It starts off with a family sitting round a TV playing Trivial Pursuit. The man gets sucked in and ends up appearing in famous moments from history all of which are relevant to each question category.
SNES

This game captures the appeal of Bugs. It's funny, well-animated and the levels feature memorable Bugs themes. The gameplay is flawed though, by questionable sprite detection when Bugs tries to kick grouped baddies, and the absence of your ability to attack while jumping. Apart from that it's highly enjoyable.

DENIZ AHMET

OVERALL 83

OTHER VERSIONS

Most versions are ancient and unobtainable. The Amiga and PC games are like the 8-bit versions, and to be honest you'd probably be better off playing the boardgame.

CDTV

- NOT PREVIOUSLY REVIEWED

AMIGA

- NOT PREVIOUSLY REVIEWED

PC

- NOT PREVIOUSLY REVIEWED

CD32

It succeeds more than most boardgame conversions because of its quality graphics and sound, but Triv fans are hardly going to want to sit around a monitor, and games fans won't rate this above the latest platformer or beat-'em-up. Nice try though. This and the CDTV version are the best small-screen trivia games to date.

RIK SKEWS

OVERALL 59

LAWNMOWER MAN / PC CD-ROM / SCI / £44.99

This is easily one of the best looking CD-ROM titles yet, combining stunning ray-traced graphics with generous amounts of FMV footage. The gameplay is just as good, with excellent variety in the levels.

DENIZ AHMET

OVERALL 83

VOYEUR / CD-I / PHILIPS / £39.99

This is the closest thing yet to an interactive movie, with a strong plot, excellent sound and visuals and a full complement of villains to boot. Easily the best CD-I game at the moment.

DENIZ AHMET

OVERALL 83

LIBERATION / CD32 / MINDSCAPE / £34.99

The follow-up to the awesome Amiga game Captive, blows everything else on CD32 out of the water. The sound effects and music are stunning as is the gameplay, which will grip you right from the off.

DENIZ AHMET

OVERALL 83

REBEL ASSAULT / PC / CD-ROM / LUCASARTS / £49.99

If you're a Star Wars fan, this is a must buy, if you're not you'll still need a very good reason not to buy this. The graphics are amazing, as is the soundtrack, combined with a dozen varied levels. Excellent.

DENIZ AHMET

OVERALL 83

Labyrinth of Time / CD32 / ELECTRONIC ARTS / £24.99

This PC conversion features some stunning ray-traced graphics which form the basis of an utterly dull adventure. Travelling between screens takes ages and there's next to nothing to do.

DENIZ AHMET

OVERALL 83
Liberation is without competition on the CD32 - it's simply streets ahead of everything else. Thankfully, for all of us who aren't yet kitted out with Commodore's latest bit of CD-wizardry, Mindscape has managed to cram the game on to a mere five floppies.

Gone is the orchestrated soundtrack and speech which graced the original, but that's about the extent of the cuts. It still retains the same massive levels and totally absorbing gameplay. Set in the 29th century, you're out to blow open a sinister plot to cover-up the fact that police interrogation robots are slaughtering prisoners. The resulting RPG action is a mixture of problem solving and brutality against other robots as you guide your four battle 'droids through the underworld of a futuristic metropolis.

The best thing about your robots is that they can be upgraded. When you've got enough cash you can buy upgrade chips which are adapted to work with specific weapons and legs that let them leap out of trouble.

Most of your information can be gained from playing around on computer terminals. Here you learn access codes for doors as well as clues as to where to go next.

You can talk to the majority of characters you encounter, although not all of them have anything interesting to say. Some will even attack you if provoked.

Liberation's graphics are all texture mapped, and A1200 users with a hard drive can have up to 71 texture panels in the game, as opposed to the standard four.

It's important to upgrade your weapons as soon as you can afford to. As you progress through the game you encounter robots with armour that's resistant to weaker weapons.

On an A1200 you just can't beat this. It's got all the features of the CD version with very little disk accessing. Obviously, the 16-bit versions are slower and a lot less colourful, but they retain all the gameplay which is what really counts. You need at least 1.5Mb to get it running, and if that counts you in then you've got to have this.

MARK PATTERSON

ALTERNATIVES

SNES
- Legend Of Zelda
- Nintendo/£49.99

It may not be 3D like Liberation, but Zelda is easily the best adventure/RPG on the SNES. It's totally absorbing and there's so much gameplay in it you won't complete it in a hurry.

Issue 112: 92%

WORLD BEATER
- Doom/PC
- Transcend/£37.50

This may be predominantly action-orientated, but as 3D games go there isn't anything better than this on any machine. It's by far and away the best in its class.

Issue 148: 93%

OVERALL
- GRAPHICS 86
- SOUND 84
- PLAYABILITY 95
- VALUE 94

92

PROGRAMMED BY TONY CROWTHER. FOR MORE INFORMATION CONTACT MINDSCAPE (0444 246333). MINIMUM 1.5MB REQUIRED.
HE'S PINK, HE'S ROUND, HIS GAME IS SOUND!

GAME BOY
PINBALL
£19.99
OUT NOW
NO OTHER VERSIONS PLANNED

NINTENDO'S LATEST GAME BOY STAR NOW FEATURES IN A FIRST RATE PINBALL GAME!

Never misjudge the Japanese when it comes to the creation of characters to star in the latest video games. Yes, it does seem odd that a small, pink, balloon-like creature can become a huge success, but then again who would have believed a speedy, blue hedgehog could capture the imagination of a generation?

Fresh from success in his Mario-style platform adventure, Kirby returns to Game Boy in a pinball game where Kirby himself is the ball! Sounds crazy, but as he's round and prone to bouncing around, it makes some sense. Honest.

Anyway, Kirby's Pinball Land features three distinctly different tables, each one made up of three full Game Boy screens. There's a host of features present on each table, including warps to bonus stages and even big boss baddies to destroy for mega bonus points.

The big Kirby on the right thinks about various objects, and if you bounce little Kirby off it that object appears. Useful items, like warp stars and Maxim Tomatoes, should be kept and bounced into when you can, but many of the objects are only good for building your score and are best got rid of by bouncing off the big Kirby on the right.

A Hit Mr Bright (the sun) three times and he turns into Mr Shine (the moon). Hit him three times and a warp star appears which will take Kirby to Mr Boss (the boss).

When you fall through the gap between the flippers on the bottom table, you're given one chance to bounce back by pressing the A button to hurl Kirby back into the game.

Choose from three pinball tables: Wispy Woods Land, Kracko Land or Poppy Brothers' Land. The names are quite sad, but the tables are right fab.

The big Kirby on the right thinks about various objects, and if you bounce little Kirby off it that object appears. Useful items, like warp stars and Maxim Tomatoes, should be kept and bounced into when you can, but many of the objects are only good for building your score and are best got rid of by bouncing off the big Kirby on the right.

Alternatives

Dragon's Fury
Mega Drive
Domark/£34.99
If it's all-out action and general pinball perfection that you're after, then look no further as this is the one to go for. Originally available on import as Devil Crash, Dragon's Fury is the be-all and end-all in pinball simulations.

Issue 134: 81%

The Game Boy has a fine pinball track record so we were expecting something special. We weren't disappointed. Kirby's Pinball Land offers great graphics, a ball which doesn't disappear on the Boy's lowly screen and a stack of features that'll have you slaving away for ages. Forget all other pinball sims on the little Nintendo - Kirby's is the one to go for.

Overall 92

GAME BOY

GRAPHICS 86
SOUND 80
PLAYABILITY 93
VALUE 91

GAME BY NINTENDO
CONTACT NINTENDO (0329 822565) FOR MORE INFORMATION
MEGARACE

TAKE BLADE RUNNER, A FAST-PACED RACING GAME, ADD A SYCOPHANTIC GAME SHOW HOST AND WHAT HAVE YOU GOT? THE NEW GAME FROM CRYO...

In the far flung future the most popular game show in the universe is Megarace. Hosted by the badly dressed Lance Boyle, competitors race stupidly powerful racing cars on a variety of different racetracks in search of the ultimate prize: fame, small, tacky spot prizes and huge amounts of cash.

The tracks, of which there are 16, are varied, and range from simple city courses to tracks through asteroid belts and even underwater. On each track the aim is ludicrously simple. Driving any one of eight powerful cars, you have a mere three laps to shoot or bump off the enemy cars. If you don't manage it within the three laps you lose and must start again. Succeed and you move on to the next track, but if you're very, very good you can even win a prize.

Although Megarace involves little more than keeping the accelerator down, moving left, right and firing, it's a highly addictive game. Loud, beautifully presented and incredibly addictive.

PLAY YOUR CARS RIGHT!
**TOTAL CAR-NAGE**

1. A frightening mix of Max Headroom and Matthew Kelly. Lance Boyle is the evocative host of the Megarace game show.

2. Each car has its own strengths and weaknesses. Some are fast but lightly armoured, others are slower but pack guns and missile launchers.

3. Zoom along under the waves, picking up power-ups, speed-ups, ammo and so forth. Shadow the enemy car ahead and then...

4. ...open up with the guns. Each track has a number of cars to destroy within three laps before you move on to the next track.

**SECOND OPINION**

Megarace is a stunning game and the shots here just don't do the superb backgrounds any justice. It's true that the gameplay is simplistic but it is highly addictive, and on the later tracks the going gets very tough. I like Megarace but I have reservations about how long the game will last. Its simplicity could be its downfall. But I haven't finished it yet so who knows?

- RIK SKEWS

**COMING SOON**

- The bonus level looks pretty much like any other track except that the cars drive at you head-on.

**REVIEWS**

- **PC CD-ROM**
  - On the surface, Megarace is a simple game that doesn't seem to have a huge amount of gameplay, but this game is one of the most addictive games I've played in a long time. It's simple yes, but I guarantee you won't be able to tear yourself away until you've finished it. Plus it's a visual feast and it has a great soundtrack to boot.

- **GRAPHICS** 92
- **SOUND** 90
- **PLAYABILITY** 85
- **VALUE** 87

**OVERALL** 91

Megarace was developed by Cryo who are no longer going to be releasing any games on floppy disk, which is indicative of the move towards CD-ROM games on PC. Cryo's next game is going to be Dragon's Tales (available only on CD of course).
The thing with new machines is that, the very second they become available (usually a few months before, in fact), everyone expects them to be chock-full of the most amazing games ever seen. A bit of a tall order for any programmer, considering they'll have had the development kit for very long. That said, there's nothing wrong with trying out new things - after all, if a system is more powerful than those which have gone before it, then surely it can do things which the others can't.

Which makes you wonder, quite frankly, why Atari decided to release, as one of the show-piece titles for their 64-bit wonder-system, a conversion of a four-year-old vertically scrolling shoot-'em-up, the likes of which have been around since the days of the Spectrum and C64. Originally released into the arcades by Fabtek, Raiden is a 100% accurate conversion of the coin-op. Trouble is, who gives a toss?

**COMING SOON**

JAGUAR

Don't be disenchanted because Raiden's a waste of your time. And money. Because there are plenty of - hopefully - decent titles in production for the Jaguar. Alien Vs Predator is looking excellent, as is Tempest 2000, both of which we'll reviewing soon.

△ Those planes look like they're darting around erratically, but they actually stick to a precise pattern all the way through.

△ There's a big boss buddy at the end of each stage. They take a huge amount of shots to kill.

△ Shoot one of these drop-ships and it'll release a weapons pod. Pick up that pod and, cor blimey, you'll be gifted with a more powerful piece of blasting kit.

△ Shoot at certain buildings and one of these gold medals is uncovered. They're a bit useless though, giving nothing but a few measly points.

△ The ground-based tanks may look a bit wimpy, but their shells will destroy you with one hit. Shoot them once to blow up the turret and again to destroy them completely.

An excellent conversion, but who decided to convert a four-year-old shoot-'em-up for a pushing-back-the-barriers games machine? You could buy a Supergun, which runs arcade PCBs for £100, and the JAMMA board for £20, as opposed to £283 for the Jaguar and this cart, and get the same game. Whoever decided to release this needs their head looking at.

**Paul Rand**

**GRAPHICS** 63

**SOUND** 60

**PLAYABILITY** 66

**VALUE** 27

**OVERALL** 44
SNES

BEAT-'EM-UP

£50-£60

OUT NOW ON IMPORT

NO OTHER VERSIONS PLANNED

NO OTHER VERSIONS AVAILABLE

IT'S AN ALL GIRL, ANIME-STYLE, WONDER BRA WEARING, BEAT-'EM-UP POSSE FROM JAPAN, ONLY THEY'RE SAYING 'WATCH OUT BOYS'...

Every week in the Land of the Rising Sun, hoards of pubescent viewers tune their TV sets in to watch the antics of five, cute young girls (or if you're being PC, women) jumping around in short skirts in the highly popular anime TV series Pretty Soldier Sailor Moon.

And it didn't take the marketing men long to turn it into a two-player scrolling basher starring the cast of the programme, comprising Sailor Moon herself and her four schoolgirl buddies. The game's like most scrolling beat-'em-ups: the screen scrolls for a bit, stops, baddies march in, you bash them, and then it scrolls a bit more. After a while you meet a boss, and then it all starts again with different backdrops under the guise of a new level. It's not very difficult because the baddies have the intelligence of a large root vegetable that's just failed all its GCSEs.

Chain Bird is the only girl to use a weapon. Unfortunately, her chain is not much use in short range attack. In two-player mode you would even the odds by selecting one of the other girls. The conveyor belts shown here are also a main feature of the game and a nuisance, too. A useful tactic is to throw. Grab an opponent and sling them over your head flattening any baddies behind you.

This boss is rock hard because there's no way to block his attacks. Try and throw bosses by approaching them diagonally rather than punching: this seems to confuse them.

Each girl has two special weapons: one shoots forwards and the other to either side. The first weapon needs to be charged up.

Girls cry when a life is lost. There are lots of continues but you can't change characters in-game.

The problem with Sailor Moon is there's only two buttons for combat, but it gets worse. The methods of attack are limited and the baddies never learn your attack patterns. Any beat-'em-up which lets you stand at the edge of the screen and wait for enemies to walk into your fist has to be bad. Unrewarding, unimaginative and unwanted.

ALTERNATIVES

WORLD BEATER

Turtles IV:
Turtles in Time/SNES
Konami/£4.599
The best cartoon-based scrolling basher around. Clever characterisations, manic gameplay combined with speed and sub-games make it a winner.

OVERALL

GAME 76
SOUND 62
PLAYABILITY 60
VALUE 50

81
SUB-TERRANIA

A SMALL CRAFT WITH BIG PROBLEMS COMES TO THE MEGA DRIVE. WILL GRAVITY BE YOUR DOWNFALL?

Why is it that whenever the universe is threatened by aliens, the best us earthlings can muster in defence is a single attack craft? Probably because it makes for a good shoot-'em-up, like Sub-Terrania. It's set in a series of multi-directional scrolling rocky caverns infested with vac-tanned baddies and the frequent massive bosses.

Sub-Terrania is more than just a shoot-'em-up though; there's also a certain amount of puzzle solving involved. The problems usually involve you carting objects to specific locations in order to rescue a handful of innocent earthlings. The first task is normally to collect the special 'sub' pod, which tells you what the puzzles are - but not how to solve them. In easy mode the nine levels are perhaps too easy, but one thing's for sure: Sub-Terrania is a gorgeous and involving blast.

Buildings aren't just there as obstacles. Blast them to reveal hidden power-ups.

There are three different types of weapons available each of which offer three power-up stages. Don't forget to collect any stranded miners on the ground too.

Blast baddies as soon as they appear in your view, preferably before they can hit back.

Your ship can only land on flat surfaces. But make sure you have plenty of fuel or you'll die. Bashing into any other surface will drain your energy.

One of the puzzles which is typical of the game involves placing various mirrors to deflect a laser beam into a nearby wall to destroy it.

Drop the mirror on the moving truck to deflect the laser and provide a clear route to the switch which grants access to the cave below. There you'll find a double-sided reflector essential to the puzzle.

The reflector also comes in handy as a shield from ground attack while in flight. It's not as much fun as blasting 'em though.

GAME: SEGA CONTACT SEGA (071-737 3000) FOR INFORMATION CART SIZE: 16 MEG
THE FANTASTIC VOYAGE

ALTERNATIVES

AMIGA
- Stardust
- Dare/£16.99

The nearest recent alternative is Stardust. This offers more to Asher and Sub-Terrania with its pure vertical shoot-em-up action. Stardust also has the best graphics of any Amiga shoot-em-up and represents stunning value for money.
- Issue 146: 88%

Mega Drive
- The controls are identical to Amiga Sensi, as is the speed. This is easily one of the best football games anywhere.

FOOTBALL SIM
- £25.99 OUT NOW

MEGA DRIVE, AMIGA, GAME GEAR, PC, CD32, GAME BOY AND ST ALSO AVAILABLE
- NO OTHER VERSIONS PLANNED

SENSIBLE SOCCER

THE SENSIBLE TEAM SIGNS UP ARCHIE...

Balequered Archie owners who've been kicking themselves at the lack of football action on their machine should put the boot in no longer. Sensi Soccer, arguably the finest football game on floppies, is out for your machine - and it can't be missed. This version is identical to its Amiga cousin in every way, from speed and gameplay to tournaments and tactics editors. Renegade has produced one of the most outstanding Archie games to date.

- The presentation is excellent throughout the game, including the stunning intro sequence.

- Sub's stunningly smooth parallax play area manages to create a superior illusion of depth. The control system is also sensible but the inertia takes some getting used to. A useful range of weapons makes this a good blaster and the puzzles are inventive and taxing. But, more variety would have helped a lot.
- DENIZ AHMET

- Foul's an essential part of the game. A few sliding tackles will slow the opposition down to a more manageable speed.

- The mark of a good shoot-em-up is having different weapons for different reasons. The power plant shown here is surrounded by a force field, which requires you to locate the appropriate weaponry to blast through it.

- GRAPHICS 88
- SOUND 92
- PLAYABILITY 85
- VALUE 79

OVERALL 85

ARCHIMEDES

Everyone likes Sensi - it's that good a game, and there's no exception here. It's exactly like the Amiga version and best in two-player mode, but even if you only have one joystick you won't easily beat the single-player game. An essential Archie purchase.

- MARK PATTERSON

- GRAPHICS 87
- SOUND 68
- PLAYABILITY 95
- VALUE 95

OVERALL 94

GAME BY SENSIBLE SOCCER • CONTACT RENEGADE (071 481 9214)
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**BATTLETOADS**

Now the Turtles are back in fashion, can the Toads hit the big time again too?

Battletoads is a parody of the Teenage Mutant Hero Turtles with Zitz, Rash and Pimple taking the place of our shell-laden friends. The game has already done the rounds on the NES and 16-bit formats and it is based on a number of classic games including Double Dragon, Castellan (based on the old C64 hit Nebulus) but most notably the Turtles arcade game itself.

There's plenty of variety on offer, but in the end it comes across as rather one dimensional. The fighting's not exactly going to hurt Streetfighter and the platform sections hardly match Sonic in the enjoyment stakes. Presentation is also rather average for a handheld game with no options screens. Graphically this is the first Game Gear game that's disappointed me for ages. A classic example of how you shouldn't try to turn back the clock.

These plants are another obstacle you'll have to overcome when descending the ledge. Hit them once to stun them, but they take three hits to kill in total.

These guys are so frustrating. They bounce all over the place and just when you think you've beaten them they hit you into oblivion. Aaargh!

Here you get to look through the eyes of your enemy. To kill him, pick up the rocks the robot burns out of the ground and throw them at him.

Hitting things with the bar makes all the difference since it does much more damage than your fists or feet possibly can.

This game is far too hard and here's an obvious example of why. Things go quite well until you reach this bike. Climb on and the screen whizzes by at a ridiculously uncontrollable rate as you try to ride the bike around obstacles.

**GAME GEAR**

- Platform
- £29.99
- Out Now
- SNES, Mega Drive and NES also available
- Amiga version planned

**GAME GEAR**

Another average platform game. One thing in Battletoads' favour though is it has more variety than usual. The parallax scrolling is decent, but the game's perspective means it's too easy to fall off a ledge when you thought you were completely safe. It's not difficult but frustrating and unforgiving in its control. Battletoads? Tailpoles more like.

**Rik Skews**

**GRAPHICS** 69
**SOUND** 64
**PLAYABILITY** 58
**VALUE** 57

**OVERALL** 60

**GAME BY SEGA**

Contact Sega (071-373 3000) for more information

Available on all Nintendo formats from March 1994
IS GREMLIN'S LATEST SHOOT-'EM-UP A DISPOSABLE FRISBEE OR A FIRST RATE HERO?

I'm in two minds about what in the games industry is known as 'shovelware' (software that's ported over to another format with no obvious differences). I'm in two minds because on the one hand I don't mind playing straight ports if they're decent games like Disposable Hero, but on the other so many CD-only games are a load of smelly old dustbins anyway.

Not an accusation you could level at Disposable Hero. Although there's very little difference between this and the original floppy disk version, it remains a decent blaster which smacks very much of the R-Type series. The chief differences are the obligatory CD music, but gameplay wise the only difference is that the game's been made easier and more playable.

As good as the background scenery is don't stray too close to it because one touch means instant death.

The Amiga version of D-Hero is a fine blaster but it's too hard. For the CD32, though, the game's been made easier, but with only five levels you could find yourself completing it before too long. The graphics are decent but the same as the original. The excellent CD techno music gets the adrenaline going though.

* RIK SKEWS

**ALTERNATIVES**

- **SNES**
  - R Type III
  - Frem/£60

  The third version of the game that virtually defined shoot-'em-ups as we know them. Great graphics, superb bosses, excellent gameplay and of course those never surpassed weapons.

- **GRAPHICS** 85
- **SOUND** 90
- **PLAYABILITY** 75
- **VALUE** 79

**OVERALL** 77

Is it me or has the background scenery been inspired by the works of
- Alien designer HR Geiger!

This globe type thing replenishes your energy - essential stuff since the game's mighty tough going. The other collectible on the far right is a blueprint for either a weapon or an energy source to enable the more powerful weapons to work.
The Lotus Pole Position

CD32
Racing Game
£29.99 OUT NOW
MEGA DRIVE/AMIGA/SNES VERSIONS AVAILABLE. NO OTHER VERSIONS PLANNED.

The Lotus Trilogy

I dunno, you've been waiting for a Lotus for ages and then three come along at once...

Three classic games on one disc? Well, yes but the thing about the Lotus trilogy is that they are sequels (yes OK, the first one wasn't smartarse), and although from a nostalgic point of view it's nice to have all three together as one, if you've got the choice of playing Lotus III you're not going to play the first games. Why? Well because in its rawest form Lotus is not as much fun as it is in its latest guise: two player option, more detailed courses, varied tracks, just about every different weather condition thrown at you and numerous obstacles. Plus there's a choice of Lotuses (like the now defunct Elan) and the excellent course constructor, so when you're bored of the supplied tracks you can create your own.

Now on this course you would probably be better off driving a Saab or something. Trying to see where the road actually is bad enough let alone trying to stay on it.

Surely every racing game is far more fun in two-player mode, and the Lotus Trilogy is no exception. (Well apart from the fact that they didn't introduce the two player mode until Lotus 2.)

In its third incarnation Lotus was (and still is) a whole lot of fun, with wackier racing courses (just check out this littleingham number) and drone cars that are buggers to get past. With out a doubt the game's far more playable with automatic gears, though if you find that too easy then you could torture yourself and do all the courses with manual.

If you tire of the common-or-garden race tracks then why not go for a designer track? Nip into the course constructor and whip up your very own circuit.

The difficulty curve in all three Lotus games is pitched just right. As you progress it becomes ever more like driving round the North Circular as no-one lets you overtake. The fog in this level makes visibility so dire that could you actually crash the car in Lotus then you probably would, regularly in fact.

There does seem to be a degree of slow down on the CD32 version, but the sound is better and the FX are far clearer. But really what we have here is a compilation of past hits, which are fun to play again but an old game like Lotus hardly shows off the capabilities of a 32-bit console. A good but dated racing game(s).

GARY LORD

ALTERNATIVE

MEGA DRIVE
- F1
- Domark/£44.99

Like Lotus, F1 has a simultaneous, two-player, split-screen mode. It's an official licence and the one thing the game excels at is speed. It's very fast and subsequently there are few accoutrements on the tracks.

Can I reach the checkpoint in time? Is there enough room to get past the obstreperous white cars? Will I crash into the roadworks just around the corner? These and other questions will not be answered in the next caption.

GRAPHICS 79
SOUND 82
PLAYABILITY 80
VALUE 81

OVERALL 82

REVIEWED ISSUE 141 86%
**A1200**

**STRATEGY**

**£29.99**

OUT NOW

**NO OTHER VERSIONS PLANNED**

**AMIGA 500/600 VERSION ALSO AVAILABLE**

---

**SABRE TEAM**

---

Are you man enough to handle an SAS squad or will you turn into a big girl's pair of pants?

SAS Squad is generally regarded as one of the best turn-based strategy games around, and Sabre Team on Amiga 500 and 600, although borrowing very heavily from that game, is also a very good example. Now it has been ported over on to the more powerful A1200 and has been extensively improved from the original Amiga version.

For a start the game runs a whole lot faster and the computer only takes a couple of seconds to make its moves as opposed to the couple of minutes it took previously. Another big improvement is the 'Go To' option which allows you to click exactly where you want to go without having to move through every square.

As this is the A1200 version it features the usual extras in the shape of higher defined graphics, more speech and some pleasant graphic stills. This was a good purchase for Amiga owners - if you own an A1200 it's essential.

---

**Alternatives**

**MEGA DRIVE**

- **Jungle Strike**
  - £15.99
- **EA/A:£39.99**

Although there's a lot more shooting in Jungle Strike than in Sabre Team, the former plays in a similar tactical way and probably the best game of its type ever.

---

**Review**

---

**Overall 85**

---

**GAME BY KRISALIS. CONTACT KRISALIS (0709 372290) FOR MORE INFORMATION.
NHL Hockey '94

One of the most essential Mega Drive carts puts its CD trousers on.

The history of this fine game stretches back to around 1990 when the Mega Drive was still sucking dummies. Since then EA Hockey (as it was originally called) has seen three upgrades with the main changes being the exclusion of blood from injured players and the inclusion of heaps of accurate player statistics. It's also appeared in an excellent SNES conversion.

The Mega-CD game is essentially the '94 Mega Drive version with the obligatory CD intro featuring some FMV hockey footage. Apart from this the game is the same, but if it ain't broke why fix it? Those of you wanting a bit of blood would be well advised to check out Mutant League Hockey (80% CVG 149) which is based on the NHL game engine.

Golacchio! Or something. Scoring a goal is difficult but extremely satisfying. Instead of going one-to-one your best bet is to run straight down the middle and then pass to someone near the edge who can smack the puck goalbound at an angle.

See that row of chairs on the left? That's the sin bin that is, and if you do too many fouls then your players could well end up cooling off in here.

Come on EAL if you've added real speech and an FMV intro surely you could have incorporated a real person to read out the pre-match statistics.

Face offs occur at the start of every period and after a goal has been scored. They also take place in the zone of whoever's committed a nasty foul.

All the usual options are here and EA's excellent 4-Way Play adaptor can be used for four-player tomfoolery if you can rally round that many mates.

Apart from the FMV intro and the improved music and speech the Mega Drive and SNES versions are the same as the Mega-CD game. All your high recommended.

- Rik Skews

Graphics 84
Sound 80
Playability 90
Value 89

Overall 90
JUNGLE BOOK

DASH AROUND IN A LOIN CLOTH AND GET MORE THAN THOSE BARE NECESSITIES...

It would be nice to forget about your worries and strife, but when you're in the jungle wearing little more than your pants it's best to get back to your village ASAP. And to do this in this platformer you have to map a path through 12 levels, swinging and climbing on vines and battling with all of Mowgli's enemies, knocking them away with boomerang bananas and a blowpipe. The game is a race against the clock, however, a number of awkwardly placed jewels must also be gathered to complete each level. This introduces an exploration element, plus there's usually more than one path across a screen, which gives the game some depth. But it's the well-placed continues which prevent Jungle Book being as frustrating as some similar platform games.

What any platformer needs is imagination and Jungle Book certainly has that. The exploration, action and humour are well-thought-out and the difficulty level is above average, which gives it that vital lastability. There's perhaps too much emphasis on keeping away from the usual death gaps at the bottom of the screen and not enough on the enemies which inflict little damage and die easily.

COMING SOON

SNES AND MEGA DRIVE

The plot remains faithful but the graphics and animation look gorgeous. The enemies are more intelligent and the 12 levels offer different layouts and puzzles.

<table>
<thead>
<tr>
<th>GRAPHICS</th>
<th>SOUND</th>
<th>PLAYABILITY</th>
<th>VALUE</th>
</tr>
</thead>
<tbody>
<tr>
<td>90</td>
<td>86</td>
<td>83</td>
<td>90</td>
</tr>
</tbody>
</table>

OVERALL: 87

It should be obvious what you need to do here. Jump on the plank and be catapulted to the top of the play area.

GAME BOY

OUT NOW ON FLOPPY

HERE'S WHAT CURRENT RELEASES CVG RECOMMENDS PC AND AMIGA OWNERS SPEND THEIR MONEY ON...

SIM CITY 2000 / PC / APPLE MACINTOSH
MAXIS / PRICE: £39.99
With the follow-up to the classic Sim City, Maxis has created a game which has already bulldozed its way into the software hall of fame. The city-building gameplay is simple but contains more depth than anything we've seen in ages. Excellent.

DOOM / PC / TRANSCEND / PRICE: £37.50
When it comes to naming the PC game of the year, chances are this will be it. Doom combines the best 3D graphics seen on a home machine with all-action ultra-violence. Best of all, you can get a third of the game as shareware for only £3.75!

COOL SPOT / AMIGA / VIRGIN
PRICE: £29.99
The Amiga finally has its version of the SNES and Mega Drive smash, and it's every bit as good. The graphics aren't as sharp as they should have been, but that's no reason to overlook this excellent platform game.

AND THIS IS WHAT CVG RECOMMENDS YOU STEER MORE CLEAR OF THAN A HERD OF FRIESIANS WITH A CHRONIC DOSE OF FLATULENCE...

BATMAN / AMIGA / KONAMI / PRICE: £14.99
When it comes to crap software, you'll struggle to find something worse than this. Bar the relatively low price, there's nothing going for this game at all. The graphics are horrible, the sprites puny and it's full of irritating bugs.
FM TOWNS
THE BEST CD CONSOLE?

If you lived in Japan and someone asked you what the best CD console was you'd be committing a major faux pas if the answer you came up with was anything other than the FM Towns Marty.

If you're looking for the machine that will give you a real arcade feel in your own living room then the Marty is hard to beat at the moment. Not only this, but the Marty is the machine which many top games and arcade licences are being released on first, long before they arrive on more popular machines, and especially because it's supported by the likes of arcade giants Capcom.

When the machine came out a year or so ago there was nothing around to touch it, and even today, with the threat of 3DO and Saturn, it more than holds its own in the marketplace as a very desirable item. There's just one major disadvantage to the Marty, and that's that since there are no plans to distribute it in the USA or Europe the only way for you to get hold of one is on import, so expect to have to pay somewhere in the region of £800 for the actual console, plus £100 odd for new games.

SCAVENGER 4

A playable sequel to Microcom which shames Rebel Assault on PC CD-ROM. Offers some of the most complex and stunning bosses ever seen.

**VERDICT**

| GRAPHICS | 93 |
| SOUND | 92 |
| PLAYABILITY | 86 |
| VALUE | 77 |
| OVERALL | 88 |

VIEWPOINT

The action here is constant, you rarely get a chance for a breather on screen. The aim is to blast switches to open barriers for your progress and perfect sprite detection demands precision control – and patience!

**VERDICT**

A standard shooter which supports two players with heaps of speed and action. Worthy thanks to a stunning selection of weapons which make for satisfying carnage.

| GRAPHICS | 81 |
| SOUND | 80 |
| PLAYABILITY | 83 |
| VALUE | 70 |
| OVERALL | 80 |

CONTACT: RAVEN GAMES (081-663 6810) FOR DETAILS OF MARTY GAMES.
MARTY:

MARTY GAMES ON YOUR MACHINE.
A lot of Marty games can be found on other formats. Microcosm from Psynopsis on CD32, PC CD-ROM and Mega-CD is actually a conversion from the FM Towns, and it actually came out a few years ago. The sequel, Scavenger 4 has also come out on the Marty first too, and is about to be converted to Mega-CD, PC CD-ROM and 3DO. Other top Marty games include Viewpoint (converted from the Neo-Geo) and Splatterhouse (which can be found on the Mega Drive). Muscle Bomber will also soon appear on a 24Mb SNES cart.

MUSCLE BOMBER

OUT NOW HANDHELD

CASH BURNING A HOLE IN YOUR POCKET? WELL HERE'S SOME CURRENT RELEASES THAT THE CVG TEAM HEARTILY RECOMMEND...

PINBALL FANTASIES / GAME BOY / GAMETEK /
PRICE: £24.99
Pinball on the Game Boy's tiny screen may sound like a dumb concept, but here's proof it works. With four tables, excellent sound and smooth gameplay this makes a great change from the usual array of Game Boy titles.

ISSUE 146 89%

NBA JAM / GAME GEAR / ACCLAIM / PRICE:
£34.99
Even if basketball isn't your thing, NBA Jam is still a cart worth buying. Like its 16-Bit brothers, it's the best bit of through-the-hoop action you'll find anywhere.

ISSUE 148 82%

MONSTER MAX / GAME GEAR / TITUS / PRICE:
£24.99
This is a cracking isometric adventure in the mould of classics like Knight Lore and Head Over Heels. The graphics are amazing for the Game Boy and the gameplay is challenging and addictive. Great all round.

ISSUE 147 85%

MICRO MACHINES / GAME GEAR / CODEMASTERS / PRICE: £27.99
Like the Mega Drive version before, Micro Machines is simply one of the most playable games ever. The Game Gear version has the added bonus of being two-player on one machine. Addictive stuff.

ISSUE 148 89%

DIRECTIVE NUMBER FOUR: DON'T WASTE YOUR CASH ON THIS GAME...

Don't be suckered by a big licence, this game doesn't live up to expectations. Instead it's a conversion of the equally poor Mega Drive version.

ISSUE 149 49%

VERDICT

MARTY:

VERDICT

MARTY:

MICROGAMING

VERDICT

It's the original version, but the same criticisms exist. The shoot-'em-up element is very weary and very repetitive. You can't hit the walls.

VERDICT

The moves are fairly limited compared to something like WWF on the SNES. The different characters have their own specific moves attached to generic key combinations.

VERDICT

Wrestling games need plenty of variety in moves, which this game lacks, and you'll have to buy a second pad to play in two-player mode. A good conversion of an OK game.

VERDICT

■ GRAPHICS 80
■ SOUND 88
■ PLAYABILITY 64
■ VALUE 50
■ OVERALL 70

■ GRAPHICS 85
■ SOUND 85
■ PLAYABILITY 40
■ VALUE 42
■ OVERALL 71

THE MARTY IS A 32-BIT SYSTEM. IT HAS A DOUBLE-SPEED CD DRIVE. A HIGH RESOLUTION COLOURS. THE CPU SPEED IS COMPARABLE TO A 486 25MHZ PC AND THE SOUND CHIP DELIVERS A 16-BIT, MULTI-VOICE, 16-BIT QUALITY SAMPLES.
Evasive Action is a pure dogfighting game. Gone are the mission briefings and the tedious A to B flying that chews up your time in most flight sims, in Evasive Action you've just got to get up into the sky and shoot down your opponent.

And that's all there is to it but EA offers the player four separate time zones to fly in: World War One, World War Two, The Present Day and even a futuristic 2064 space scenario for good measure. Best of all, EA allows you to fight against a friend, playing on either a split screen or over a modem or serial cable.

With basic but effective polygon graphics, EA is a fast and difficult game to master. A superb alternative to the current crop of heavyweight flight sims.

In the year 2064 suitably futuristic starfighters battle it out in a debris-strewn space sector.

The second time zone encompasses World War II and the pacific theatre; Helicats and Zeros are your craft this time.

In the 1914 time zone you can take to the skies in either a Sopwith or a Fokker Triplane.

Stunts involve either flying through, between or under obstacles and when successfully completed these replenish both your fuel and weapons stocks.

You can choose what model of aircraft you fly, how you control it and whether you fly in split-screen mode against a friend or singly against the computer.

Alternatives
- AMIGA
  - Dogfight
  - Microprose/£34.99
  - Dogfight lets you fly Harriers against Spitfires and Triplanes against Phantoms in the ultimate 'what if?' confrontation. There's even a campaign crammed in there as well.

Overall
- GRAPHICS 86
- SOUND 82
- PLAYABILITY 91
- VALUE 83
- OVERALL 86

This is more a flight game than a flight sim, Evasive Action simplifies the whole flying experience, abandoning the 300 page manual and trimming down the usual mountain of flight controls. The computer opponents are tough but the game is at its best when played against a human opponent. It's a nice game and will hold your interest for a while but for just how long is questionable.
You've got a PC, the best games machine ever created.

Now, at long last, comes PC GAMES, the best games magazine ever created.

Inside its 132 bulging pages, you'll find more reviews, previews and tips than you could ever believe humanly possible, including an exclusive behind-the-scenes look at the making of Origin's BIOFORGE, the latest and greatest game from Richard 'Mr Ultima' Garriott. And maybe - just maybe - it'll have the first ever review of DID's incredible INFERNO.

And disks? You want disks? Okay, how about two meaty high-density floppies packed with goodness, including fully-playable and totally exclusive demos of the stunning TIE FIGHTER and the equally fab HEIMDALL 2?

So there you have it. PC GAMES.
I know we're bound to say this, but it'll be brilliant.
No, really.

PC GAMES
It's all about games. On the PC.
On-sale May 6th, price £3.95.
Along with Mega Man, this has been one of the most eagerly anticipated SNES carts since Streetfighter II. The first Goeman game was good enough and any sequel of sufficient quality could be better than practically anything else around, and it looks as though Konami has delivered.

The plot has the hero, and part time thief, Goeman attempting to stop the evil General Magnus destroying the Japanese province of Edo. But Magnus isn't your average dumb harbinger of evil, he's replaced most of the people with robot rabbits and samurai. And overcoming these is a formidable task.

However, all isn't sweetness and light in the Goeman story. Konami of America has decided not to publish the game, which means, for financial reasons, it won't be released in Europe either. So if you want it — you'll have to get it on import and it'll set you back £70 for the 16-meg battery-save cartridge. Still, even with Japanese text and a manual that's as clear as a back-to-basics policy on a dark night in an MP's private chambers, this is one hell of a decent game.

**Goeman blasts**

- Game Design: Konami
- Tel: 0895 883000
- Cartridge Size: 16MB with Battery Save
- Game Difficulty: Tough
- Number of Players: One
- Game Type: Platform
SECOND OPINION

Goeman 2 just goes to prove that originality is still alive and kicking in Japan. It's one of the best SNES carts I've played this year, and I doubt if I'll come across anything better. The action and array of features is enormous — from taking control of giant killer clockwork toys to the 3D battles with bosses. As the actress said to the vicar's trousers, 'I never knew there was so much in it.'

MARK PATTERSON

SNES

SUMO TROUSERS

Suzuki is the weakest of the three characters. She is, however, the fastest and can jump the highest, two features which are useful on later stages.

ALTERNATIVES

MEGA DRIVE

- Gunstar Heroes
  Sega/£49.99
  The closest thing to the varied action of Goeman on Mega Drive is Gunstar Heroes. Apart from anything else, it's easily in the top ten best MD games.
  Issue 142: 92%

AMIGA

- Bubba 'N' Stix
  Core/£24.99
  There isn't anything on Amiga that features outlandish Japanese style graphics. There is, however, Bubba 'N' Stix, which is a highly weird platformer.
  Issue 147: 88%

GRAPHICS 88
SOUND 91
PLAYABILITY 93
VALUE 89
OVERALL 90

BACK!

BET YOU DIDN'T KNOW THAT GOEMAN IS LOOSELY BASED ON A 16TH CENTURY JAPANESE THIEF WHO BUGGED THE HELL OUT OF SHOGUN TOKUGAWA (WHO HAD THE MOST SUCCESSFUL SHOGUNATE IN HISTORY) UNTIL HE WAS CAPTURED AND BOILED ALIVE.
GRAB A WEAPON, PUT ON YOUR TUNIC AND ARMOUR AND GET ADVENTURING IN GREMLIN’S LATEST RPG...

While the world and his wife are whingeing about the quantity of platform games and beat-'em-ups doing the rounds on all the main systems, there are at least some companies trying other genres to fulfill your gaming enthusiasm. It seems there's a bit of a resurgence in the popularity of the RPG of late, what with Liberation on CD32, Secret of Mana on SNES and now Legacy Of Sorsasil on Amiga.

Like Darkmire from Core Design (82% Issue 149), Legacy of Sorsasil doesn't really offer anything that hasn't been done in the past, but what's on offer here is superbly implemented and it's great to see that Gremlin has spiced up the usual RPG storyline with some jovial quips.

Like any good wizard the magical characters turn their noses up at using weapons and turn to their mystical side by using magical attack weapons like this lightning bolt.

The game has one of those always handy auto mapping features. It also points out things like bad-dies and traps which your characters can see.

Fighting is simply a matter of selecting the fight icon, moving it over the character you wish to attack and hitting the mouse button. Be careful you don't attack your own characters by accident.

The five attributes: body, combat, perception, strength and mind can be increased by five points in total. They're increased by selecting the candle on the left and then clicking on the attribute you wish to increase.

The first thing that strikes you about about Legacy of Sorsasil (apart from the weighty manual) is how good the graphics are for an RPG. They're clear and colourful but maybe a little unatmospheric. The music is quality stuff though and the gameplay is fast and easy to get into and you can even after it to your heart’s delight if desired.

- AMIGA

- GRAPHICS 86
- SOUND 83
- PLAYABILITY 85
- VALUE 84

OVERALL 85
GAMING ON A SHOESTRING

CHEAPOS

SOMETIMES, HAVING FUN DOESN'T HAVE TO COST THE EARTH, SO HERE ARE CVG'S RECOMMENDATIONS OF THE LATEST CROP OF BUDGET RELEASES...

ANOTHER WORLD / PC / DELPHINE
PRICE: £14.99
After conquering practically every 16-bit format you would care to mention, Another World returns to the PC at a cut-down price. Despite being over two years old, this game stands up as one of the best titles so far this decade.

BLACK CRYPT / AMIGA / HIT SQUAD PLATINUM
PRICE: £12.99
Originally released by Electronic Arts, Black Crypt is the only real alternative toSSI's Eye Of The Beholder. There are huge mazes to negotiate and loads of slavering beauties to batter. An excellent RPG.

EYE OF THE BEHOLDER / PC / KIXX
PRICE: £16.99
This was a major leap forward for RPGs when it was first released and, while it's dated technically, it's as playable as ever. What's more, it's a genuine Dungeons & Dragons licence, so you can get all the action of the real game without the Dungeon Master cheating.

RAILROAD TYCOON / AMIGA / ACTION 16
PRICE: £12.99
This game from Sid Meier, creator of Civilization, is one of the most genuinely playable games ever. The aim is to build a railway and make a profit. Sounds simple, but it's guaranteed to keep you playing for months.

POLICE QUEST / PC / KIXX
PRICE: £16.99
Although by today's standards this is an inferior looking game, it is a genuine piece of software history. Take on the mantle of a Californian copper and crack some skulls in the pursuit of justice. There's loads to do and it isn't easy to complete.

Even at a bargain price this game's still not worth the price of a floppy disk...

LINKS / AMIGA / KIXX
PRICE: £11.99
It's frightening to think that there are people out there who make such a mockery of a game like golf. But here it is, the worst Amiga golf game ever. Take our advice, stick to PGA instead.

PD GAMES

GAMES 'N' ENTERTAINMENT FOR A COUPLE OF QUID IN THE WORLD OF PUBLIC DOMAIN SOFTWARE

X-WING MISSION EDITOR / PC
Available from: Sprinsoft (0352) 770049.
To most X-Wing is one of the best PC games ever, and now it can be made even more fun. With the mission editor you can alter everything from the number of tie-fighters that you face to the skill of your co-pilot.

SLOWMO / PC
Available from: Sprinsoft (0352) 770049.
This has to be the ultimate package for people who find that their old game runs unplayably fast on modern machines. SlowMo basically slows the games down to a manageable speed.

ASSASSINS 148 / AMIGA
When it comes to PD games, the Assassins have to be the masters. They've been producing compilations of varying quality for years. This, their latest collection, features a version of Mastermind as well as a neat Uridium clone.

ARCHIPELAGOS CAMPAIGN / AMIGA
Available from: Essex Computer Systems, 118 Middle Crockerford, Basildon, Essex SS16 4JN.
If you've always fancied the idea of world domination but were too lazy to go Risk (an excellent board game), this is the disk for you. Basically the aim is to polish off the opposing armies and declare yourself ruler of the planet. Huzzah!

BLAKE STONE: ALIENS OF GOLD / PC
Available from: Sprinsoft (0352) 770049.
If Doom's your kind of game (and it probably is) you might want to give this a look in. It's another 3D maze game-cum-blast, but with more gore. It's not as maze and technically excellent as Doom, but an excellent laugh all the same.

THE BEST (AND CHEAPEST) WAY TO BUILD UP YOUR SOFTWARE COLLECTION IS TO PERUSE A COMPANY'S BUDGET PORTFOLIO
JOHN MADDEN'S FOOTBALL

Seemingly unwilling to break with the formula which made the Madden's series so popular, this version uses exactly the same control system as its baby brothers. In fact, the game is generally identical in every way apart from the graphics and presentation.

All the graphics in John Madden’s are digitised throughout, and that includes the players. There are enough frames of animation to prevent them looking jerky, although they're not as smooth as they could have been had the programmers used sprites instead. Basically, if you played any of the other versions, you'll know exactly what to expect here, although the gameplay isn't quite up to the standard of the Mega Drive game. Receiving passes, for instance, is incredibly hard. Still, it's proof positive, if any's needed that the 3DO has great potential; and if you need further proof then turn to page 54 now!

JM IN FMV ON 3DO

▲ More video footage, this time it's the infamous man-with-stick, who checks to see if you made the down. This can be a little tiresome and it would have been nice to have had an option to switch it off.

▲ As in the other versions, you get three windows when you hit the pass button, each showing the position of a receiver. What you don't see are the two or three hulking great defenders chasing after them.
The Madden's Series Continues

**Review**

CVC

*It's chucking it down with rain, which makes long plays almost impossible. However, if you're desperate, they have to be attempted.*

*When the ball's snapped back you need to buy your quarterback some time by positioning him behind his defence. Now's the time to recall the little diagram of the play to work out which is the best receiver to pass to.*

*The windows are marked A, B and C, which correspond to the joystick buttons. Simply choose your receiver, press the right button and you'll unleash a massive pass.*

*Unfortunately the ball's gone straight to a member of the opposing team, who happily tries to reverse the situation by steamrolling your forwards and on towards your goal line.*

**Other Versions**

Madden's has appeared on a variety of 16-bit machines with varying degrees of success. The Amiga version uses a slightly different control system from the other versions to get around the joystick only having one button.

**SNES**
- Reviewed Issue 134 @ 88%
- Mega Drive
- Reviewed Issue 110 @ 95%
- Amiga
- Reviewed Issue 123 @ 93%

**3DO**

Madden's 3DO isn't the step forward in sports games we had hoped for. It is, however, a fine American football sim. The presentation is excellent, from the TV style intro to the FMV library of NFL highlights. The only disappointment for me is that the game doesn't play quite as well as the Mega Drive version.

- Mark Patterson

**Score a touchdown and your player will boogie, only it looks more like he's standing bare-footed on hot coals rather than dancing.**

**FROM EA**

There's nothing like a mass bundle to put a player out of the game. If someone gets hit too many times he'll have to be replaced.

**At last you can witness pudgy John Madden in all his glory. Previously he was restricted to a five frame animation in the Mega-CD version, but now you can witness the play-moister in 'full effect', as it were, thanks to the wonder of FMV.**

**Graphics 85**
**Sound 83**
**Playability 83**
**Value 82**

**Overall 82**

- Game Design by SNK
- Game Programmed by K. Amusement Company
- Available on all Nintendo formats from March

1994 - Game Design by SNK
EVERY GAME

OUR MISSION AT CVG IS TO REVIEW EVERY GAME RELEASED, SO DON'T BUY IT BEFORE WE TRY IT. HERE, TO ROUND OFF THIS MONTH'S LOOK AT THE CURRENT CROP OF GAMES, ARE OUR THOUGHTS ON 41 MORE GAMES WHICH ARE SET TO DO THE ROUNDS...

SUPER GOAL 2 (SUPER NES)
Follows in the great tradition of the Goal! series by being decidedly awful, check out our Kick Off 3 review instead.

61%

CONSPIRACY (PC CD-ROM)
This dino platformer is so average it's abnormal.

38%

INNOCENT UNTIL CAUGHT (AMIGA)
A poor mouse control system takes the edge off this otherwise interesting adventure.

73%

NOMAD (PC)
Yes, this is an OK space combat/trading affair, but it's been done better a million times before.

63%

THE CHAOS ENGINE (MEGA DRIVE)
Overhead scrolling shoot'em-up converted from the highly acclaimed Amiga original. Bit tough going to start with, but very playable once you get the hang of things.

86%

POLICE QUEST 4 (PC)
Using a combination of video graphics and digitised pics, this is a fine adventure.

73%

MYSTIC MANSION (MEGA-CD)
Atmospheric and indeed, rather spooky, Full Motion Video showcase. Very impressive, but rather limited and easy to complete.

75%

CHUCK ROCK (GAME BOY)
A sense of humour which is 'wacky' in the USA, but 'cacky' over here; does nothing to rescue this tired formula and boring platformer.

53%

CHAMPIONSHIP MANAGER ITALIA (AMIGA)
Not much in the way of presentation, but this is an involving and breathtakingly deep management sim.

89%

DAEMONSGATE (PC)
Conventional design, but the adventure itself has a freshness which makes it interesting.

67%

NORMY'S BEACH BABE-O-RAMA (MEGA DRIVE)
One of the deeper RPGs around, but the play mechanics are rather poor.

67%
Mechanically identical to all previous PGA efforts but features new courses. One for non-PGA owners or real-life golf enthusiasts.

78%

**THE RYDER CUP (AMIGA)**
Atmospheric and well presented. The Ryder Cup looks gorgeous. But there's not much to it, and there are certainly better golf games.

79%

**CHAMPIONSHIP MANAGER '93-'94 (PC)**
Management sim chock full o'flaws but still reasonably enjoyable for some reason.

72%

**DRACULA UNLEASHED (MEGA-CD)**
Laughable acting actually enhances the atmosphere of this involving and well thought out Full Motion Video adventure. Worth a look.

82%

**THE RYDER CUP (GAME BOY)**
Classic game, but a little on the unresponsive side in its second incarnation.

76%

**BATMAN THE ANIMATED SERIES (GAME BOY)**
Unoriginal but highly enjoyable platformer.

84%

**WHEN TWO WORLDS WAR (AMIGA)**
A very satisfying strategy title. Unfortunately, it takes a lot of getting used to the basics.

80%

**TETRIS 2 (GAME BOY)**
Super Tetris with added magic spells element. A genuinely novel twist.

90%

**TETRIS BATTLE GAIDEN (SUPER NES)**
Super Tetris with added magic spells element. A genuinely novel twist.

90%

**CRUISE FOR A CORPSE (AMIGA)**
Another re-released game, this time an ace adventure from Delphine, creators of Another Word and Flashback. Highly recommended.

96%

**LASER SQUAD (AMIGA)**
The original personal combat strategy title. Very good value at new budget price.

84%

**SUPER METHANE BROS (AMIGA)**
It's very much in the Bubble Bobble vein, but without the ease of manoeuvrability that made the original such a classic Amiga game.

76%

**STANLEY CUP (SUPER NES)**
Good enough ice hockey title, but the rotating Mode 7 rink gets quite irritating.

80%
INTERPLAY'S TEN YEAR ANTHOLOGY (PC CD-ROM)
A gaggle of decade-old RPGs. Some are great, some are dire. Worth a look for role-playing die-hards. 71%

Airlines (PC)
Fancy managing an airline? Well working your way up from teaboy at Heathrow would be more interesting. 16%

JOHNNY QUEST: CURSE OF THE MAYAN WARRIORS (PC)
A nice enough looking, but ultimately dull, strategy title. 55%

VIDEO CUBE: SPACE (PC CD-ROM)
An addictive isometric 3D title, but the combat system is a bit slow and in a word, dull. 72%

Curse of the hopeless software designers, more like. Tedium at its worst. 25%

TUBE WARRIORS (AMIGA)

NBA SHOWDOWN '94 (Mega Drive)
An original and interesting puzzle title which sadly doesn't make enough of itself. 60%

MAELSTROM (AMIGA)
Strategy-fxated wargame which takes more into account than shifting your tanks. Quite engrossing. 80%

SNAPPERAZZI (AMIGA)
The official Sun newspaper platform game - and it's almost as tacky as the tabloid licence that it has adopted. 58%

DRACULA (AMIGA)
Below-average Shadow of the Beast-esque scrolling hit-things fest with hideous controls. 41%

ALADDIN (MASTER SYSTEM)
Lovely, lovely graphics, for sure. However, the game is too derivative to be spectacular. 66%

STAR TREK THE NEXT GENERATION (GAME BOY)
Detailed, but ultimately repetitive strategy-lesque affair. 68%

UFO: ENEMY UNKNOWN (PC)

QUEST FOR GLORY (PC)
Interesting enough RPG, and enjoyable throughout, but just too easy. 71%
Win the world's first 64-bit console, not from the USA!
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Competitions close 31.5.94. All competitions have six multiple choice questions and tiebreaker. Nintendo/Sega/Amiga/Jaguar/Suzuki Vitara & Star Trek are all registered trademarks of their respective companies. We are neither related to nor endorsed by them. For rules and winners' names please send SAE to InfoMedia Services Ltd., PO Box 28, Northampton NN1 5DS.
OFFENSIVE, INSULTING... YES IT'S YOB!

YOB'S MAILBAG

RRRRRRRRRRRRRRRRR! ANOTHER BOTTOM-BURSTING BELLYFULL OF INDIGESTIBLE BILGE MAKES ITS WAY INTO THE ONE AND ONLY YOB'S MAILBAG. THIS IS WHERE YOU'LL FIND ALL THE INSIDE INFO ON THE LATEST IN VIDEO GAMES, TOGETHER WITH A FEW SAD TYPES SENT PACKING WITH THE GRACE AND STYLE YOURS TRULY IS FAMOUS FOR. IF YOU WANT THE HOTTEST ANSWERS TO YOUR BURNING QUESTIONS, RECKON YOU CAN MATCH MY WIT AND WISDOM OR JUST WANT TO KNOW ABOUT GAMES, THIS IS WHERE YOU SHOULD BE. TAKE A DEEP BREATH, COUNT TO 600 AND FIRE OFF YOUR RANCID LITTLE RAMBLINGS TO: THIS WAY UP!

SAD AND CONFUSED LETTER INSIDE! YOB'S MALEVOLENT MAILBAG, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R.

FORD ORION DRIVERS

Dear YOB,

I am writing to you to tell you all about myself! I am a small insignificant little turd. I am three foot tall, I have long black hair and I like listening to Björk! I have a big nose and horrible little beady eyes. I have a high-pitched squeaky voice. I live in a very exciting place called St Day. The nightlife is so exciting! If you came here on a Saturday night you could go to the park and sit on the swings! If you are feeling really adventurous you could even look at the stars! If that's not enough you could listen to a Walkman of Björk. AND you could even move around. We also have one of the biggest shopping centres in the world! It's called SPAR! It has everything you could ever need, like Rolos and baked beans. But the most extreme and exciting thing just has to be going to the community centre to play on that most excellent and up-to-date of games... Space Invaders! As you can see, I have a very hectic life so I've got to go now. Bye!

I love you YOB

WENDY WILLIAMS
Redruth, Cornwall

YOB: And the point of this letter was...

a) To solve the world from the perils of the greenhouse effect and passing meteors?

b) To brighten everyone's day with your wisdom, flair and quite breathtaking use of the English language? or...

c) To prove beyond reasonable doubt that painting the walls pink and playing with dolls which pee themselves is bad for you?
SOVEREIGN RING WEARERS

Dear YOB,

I have never before written to a mag, so forgive me if this letter is crap. Before I go on, I'd just like to say that your mag is brill and that I buy it every month. I would really appreciate it if you could answer the following questions:
1. In the recent issues of CVG you have not reviewed a single Neo Geo game. Why is this?
2. How does the Neo Geo compare with the Atari Jaguar?
3. Would you say the Neo Geo is going out?
4. In your opinion which is better out of the Jaguar and Neo Geo for graphics, sound and overall performance?
5. My final question: who the hell named you?

M SIDHU
Wolverhampton
PS I like the pictures, except for the ones of you!
PPS I'd prefer cash, rather than a cheque.

YOB: 1. Well if you read last month's CVG you would see that we reviewed Art of Fighting 2, and that we reckoned it is a rather special beat-'em-up, although it must be said that Fatal Fury 2 is one of the best beat-'em-ups ever written.
2. Technically the Jag is far superior, but the Neo has a stack of really playable games and more than its fair share of classics. To date, of all the software I've seen on Jaguar makes the machine look like a pile of kitten cack, and until that situation improves the Neo has the edge as an all-round machine - particularly if plans to shove up to SEVEN Neo Geo games on to one CD come into effect, as is planned very soon.
3. No. Some of the most playable games I've seen in ages are all on the Neo. SNK is going from strength to strength and its games are getting better and better. If you haven't yet played the uncensored version of Samurai Shodown in the arcades I'd suggest you get a big bag of silver and prepare to spend it all because that game is sheer brilliance.
4. Like I said, technically the Jaguar wins on all counts. But the simple fact is that programmers haven't yet learned how to unleash the power of the beast and until they do the Neo will have better, more playable, games.
5. I was named by Big Chief Hiewatha of the Northern Tribe after my mum's car broke down near an Indian reservation. I always wondered why he called me Yob, and I wasn't the only one. One of the braves once asked the chief how he decided on names for all the newborn babies of the village. "It's simple," explained the chief, "Every time a baby is born I walk outside the tepee and look around. The first thing I see will be that baby's name. For example, if I see a bear in the trees I'll name the baby Brown Bear Running. If the moon is coming up I'll call the child Moon Slowly Rising. Do you understand?" The young brave nodded. "That's good," said the chief, "Now, Two Dogs Crapping, why did you want to know?"

BRASS BAND CONDUCTORS

Dear YOB,

Please could you print a picture of a camel having a crap on my head?

CRAIG HUNT
Tamworth, Staffs

YOB: Provided it's been detached from your body first.

JOHN MAJOR'S CABINET

Dear YOB,

Why are you such a deceitful, degenerate, perifidious, heinous, loathsome, grim, grisly, accominable, abhorrent, ghastly, gruesome, hideous, horrifying, repulsive, revolting, shameful, shocking, terrible, unpleasant, beastly and awful diminutive geek and a total dweeb?

STEWART GREEN
Holme, Lancashire

YOB: Obviously your Anal Retention Therapy is starting to have some effect. Provided you don't scratch the affected area, you might save a few cells of your brain. Let's face it - you're about as useful as a colostomy bag in a jacuzzi and it's about time you took your insignificance elsewhere.

AND PROBABLY THEIR FAMILIES TOO

Dear YOB,

I was walking home from the chippy the other day when this scruffy bloke in a leather jacket stopped me and told me he'd beat me up unless I gave him my fishcake. I told him to get stuffed so he knocked the chips out of my hand and they went all over the floor. The thing is, he looked just like your picture, except he didn't have an axe. Was it you, YOB?

JAMES STRETCH
Basildon, Essex

YOB: Of course not. I've been banned from Basildon after that incident with the prawn balls during the Mayor's Official Opening. Besides, it couldn't have been me - this bloke let you live, didn't he?
TOP GEAR

WHAT'S THE BEST DRIVING GAME – EVER?

WELCOME TO THE FIRST IN A SERIES OF CROSS-FORMAT TESTS — THE MOST TRULY COMPREHENSIVE SET OF REVIEWS THAT YOU WILL READ ANYWHERE. IT'S MASSIVELY SIMPLE: EACH MONTH WE'LL TAKE A PARTICULAR STYLE OF GAME, AND THEN WE'LL:

• TELL YOU WHAT GAMES ARE AVAILABLE
• TELL YOU WHICH ONES WILL BE PUBLISHED SOON
• RECOMMEND THE BEST GAME FOR YOUR MAIN MACHINE
• RECOMMEND THE BEST FOR ANY OTHER MACHINES YOU CAN LAY YOUR HANDS ON OR BUY...

Just like real life!

But while Sega was using established sprite-based technology, other coin-op companies were experimenting with the long-ignored techniques of vector graphics programming. Namco's Winning Run and Atari's Hard Drivin' hit the arcades almost simultaneously, and were very different games.

WHERE TO GUY'NOR?

So where does it go from here? Well, it looks like the coin-op producers are once again blazing the trail for console programmers to follow. The latest and greatest driving coin-ops are Namco's Ridge Racer and Sega's Daytona Racing which both use stunning texture-mapped 3D graphics to create hyper-realistic effects. And guess what? By this time next year you may well be playing an arcade-perfect copy of Ridge Racer at home on your Sony Play Station.
All-Formats Racing Games

**MEGA DRIVE**

**F1 WORLD CHAMPIONSHIP**
**DOMARK**

One of the newest racing games to arrive on the Mega Drive, F1 World Championship is by far and away the fastest yet.

The graphics are simple 3D vectors, with very few track-side objects and relatively simple cars, but the feeling of break-neck speed is unrivalled by any other Mega Drive racer. And if it's not fast enough for you in standard mode, there's a turbo option which cuts down the size of the screen so that it runs even faster! Couple that to the multitude of courses and the two-player mode and it all adds up to a finger-lickin' good motor sport simulation. Who knows, there's a chance that this could still be the top dog in Formula One racing even when Virtua Racing shows up. £49.95

**AYRTON SENNA'S SUPER MONACO GP II**
**SEGA**

Fronted by Ayrton Senna, one of the world's greatest drivers (behind our Nigel, of course), Sega's offering is loaded with more features than any other Mega Drive racing game. The gameplay strikes just the right balance between realism and fun. It may not be the fastest or most playable Mega Drive racer, but it's got a bit of everything thrown in, from battery save to the world championship tracks. £39.99

**MICRO MACHINES**
**CODEMASTERS**

This was a tough decision to make since Formula One World Championship and Micro Machines were neck-and-neck. But after some concerted agonising among your CVG pals, and a bit of a punch-up, the Codies' take the Mega Drive championship on the basis that, while F1 is technically amazing, Micro Machines is so much more fun to play.

The single-player mode is a tad too easy, but the two-player game is tremendous fun, especially when you find trying to claw back the points which your opponent has skillfully managed to relieve you of. Don't be put off by the poor graphics either, it's one of the most genuinely playable games to have surfaced in the last couple of years. You just can't afford to miss it. £34.99

**LOTUS CHALLENGE**
**ELECTRONIC ARTS**

Like Senna's this is a sprite-based game, only instead of driving Formula One cars, you're motoring down the backstreets in a shiny new Lotus.

**ONE TO WATCH!**
**VIRTUA RACING**
**SEGA**

Sega's Mega Drive conversion of its highly successful coin-op incorporates its new SVP (Sega Virtual Processor) chip which provides the extra processor horsepower required to reproduce those high speed vector graphics. For what we think of this new game flick to the review on page 50. Though it may well be a good conversion the extra hardware on the cart means it's going to be a mighty expensive game.

EXPECTED: JUNE

---

For pure speed, you won't find anything faster than F1 World Championship anywhere. Even in the split-screen two-player game it bums along at a frightening pace.

The highlight of the game has to be its split-screen two-player mode, which is immense fun. It doesn't have the pace of F1 World Championship and it isn't quite as polished as Senna's, but it does have plenty of neat features, including an excellent driving through fog effect.

**WINNER**

...
**AMIGA**

**F1 WORLD CHAMPIONSHIP: DOMARK**

Much like the Mega Drive version of F1 World Championship, this Amiga version is fast—real fast! The scenery graphics are simple, but this is the reason why the game is so fast.

There's not much in the way of technical details—forget action replays. And there are only a few options available to change your car. However, it does have the two-player, which is a real test of any driver's skill.

It may pale alongside other games when it comes to features, but with this much speed it doesn't really matter.

- **£25.99**

**THE LOTUS TRILOGY: GREMLIN**

These are real classics now on the Amiga scene where the games made their debut. Each of the three Lotus games in the pack is excellent in its own right. Lotus II has a machine link-up feature, so providing you've got enough Amigas and null-modem cables, you can play with up to three other players. Lotus III: The Ultimate Challenge, does, however, let you tackle with a track's general difficulty, and has slightly better graphics, so you'll probably play this more than the others. All of them, though are equally playable, which is what counts in the end.

Even so, the games are pretty similar, so you could get away with just owning the first game. Still it's good value for money, even though there are better driving games out there.

- **£34.99**

**WINNER**

**FORMULA ONE GRAND PRIX: MICROPROSE**

You have really got to admire FIGP for being such a consummately crafted simulation. In fact, it has been said that when it's running with maximum graphic detail on an A1200 it compares favourably with (gasp) Virtua Racing!

For learner drivers there's a training mode which shows you the line to take on a track, when to change gear and when to steer. But frisseries aside, it's the intelligent opposition and super-fast action which make this one of the most realistic racing simulations anywhere. It may be a couple of years old, but there's nothing on the Amiga that can touch it.

- **£34.99**

**MICRO MACHINES: CODEMASTERS**

Ok, so this game doesn't put any strain on your graphics processor, and the sound isn't much cop, but Micro Machines is a game bulging with gameplay and neat ideas, especially in two-player mode where it's unrivalled. For some reason the parallax scrolling which graced the other versions is missing in this game. Still, this is so playable it hardly matters.

- **£25.99**

△ Lotus may not be up to the same standard as the other games, but you do get all three versions in one pack.
SNES

**F1 EXHAUST HEAT**
**NINTENDO**
If you want a Formula One game for your SNES, this one is the only one worth considering. F1 Exhaust Heat uses the old Mode 7 3D scenery trick to get the tarmac rolling and gives you your own team scientist who will invent more efficient engines, new rubber compounds for tyres, and so forth.

**£39.99**

**F-ZERO**
**NINTENDO**
Unlike all the other games that are featured here, F-Zero has a futuristic theme to it, and consequently the roadways are suspended miles up in the air, and in place of cars you get jet-powered hoverships.

This is a racing game pretty much free of complications. There's no two-player mode like Mario Kart's, but the speed, the colourful, smooth-scrolling graphics and the aggressive opponents provide sufficient exhilaration to keep you hooked.

**£44.99**

**WINNER**

**SUPER MARIO KART**
**NINTENDO**
Not super-realistic, but super-FUN, and we'll tell you that for NOTHING! One of the best two-player games on any console and even those who normally turn up their noses at the plumber's exploits need only experience a couple of matches to be convinced. There's nothing better on any machine, including Micro Machines.

**£44.99**

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**COMPARISON CHART FEATURES**

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<td><strong>F1 EXHAUST HEAT</strong></td>
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**P.C.**

**INDYCAR**

**FORMULA ONE GRAND PRIX**

**CAR AND DRIVER**

**CD32**

**LOTUS TRILOGY**

**NES**

**MICRO MACHINES**

**GAME BOY**

**F1 RACER**

**GAME GEAR**

**MICRO MACHINES**

**MASTER SYSTEM**

**MICRO MACHINES**
Geoff Crammond's Formula One Grand Prix is identical on PC and Amiga, although the PC-based game does run faster on 486DX2 machines. If you've got Indy Car, this is a worthwhile second purchase.

**CD**
- **JAGUAR XJ-220**
- **MEGA-CD**
- **SEGA**

In 1991 Core Design gave its Lotus-style racing game for the Amiga a bit of a profile boost by basing it on what was then the world's fastest road car, Jaguar's XJ-220. Since then both the game and the car have been bettered, but that didn't stop Sega commissioning a Mega-CD translation to be one of the machine's first titles.

Jaguar puts you in the cockpit of one of these 220-mph mega-monsters and challenges you to burn around 32 tortuous tracks before the 30 other cars you're up against.

Underneath these few fancy bits is a game which is competent but not thrilling. If you've seen the dazzling driving sections in the CD version of Batman Returns, with its roller-coaster roads and in-yer-face scenery you'll be left unimpressed by Jaguar's comparatively simple and unexciting 3D effect. Add that to the fact that there's not really that much skill required and you've got something which doesn't quite match up to its potential. Still, it is the only playable Mega-CD racer, so you'll just have to make do with it for now.

£44.99

**AND EVERYTHING ELSE...**

**3DO:** Currently the only driving game on 3DO is Crash 'N' Burn, which is available only on import. It suffers from a chronic lack of playability, so don't bother with it. 54%

**Best Master System and NES:** Like so many other machines, the best here is Micro Machines. Fast paced, two-player and massively addictive. It's out on the Master System and NES which, incidentally, was the first machine it was produced for. 93%

**Best Game Gear:** This is probably no surprise, but once again Micro Machines takes the honours. It's only on Game Gear, but it stands head and shoulders over everything else on this machine. It's even got a two-player on one machine option. 95%

**Best Game Boy:** Easily the best race game on Game Boy is F1 Race. Not only is it a real humdinger of a driving game, but with the multi-player adaptor up to four players can compete at once. This is the only Game Boy race game worth considering. 95%

Winner

- **THE LOTUS TRILOGY**
- **CD32**
- **GREMLIN**

This is an identical pack to the Amiga floppy versions, with all three of Gremlin's successful Lotus games on one disc.

As you might expect, there's plenty of CD music to accompany the driving action, but for some reason the games seem to run slightly slower than their floppy brethren. While this is a problem, there's nothing else in the way of driving games for the CD32 at the moment, so you'll just have to make do. Let's hope that either Mindscape hurry up with Mega Race, or Domark do the decent thing and turn out a version of F1 Championship. In the mean time you'll just have to satisfy your speed-lust with this. At least it's good value for money, which is some consolation for all of you who enjoy getting behind the computerised wheel once in a while. (Full review on page 81.)

£29.99

For some reason CD32 Lotus runs slower than the floppy versions on an A500 Still, three games on one disc isn't a bad thing.

F-ZERO WAS THE FIRST SNES RELEASE TO USE THE MACHINE'S MODE 7 GRAPHICS POWERS FOR THE IMPRESSIVE 3D ROTATING, SCROLLING ROADWAY.
ALL-FORMATS RACING GAMES

COMPARISON CHART
RATINGS

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PC
- **FORMULA ONE GRAND PRIX MICROPROSE**
  Geoff Crammond's sterling Formula One game looks even more at home on a decent PC than it does on an Amiga, this is mainly because the extra processor horsepower makes the animation even smoother when you've got the high detail graphics switched on.
  Otherwise the two versions are identical. All the tracks, camera angles and action replay options, car setup features and of course, that superlative gameplay.
  **£44.99 • 90%**

- **CAR AND DRIVER ELECTRONIC ARTS**
  To some PC owners heaven is to be found in the seat of a simulated F1 racer, but your regular guy would probably prefer cruising the North American countryside in a completely unaffordable supercar. If so, Car and Driver is the PC driving game for the regular guy. In fact it is the ultimate PC driving game if all you want is great graphics and plenty of scope for carefree car racing fun.
  **£39.99 • 89%**

- **INDYCAR VIRGIN**
  This has got to be the current pinnacle of home computer racing simulations - as long as you're running a high-spec 486. This is a real flash gil of a racing game.
  Microprose's F1 game is pretty good, but IndyCar definitely gets the trophy that's overflowing with champagne.
  It's got to be said, though, that all its detail may prove daunting for anyone just after a speedy burn into oblivion.
  **£44.99 • 94%**

▲ Car And Driver lets you test drive the world's most expensive vehicles.

▲ Virgin's IndyCar is technically superior to anything else on the market. But Mario Kart just pips it for fun.
THE CVG CHARTS
WITH HMV

NOWHERE ELSE WILL YOU FIND SUCH A COMPREHENSIVE CHART LISTING, WE TELL YOU WHAT'S NUMBER ONE ON EVERY SINGLE FORMAT...

SNES TOP 10
1 NBA Jam/ Acclaim
2 John Madden '94/ Electronic Arts
3 Super Empire Strikes Back/ Bandai

MEGA DRIVE AND MEGA-CD TOP 10
1 NBA Jam/ Acclaim

AMIGA TOP 10
1 Skidmarks/ Acid Software

NINTENDO TOP 10
1 Tetris 2/ Nintendo

PC COMPATIBLE TOP 10
1 Sim City 2000/ Mindscape
2 Sam and Max/ US Gold
3 Rebel Assault (CD ROM)/ US GOLD

The best conversion of a stunning game. Although the graphics and speech are not quite up to the SNES', the gameplay is that tiny bit faster and therefore better.

2 FIFA International Soccer/ Electronic Arts
3 Sonic 3/ Sega
4 Ground Zero Texas/ Sega-CD/ Sony
5 Aladdin/ Sega
6 Streetfighter II C E/ Sega
7 WWF Royal Rumble/ Acclaim
8 Sensible Soccer/ Sony
9 Charles Barclay: Shut up and Jam/ Acclaim
10 NHL Hockey '94/ Sega-CD/ Electronic Arts

This racer from the Antipodean softies Acid is a storming little number in a similar vein to Micro Machines, and for around £25 you just can't complain.

2 Cannon Fodder/ Virgin
3 Premier Manager 2/ Gremlin
4 Mortal Kombat/ Virgin
5 Alien Breed 2/ Team 17
6 Microcosm (CD32)/ Psygnosis
7 Frontier - Elite 2/ Gametek
8 Championship Manager Italia/ Domark
9 Jurassic Park/ Ocean
10 Zooz 2/ Gremlin

The best puzzler of all time returns in an excellent sequel, although it'll be hard pushed to make the same kind of impact as the first title.

2 Kirby's Dreamland/ Nintendo
3 Yoshi's Cookie/ Nintendo
4 Duck Tales 2/ Nintendo
5 Mig 29/ Codemasters
6 Mario and Yoshi/ Nintendo
7 McDonaldland/ Ocean
8 Flintstones/ Bandai
9 Cosmic Spacehead/ Codemasters
10 Ultimate Stuntman/ Codemasters

OK this may not have stupendously long lasting gameplay but the breathtaking atmosphere and presentation mean this is one of those rare games that's worth checking out, and mainly for its looks.

4 Star Trek: Judgment Rites/ Interplay
5 Hand of Fate/ Virgin
6 Starlord/ Microprose
7 TFX/ Ocean
8 Links 386 Pro/ US Gold
9 Frontier - Elite 2/ Gametek
10 Indy Car Racing/ Virgin
**GAME GEAR TOP 10**
1. NBA Jam / Acclaim
2. Micro Machines / Codemasters
   - The playability on this beauty is unbelievable and the fact that you can have a grand two player game on one machine makes this more than essential.
3. Sonic Chaos / Sega
4. Star Wars / Sega
5. Desert Strike / Sega
6. Sensible Soccer / Sony
7. Jungle Book / Sega
8. Dr Robotnik / Sega
9. Mortal Kombat / Acclaim
10. F1 / Sega

**GAME BOY TOP 10**
1. Kirby’s Pinball / Nintendo

...The current office fave, this combines an excellent pinball game with loads of brilliant sub games. The battery backed hi-score table makes for great competitions too...

**MAC TOP 10**
1. Sim City 2000 / Mindscape
2. Peter Gabriel – Xplorer (CD) / Real World
   - As long as you’re a Gabriel fan you can’t really go wrong with this interactive music title.
3. Myst (CD) / Softimage
4. PGA Tour Golf / Electronic Arts
5. Oh No! More Lemmings / Psygnosis
6. Iron Helix (CD) / Microprose
7. Populous / Bullfrog
8. Darkseed / Cyberdreams
9. Falcon / Spectrum Holobyte
10. Monkey Island 2 / US Gold

**ARCADE TOP 5**
1. Virtua Formula / Sega
2. Ridge Racer / Namco
   - Some stunning graphics and great sound’s for sure, but the gameplay quickly becomes boring, especially with just the one track to race on. Although it works fine as an arcade game we can’t see this cutting the mustard on home formats. We’d love to be proved wrong though.
3. Virtua Fighter / Sega
4. Suzaka 8 Hours II / Namco
5. NBA Jam Special Edition / Midway

**PHILIPS CDI TOP 10**
1. Voyeur
   - The best of a bad bunch of games (and films come to that) Voyeur is a great hoot while it lasts with its excellent graphics and sound though.
2. Joy of Sex
3. Escape from Cyber City
4. Caesars World of Boxing
5. Star Trek VI (Film)
6. Top Gun (Film)
7. Black Rain (Film)
8. Caesars World of Games
9. Video Speedway
10. Pinball

---

According to HMV FIFA Soccer is still selling very well on Mega Drive after three months on release. It’s also due for release on SNES.
HELP!

WANT TO GET A SERIOUS ANSWER TO A QUERY ON ANY SUBJECT YOU CARE TO MENTION, BE IT HARD OR SOFTWARE? THEN WELCOME TO HELP! THE CVG TEAM ARE READY AND WILLING TO PUT YOU ON THE RIGHT TRACK!

BEST HANDHELD?

I'm a Mega Drive owner who now wants to get a handheld, but I really don't know which one to get. My mates all reckon the GT is the best, but I haven't seen one on sale anywhere. Please tell me which one I should buy.

Roger Bartlett, Swindon

Your mates are right. The GT, NEC's handheld PC Engine, is easily the most powerful handheld and you can get an excellent version of Streetfighter for it. However, it's not on sale officially in this country so you can expect to pay up to £250 for one on import. Technically the best official machine in this country is Atari's Lynx, although it suffers from a chronic shortage of decent software. So the choice boils down to the Nintendo Game Boy, which has decent games and excellent battery life, and the Sega Game Gear, which also has its fair share of quality software, but gets through batteries at an incredibly fast rate of knots. And the Game Boy has a black-and-white screen whereas the Game Gear's is colour.

CD SWAPS?

I'm saving up for a PC with a CD-ROM drive. Can I use CD-i games with it or will PC CD-ROM games work on a CD-i?

Duncan Hughes, Slough

The short answer is no. It's a bit like asking if Amiga disks will work on a PC or if Mega Drive carts will work on a SNES. Just because a game comes on a CD doesn't mean it will work on every CD machine out there. The PC and Philips' CD-i are two completely different systems with different capabilities. The only thing that may happen in the future is that if both machines are M-PEG compatible (and that will mean buying an M-PEG card for the PC) then both may be able to play movies on CD — but not games.

GAME TIPS

MEGA DRIVE

SONIC 3

Best cheat ever? This one comes from the Game Genie helpline, so not surprisingly it requires a Game Genie to work. But heck, this one's almost good enough to make you buy a Game Genie! No doubt you were all puzzled by the lack of a level select and a level design mode in Sonic 3. Well they are in there, it's just that no-one has worked out the button combinations to activate them. This Game Genie code:

AAGT-AAXC does activate them, and you can call up the level select from the title screen just by pressing START. Notice that there are two zones where you can't select because they only appear in the 'rumoured' 24 M-bit version of Sonic 3 which is coming soon. The level design cheat is activated from this screen. Just press A and START to begin your chosen level in debug mode, then press B to change Sonic into a ring. A to change the ring into another sprite and C to place the object. Pressing B again starts the action.

You can use the level designer to activate Super Sonic by changing Sonic into a TV, placing the TV on the background and pressing B to start the game. Just smash the TV to become Super Sonic! So, wasn't that rather lovely? And if any CVG reader out there finds out how to access the cheat without needing a Game Genie, let us know at the usual address and we'll probably sort you out with a free game for your efforts.

ASTERIX AND THE GREAT RESCUE

This game is really 'Gaulling'. Now, while we take our medicine and have a quick lie down to recover from that poor pun, you entertain yourself with these level codes. Just enter the magic words on the code screen. Oh, and thanks to Gordon Anderson of Caithness for sending them in.

LEVEL 3 • CONDOR
LEVEL 4 • VIENNA
LEVEL 5 • AVALON
LEVEL 6 • DULCIS
**PC ANSWERS**

I’m thinking of buying a Mega PC and have a couple of questions to ask:

1. Will I be able to copy Mega Drive games to the PC’s hard disk?
2. Do I have to buy a set of speakers for it as well?
3. Does it actually work out cheaper to buy a PC and Mega Drive separately?

Richard Price, Cobham.

1. Nope, which is just as well as that would be illegal...
2. Unlike most PCs, the Mega-PC has speakers built into the monitor with a volume control on the front of the machine.
3. No, but not by much. You’re probably better off buying separately, as the PC bit of the Mega-PC isn’t that expandable. It might cost you a bit more, but you’ll be better off in the long run.

**CART PRICES**

How is it that Jaguar cartridges will be the same price as normal Mega Drive and SNES games when you say they can hold a lot more information? After all, the games are on a 64-bit machine so shouldn’t they cost more?

Bill Smith, Winchester

There are several reasons why they’re the same price. First, Atari and its developers don’t have the same shipping problems from Japan that Nintendo and Sega have. Secondly, they can fit far more on a cartridge because of a clever compression facility which reduces the game’s code to the smallest possible size. Thirdly, since they are not manufactured in Japan they don’t get affected by the fact that the Yen—the Japanese currency—is expensive compared with the dollar or the pound. And finally, some of the code that would have to be included in a Sega or Nintendo cartridge to control graphics and sound are already supplied in the hardware of the Atari machine, thus saving space on the cartridge.

**COSMIC SPACEHEAD**

Here’s a password which advances the low-quality Cosmic Spacehead player to locations he has never boldly gone before. Thanks again to Gordon Anderson for being so beautiful.

DSCZ XEEA L4WI LQ1Y M766

**EX-MUTANTS**

This is just in from the Royal Mail. Alex Lai of Shipley says that there’s a secret options screen in Ex-Mutants which is accessed as follows: Go to the regular options screen and set the music to 05 and the FX to 21. Go to exit and hold down A, B and C, then press START.

**THE FLINTSTONES**

Here’s an easy way to get this platform game from the Stone Age over with and out of your life for good. On the title screen, hold down A, B, C, and LEFT, then press START and boomshankar you’ve got a level select! Just think of all the trouble we’ve just saved you.

**MEGA-CD**

**SONIC CD**

Is Sonic running out of get-up-and-go? Well, it happens to all hedgehogs at this time of year, but you can get His Hogness out of the doldrums with this level select. Title screens at the ready? Right, press UP, DOWN, LEFT, RIGHT, B and START and hey presto, there it is in blue and white. And that’s not all. There’s also a sound test in Sonic CD which lets you play the effects, the chip music and the DAs (the tunes on the disc) with ease. To reveal it get

**REBEL ASSAULT**

I have a CD32 and a Mega-CD and what I want to know is when is Rebel Assault coming out on either of these machines? If it’s soon, which will have the best version?

Justin Synod, Eastleigh

Rebel Assault on CD32 is still a very long way off, and there’s even a chance it may not appear at all. The Mega-CD version, however, should be available towards the end of the year. If the game was to come out on both machines, the extra power and colours of the CD32 would most likely make it the best version.

**THE HELP! LINE**

Yes, if you’ve got a tip or query about a game then rather than send it in why not phone it in to the CVG Help! Line. It’s open from Friday afternoons right the way through to Sunday evening. All you have to do is phone 071-972 6720 and you can leave your message. It’s as simple as that.
HELP!

SPEED FREAK
I own an Amiga 1200, which I think is rather spectacular. However, even though it's got a 68020 processor, I would like it to run faster. Is there any kind of accelerator board I can buy?
Jason Reading, Mitcham

There certainly is. Depending on how much you want to spend, you can speed up your machine up to 30, 40 or 50 MHz. However, if you just want faster games, an accelerator will only speed up games which feature vector graphics or use features which slow the machine down. Your best bet is the GVP A1230-II, which is a 68030 50MHz accelerator which holds up to 32Mb of RAM and has plenty of expansion capabilities. Prices start at £249. For more information contact Silica Systems on 081-309 1111.

SNES BEST
I have just bought a SNES and I was wondering if you could answer a few questions:

1. What is the best shoot-'em-up on the SNES?
2. Which is better, Striker, or Super Formation Soccer?
3. I want to buy a joystick for Streetfighter II, which one do you recommend?
Lee Evens, Shropshire

1. It's between R-Type 3, Starfox and Super Aleste.
2. Striker by a mile.
3. Our fav is the Capcom stick, which is accurate and takes a hell of a pounding.

REPAIRS
A few weeks ago I let my brother finally get his hands on my Mega Drive, which was a mistake, as the stupid dweeb pulled the cartridge (Street of Rage 2) out without switching the machine off. Now the game won't work. Is there anywhere I can get it repaired?
S Harding, Newcastle

Unfortunately I'm afraid that once a cartridge has gone down it can't be repaired. Still, look on the bright side, it could well have been your Mega Drive which went belly-up.

GAME TIPS

the title screen up and, press DOWN, DOWN, DOWN, LEFT, RIGHT then A.
That's not all there is either. If you enter these codes you should find yourself confronted with some particularly interesting effects...

FM 42 PCM 03 DA 01 - Groovy Sonic
FM 46 PCM 12 DA 25 - Rather odd Sonic
FM 42 PCM 04 DA 21 - Ooh! Sinister Sonic
FM 44 PCM 11 DA 09 - A nice pic
FM 07 PCM 07 DA 07 -

Access a hidden special stage with a giant Robotnik in the background.
And even THAT'S not all. If you're the sort of person who gets their thrills by challenging their mates to complete stages in record time, you might like to compare your best efforts with those of the Sonic Team which appear when you press RIGHT, DOWN, DOWN, UP and C on the title screen.

And that's nearly all, because we haven't got unlimited space for Sonic CD cheats y'know.

So finally, here's a little wrinkle which lets you mess around with the scrolling clouds on the title screen. Press UP, DOWN, DOWN, DOWN, DOWN, UP and C on the title screen, and then move the D-button to make the clouds zoom around the screen like never before.

- SNES

MARIO ALL-STARs
Our very own Mark Patterson discovered this wriggling lovely of a tip with the help of his own mighty brain power and perseverance. At the start of the game, punch the second block to reveal a mushroom. Hit a block to bounce the mushroom over the wall, without hitting the Koopa Troopa. Grab the mushroom but don't scroll the screen on. Go back and break all the remaining blocks at the bottom except for the one on the right. Time it so the Koopa is left on this last one. Jump on to the block which contained the mushroom then leap on to the Koopa Troopa. All you have to do now is keep bouncing on him to rack up loads of extra lives. The game crashes when it reaches 126, so you'll have to limit yourself to 125 if you don't want all this farting about to go to waste.

YOSHI'S SAFARI
Finding this too easy? Well of course you are.
If Streetfighter II is not your idea of beat-'em-up heaven, then why not try Streets Of Rage II. Be sure also to read our Work In Progress on SDR III on page 34. 

**3DO DOH!**

I'm interested in buying a 3DO when it's finally released here, but I'm worried that there won't be any decent software for it. Should I buy one or wait to see how the software turns out?

Sam Jones, Norwich.

The latest news we have on the American machine is that a lot of them have been returned, mainly because the console keeps crashing. Later versions of 3DO, like the ones which will be released here, shouldn't have this problem. So far the software support is very good with over 140 titles being shown at CES in Vegas in January (see Issue 148). However, price is another consideration. It's going to be one of the most expensive consoles on the market.

**MARTY WHO?**

I recently heard about a Japanese machine called a Marty which is supposed to be one of the best console systems you can buy. What exactly is it and will it be released in this country?

Danny Eiphick, Durham.

The Marty is actually the latest incarnation of the excellent and popular FM Towns console. This is a PC-based system that has a built-in CD drive and is sold in Japan, and the only way you'd get hold of one in this country would be on import and it would be very expensive. You can read all about the machine and what new games are being released for the Marty on pages 92 and 93.

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**SUPER EMPIRE STRIKES BACK**

A fine bunch of level passwords for those of you who are not so strong with The Force. Remember kids – don't give in to hate.

STAGE TWO: MRWNPL
STAGE THREE: NLBJF
STAGE FOUR: DGBPDL
STAGE FIVE: TCCPSJ
STAGE SIX: RCWJMF
STAGE SEVEN: JRGRTD
STAGE EIGHT: MDBNMR
STAGE NINE: GTLCNP
STAGE TEN: WWBGHF
STAGE ELEVEN: PGBNTH
STAGE TWELVE: DLPMMD
STAGE THIRTEEN: TNPSPL
STAGE FOURTEEN: SHRBLW
STAGE FIFTEEN: LNGPNN
STAGE SIXTEEN: FSFMRZ
STAGE SEVENTEEN: FCPDPC
STAGE EIGHTEEN: HPLSHJ

**ZOMBIES**

Fancy a blast at the Day of the Tentacle bonus round, without all the usual hassle of actually having to play through to it? Aber naturlich! Enter BCDF as a password and, lo and behold, nothing appears to happen... until you start the game and off you go, straight to Day of the Tentacle where you can grab a bazooka before starting the first real level. The bonus is that when you complete level one you can access the same bonus round again!

**FLASHBACK**

Alert! Alert! Flashback level codes have entered our pages! Adopt code-entering posture for imminent gameplay advancement! Help! Help!
HELP!
GAME TIPS

Short tips author approaching meltdown! Emergency coffee machine activation stations! (What are you talking about? — Ed)

LEVEL ONE: ZBVDS
LEVEL TWO: JNLQG
LEVEL THREE: HNTYM
LEVEL FOUR: KVJNFR
LEVEL FIVE: DWGNGH
LEVEL SIX: STBRM
LEVEL SEVEN: RDBQLR

JURASSIC PARK
As Ernest Hemingway might have put it, in the story mode get your player two pad and press the following multibutton stream on the title screen: BBB AAA XXX XXX X
Don’t forget to set the credits to select to 10 on the options screen. Now then, here’s one that lets you select the final two stages in vs battles: L R L R L R A
And finally Esther, here’s one that gives you the Ultimate Attacks in story mode: UP LEFT DOWN RIGHT X Y B A X Y B A X

LEGEND OF THE MYSTICAL NINJA
D Lurcock of sunny Sittingbourne sent in these peachy passwords and logbook entries to aid you in your trek through this fine game. Take it away, D.

PASSWORDS
yV7?0
v2462H>
8Gvr=9
"?KZk+
Z-696
j?2?

LOGBOOK ENTRIES
3/SPK 97Vym+ Q7KP G-6++ y<Kp/KPGyQ x
mN8W2 Y7Z8? 8$@W& Aa2b 85z&6 zJwX@ w
z9v7Y Y7%4: 47?Vk "yY3 385Y/5 ykYY

GAME GEAR

JUNGLE BOOK
For a quick and convenient level skip, switch on your Game Gear and as the Disney logo spins on to the screen start rotating the D-pad clockwise until you hear a chime. Now all you have to do is press left or right to select your starting stage.

REBEL ASSAULT
Cool game, but man, that first snowspeeder level’s a bit tricky isn’t it? Well, no more writhing in frustration any more for you, young Jedi, because this game has a simple cheat built in which lets you pick and play the level of your dreams. When the game boots up, calibrate your joystick and as soon as the LucasArts logo appears in front of the Death Star, press UP and fire, DOWN and fire, LEFT and fire then RIGHT and fire. You should then hear a mournful chorus of ‘LOOOGASARRRRRTS’ which indicates that you’re in a cheat mode-operational situation.

Now start the game and as soon as you get into trouble you can press the ‘-’ key on the numeric keypad to reduce your damage to zero or, if you’re feeling a bit mad, hit the ‘+’ key to increase your damage level. And what about that level select? Just when you’re getting fed up with the level you’re on, press one of these keys and watch in awe as everything goes screwy and you’re hyper-spaced to somewhere else.

PC

ALIEN BREED
For all those having trouble battling their way through the acid-drooling armies of aliens, here are the codes:

1. AAJJHGDDC
2. CGGHOGCDG
3. HICICIC
4. IDHEHDGCC
5. AAAABAAA
6. CCCDGBBBB
7. HHAAAJJIG
8. GGDDJJHJFD
9. JIEBPGFF
KETHER
Here's an interesting little tip-ette Deniz came up with. The be-hatted one reckons that it's pointless trying to dodge anything on the flying sequences. Instead aim solely for the green energy pods. These come along so frequently that, provided you don't miss any, you can crash as many times as you want.

MACINTOSH
SPECTRE
This is just a quick tip for all those who keep getting trounced by their mates in net-play mode.

To find out what's going on and where, type in GOD at any point during the game. This brings up a map of the entire combat zone, showing you just where the other players are.

MORTAL KOMBAT
While most other versions of this game only let you fight against Reptile, this one actually lets you become Reptile. Admittedly he only has Sub Zero's powers this way, but you can't have everything. Play through to Shang Tsung and let him beat you. When the continues countdown is on the screen press START on pad two. The game should restart.

CD-I

THE HELP! LINE
Yes, if you've got a tip or query about a game then rather than send it in why not phone it in to the CVG Help! Line. It's open from Friday afternoons right the way through to Sunday evening. All you have to do is phone 071-972 6720 and you can leave your message. It's as simple as that.

A WHOLE HOST OF (MOSTLY) CHEAP ADD-ONS AND UPGRADES TO BOOST YOUR GAMES MACHINES....

TWO FINGERS
Don't you just hate those cheats for the SNES and Mega Drive - those which require endless prodding of the joystick? A programmable joystick is one solution - just assign it to one key. The latest of which comes from QuickShot: the

Conqueror 2 is a large, if lightweight, table-top joystick with suction pads. It comes complete with a rotational button pad, slow motion option, turbo fire and two memory banks that store your favourite moves. At £24.99 it's very good value compared to its nearest competitor. Available from Quick Shot (081-808 7533).

AMIGA/PC FRONTIER
In order to buy your dream ship you need to earn loads of cash, and here's a simple way to do that. Buy a passenger cabin then take some-

CONVERTED BY ALL
Every serious SNES owner needs a converter for those import titles, but there are quite a few games available which will still refuse to work, such as the US Mario

DAIY
This tip will save you pounds if you use floppy disks a lot. Did you know that the only difference between a 1.44Mb disk and a 720k one is the extra hole in the bottom right corner? Yep, inside it's exactly the same, so it's annoying that you're charged an extra 30-50% for a 1.44Mb disk. Our tip is to get a sharp object like a screwdriver and bash a clean hole next to the existing one on any spare 720k disks (be very, very careful!). You can now use them to store double the information!
5 REASONS WHY YOU MUST BUY THE MAY ISSUE OF SEGA MAGAZINE

1. MEGA-32
   32-BIT HITS THE MEGADRIVE
   SEGA MAGAZINE has the full story on the incredible new Mega-32 add-on. For only £150.00 you can upgrade your Megadrive to play arcade perfect versions of Virtua Racing and Virtua Fighter... and that's only the beginning. Mega-32 also brings VHS quality full-motion video to the Mega-CD, promising a new wave of incredible CD titles. We interview Sega's European Product Director and give you the FULL story. You won't find this level of information anywhere else.

2. INCREDIBLE FREE TIPS MAP
   After literally weeks of work, we reveal the secrets of Sonic 3 in a massive tips map! It's rather smart, exceptionally lovely looking, extremely useful and it's totally FREE with SEGA MAGAZINE.

3. WIN £1,500 WORTH OF COMPUTER GEAR
   Visit Argos and Britain team up with SEGA MAGAZINE to promote the top new Ryga Giga Champions World Class Soccer game. The result? An opportunity for you - Johnny Reader - to win up to £1,500 on games gear of your choice in an Argos Superstore. Not bad eh?

4. STREETS OF RAGE 3 EXCLUSIVE.
   The best beat 'em up ever? We review the game and feature it in a massive eight page showcase. Find out what some of Sega of Japan's greatest coders, artists and musicians can do with a massive 24-meg cart. It's something else...

5. DAYTONA GP
   IT'S AMAZING.
   Check out the future of 32-bit technology. We unveil Sega's greatest coin-op to date - Daytona GP. It features some of the best graphics ever and combined with the playability of Virtua Racing, it's going to be BIG...

No speculation, no rumours, no incorrect information. Everything you need to know - direct from Sega, put together by a totally independent editorial team.

SEGA MAGAZINE, ISSUE FIVE, OUT 15 APRIL PRICED AT £2.25.
HELP!

GAME TIPS

screen and try to buy another ship. Your efforts should be rewarded by an increase in funds. Best of all, you can keep doing this until you’re the richest man in the universe.

GAME BOY

LINK’S AWAKENING
Here’s an easy way to get past difficult screens in this king of Game Boy role-playing games. Walk to the edge of the screen and when Link is halfway over the edge press SELECT to call up the map. Press again and Link is warped to the edge of the next screen. Remarkable.

KID DRACULA
Being a totally crap vampire is no fun at all, so for all you crap vampires out there here are the level codes for this jolly game:

LEVEL 2 - 5613
LEVEL 3 - 3272
LEVEL 4 - 7283
LEVEL 5 - 5346
LEVEL 6 - 7225
LEVEL 7 - 5539
LEVEL 8 - 7158

AMIGA

CANNON FODDER
As you may know Sensi-Soft’s super gun game treats soldiersing simpletons with some contempt. If you’re among the unfortunates try this handy cheat which makes your blokes super-powerful. Go to the game save screen and enter JOOLS as a file name. War is no longer hell.

MORTAL KOMBAT
For those of you still wondering who this Reptile is, that everybody’s talking about and how you get to meet him here’s the gen, but we’re warning you, it’s not easy! Play with either Johnny Cage, Sub-Zero, Kano or Raiden and when you get to the pit level you need to win with two consecutive flawless victories, performing the fatality move at the end of both. Get it right and you’ll drop into the pit to face Reptile, a greenish version of Scorpion who has his special moves as well as those of Sub-Zero.

CD-ROM BARGAIN
A double-speed drive is one of the most sought-after peripherals for any PC owner, although the high prices still put most people off. If you can fork out for one, though, Mitsumi is about to launch its latest double-speed drive, the FX00-1D. The asking price is £169 from Mitsumi (0276 29029).

TAP-IN
Four-play adaptors are the essential buy for both Mega Drive and SNES owners. As their name suggests, they permit up to four joystick connections for use in multiplayer games. Bomberman from Sony makes the best use of the device on SNES and EA’s sports titles cater for the Mega Drive. Adaptors are available from various manufacturers for around £15-30. We’ve also heard of a new one called the Tribal Tap, which supports a staggering six simultaneous players on the SNES. Unfortunately, there aren’t any six player games available – yet. It’s £24.99 from Effin Awesome (0924 897359).

GEARED UP BOY?
It’s not new, but the Game Genie is still possibly the best-selling peripheral for the Game Boy and Game Gear. Plug it in the game slot and you have access to thousands of cheat codes to all the latest games. £24.99 from any good dealer.

BOOSTER BOY
The ultimate improvement for Game Boy owners would be Saitek’s Booster Boy. For £22.99 it encases your Game Boy and provides a joystick, magnifying glass and stereo speakers. Now doesn’t that look more expensive? Contact Special Reserve (0279 600204).

Q & A

THE HELP! LINE
Yes, if you’ve got a tip or query about a game then rather than send it in why not phone it in to the CVG Help! Line. It’s open from Friday afternoons right through to Sunday evening. All you have to do is phone 071-972 6720 and you can leave your message. It’s as simple as that.

COMPETITION TICKLED, WE ARE
We’ve got five Conqueror sticks to give away to CVG readers. Just send as a silly picture of yourself and if we crack up you’ll win. Postcards to: Joy Tickler Comp, CVG, 30-32 Farrington Lane, London EC1R 3AU, and don’t forget to let us know whether you own a SNES or a Mega Drive.

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HOW MUCH MORE DO YOU WANT TO KNOW?

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- Is there more to the latest new games?
- How do you push your hardware to the limits?

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ARCADE ACTION

LAWYER WARS - CAPCOM VS DATA EAST
Lawyers of Data East and Capcom are currently in horn-locking mode, the subject of their discussions being Data East's Fighter's History. It's a one-on-one beat-'em-up which Capcom reckons is too similar to Streetfighter II. Data East has also logged Fighter's History to SNK who is releasing it as a Neo Geo title, to Capcom's annoyance no doubt. This might seem a strange tack for Capcom to take seeing as SFII has spawned countless clones, and Fighter's History is no more similar to it than games like World Heroes or Art of Fighting. Could this mean that Data East has walked a sleeping tiger and Capcom is now getting tough on all copycats?

A Bomberman and Puyo-Puyo hybrid is coming soon.

PUZZLE GAME GIANTS MERGE
Top games Puyo-Puyo and Bomberman are coming together in a coin-op from Eighting. No official title as yet, but the idea is to manoeuvre the falling bombs until they join together and explode, clearing all the Bomber Man heads piling up at the bottom of the screen. With the success of Bomberman and Puyo-Puyo, this game is going to be very big.

The stars of World Heroes 2 are set to return in the imaginatively named World Heroes 2 Jet.

RETURN OF THE WORLD HEROES
World Heroes 2 Jet, a souped-up 'championship edition' featuring the original contestants, along with two new ones, a fire-breathing warrior with an electric halberd (that's a big spear/axe combo in case you didn't know), and a sinister-looking supernatural geezer with spinning claws. The gameplay is faster, there's a new 'story mode', and the special moves look even more stunning than last time.

CAPCOM'S WRESTLE FEST
Coming soon from Capcom is Muscle Bombers, sequel to Saturday Night Slam Masters. It features the same gang of weirdo wrestlers, but the control system has apparently been altered to make the game easier. Muscle Bombers also features a four-player link-up, though this only works with two connected cabinets. Capcom is also soon to convert Saturday Night Slam Masters on to a massive SNES 24 meg cartridge.

The Sequel to Saturday Night Slam Masters – Muscle Bombers.

AGAIN THE CVG POSSE HIT THE ARCADES WITH A BULGING SACK OF QUID COINS AND A MOBILE PHONE TO BRING YOU THE LATEST GOSSIP AND GAMES FROM COIN-OP LAND...

JAPANESE NIGHTMARE
Things are starting to go sour for Japan's coin-op giants. Sega, Namco and Taito are all expecting massive drops in profits as arcades shy away from stocking their games. It's being blamed on the recession in Japan, but we reckon the fact that between them they've produced only a handful of decent games in the last year has got a lot to do with it.
THERE IS NO BETTER RACE GAME.

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THE EDITORS OF BRITAIN'S BEST COMPUTER AND VIDEO GAMES MAGAZINES TELL YOU WHAT TO LOOK OUT FOR ON THEIR SPECIALISED FORMATS...

SIMON BYRON EDITOR, THE ONE FOR AMIGA GAMES

Stardust, Overkill and Cannon Fodder, the best Amiga games of 1993, proved that even in this day of sophisticated graphics and visual trickery you can’t beat old-fashioned playability. Thankfully, this trend looks like continuing with the release of Acid’s Guardian, a 3D version of that old arcade Defender. You won’t see a game which marries playability and fast-moving 3D routines as well as this on any other format.

PAUL RAND EDITOR, COMPUTER AND VIDEO GAMES

Try as I might, I just can’t stop playing Liberation on CD32 at the moment. It’s almost certain that the market will go almost totally CD within the next 18 months to 2 years, but the major players are panicking at present because, while they’re trying to knock out generally over-priced and low quality console product to tide them over until the CD revolution, the man on the street isn’t buying. Good on you, I say – find out exactly what’s good or crap, only buy the good stuff, and keep it up until they get their act together!

DAVID UPCHURCH EDITOR, PC GAMES

After a hard day’s city construction, how would you unwind and relax? You’d run around darkened labyrinths, chainsawing anything that moves – obviously. At least that seems to be the case if the current PC hit games are anything to go by, with both Sim City 2000 and Doom causing PC gamers across the country plenty of sleepless nights. These are interesting times for PC owners; this month has seen more games released on CD than on floppy, with titles such as Mindscape’s MegaRace showing just what the shiny new medium can do when pushed. Personally speaking, you can keep your new-fangled high-tech gadgets – all I need is a chainsaw...

RICHARD LEADBETTER EDITOR, THE OFFICIAL SEGA MAGAZINE

Me and my Mega Drive are virtually inseparable at the moment. And that’s because Virtua Racing provides more high-speed pursuits and incredible car accidents than the Police! Stop! video – combining realistic Virtua 3D graphics with superlatively gameplay. It’s looking like 3D is the future of gaming, what with the announcement of the Mega Drive’s 32-bit upgrade – apparently this little sucker out-speces the Saturn in terms of speed and the number of polygons it renders – which bodes well for future Sega Virtua titles, like the incredible Virtua Fighter. In the meantime, we’ll just have to make do with quality 16-bit titles like the thump- ing Streets of Rage 3 and Sub-Terrania – currently the greatest blaster of the year on any home system.

TIM BOONE EDITOR, NINTENDO MAGAZINE SYSTEM

Right now Nintendo owners have three big questions: 1) What are the new FX chip games like? 2) What’s the best soccer game? and 3) How long until Project Reality? At NMS we can answer two of them, but the third is in the lap of the gods! The new FX games look very exciting, and have the potential to take the Super NES to a new level. There’s soccer mania in the Nintendo marketplace, with three front runners: FIFA Soccer, World Cup USA ’94 and Kick Off 3. My advice is that you can safely buy any of them: they’re top quality titles and among the best games I’ve ever played!

THE ONE FOR AMIGA GAMES, PC GAMES, NINTENDO MAGAZINE SYSTEM AND THE OFFICIAL SEGA MAGAZINE ARE ALL BROUGHT TO YOU BY THE SAME COMPANY THAT BRINGS YOU C AND VG, AND THAT’S EMAP IMAGES.
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* Figures based on October '93 - March '94 issues.
VR FOR THE MASSES!

IT WORKS IN THE HOME AND IT'S THE WORLD'S FIRST AFFORDABLE VR KIT...

At last, it’s here! Yes, Virtual Reality is no longer confined to the megabucks world of the larger arcades.

There’s been so much hype about Virtual Reality – in trendy magazines and on TV – that you might have been forgiven for thinking that, a few quid spent in the arcades aside, it all seemed pie in the sky. That’s all set to change, though, when Forte release the VFX1 in the autumn. It’s a complete VR system – headset, joystick and controller card – for the PC, and it’s going to cost around £650. Home virtual reality has arrived at last and it’s cheaper than a surround-sound telly and 10 times as exciting.

The headset’s pretty lightweight but it does pack a punch, with twin, adjustable LCD displays for full-colour 3D stereoscopic images, 3D sound capabilities, a flip-up visor and motion tracking so the view follows the movements of your head. And it’s not too uncomfortable to wear either.

What about the games though? Well, Forte claims that adapting current games for the headset is a simple and inexpensive job. We’ve been talking to games developers about it and there’s a lot of interest in the system from the likes of Bethesda, Origin and LucasArts. The VFX1 is already running Doom, among others.

The best games for it however are 3D and first-person ones, such as Ultima Underworld, Terminator Rampage and Wolfenstein. But any 3D flight sim or racing game would be a good candidate for a conversion. Imagine 3D enemies piling at you from all directions, or a haunted house mystery where something demonic really is creeping up behind you...

Over £600 may sound a lot, but most other VR systems cost about the same price as a new car. The Forte VFX1 is the first VR system you can use on a home computer without going broke in the process. If it gets the right games to go with it, there’ll soon be one sitting beside a lot of PCs.

JOHN BENNET
NEXT MONTH

A PIECE OF THE ACTION

COMPUTER AND VIDEO GAMES

WHO'S PRODUCING GAMES THAT AREN'T JUST RUN-OF-THE-MILL? WHEN CAN YOU EXPECT TO SEE THEM? READ ABOUT THEM FIRST IN COMPUTER AND VIDEO GAMES, AS WE GO ON THE TRAIL OF SOFTWARE WITH A DIFFERENCE...

HOT NEWS FROM ABROAD!

- We've brought you what we hope you'll agree is the best games magazine published and next month we're making it even better. Computer and Video Games is THE all-round mag for gamers and our contacts in the US of A and the Land of the Rising Sun will be looking at some big name games which'll be winging our way this year. One of them will be from none other than Steven Spielberg's first game, The Dig.

- PLUS a magazine that reviews and rates every new game, has oodles of tips and previews and unique comparison tests.

OUR MAN IN THE STATES...

Julian 'Jaz' Rignall

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The second and final part of the ultimate games encyclopedia covers M to Z.

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This is what platform games should be about... amazingly good fun.
"... a superb platformer which really shows off the SNES. RBA boasts some of the best graphics I've ever seen."
Nintendo Magazine System

91%

Challenging, playable and utterly hatstand. Eat your heart out sonic. "Lovely to look at, great to play and bags of fun. Buy it"

Total!  90%

Gamesmaster

A bit of a must buy, unless you're criminally insane or terminally stupid." Konami have once again proved that they can consistently provide highly charged and diversified game play.

90%
CAN YOU TACKLE THE BIG ONE?

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FIFA International Soccer. If it's in the GAME, it's in the GAME.

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