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ISSUE 128 JULY 1992
 PRINTED IN THE UK

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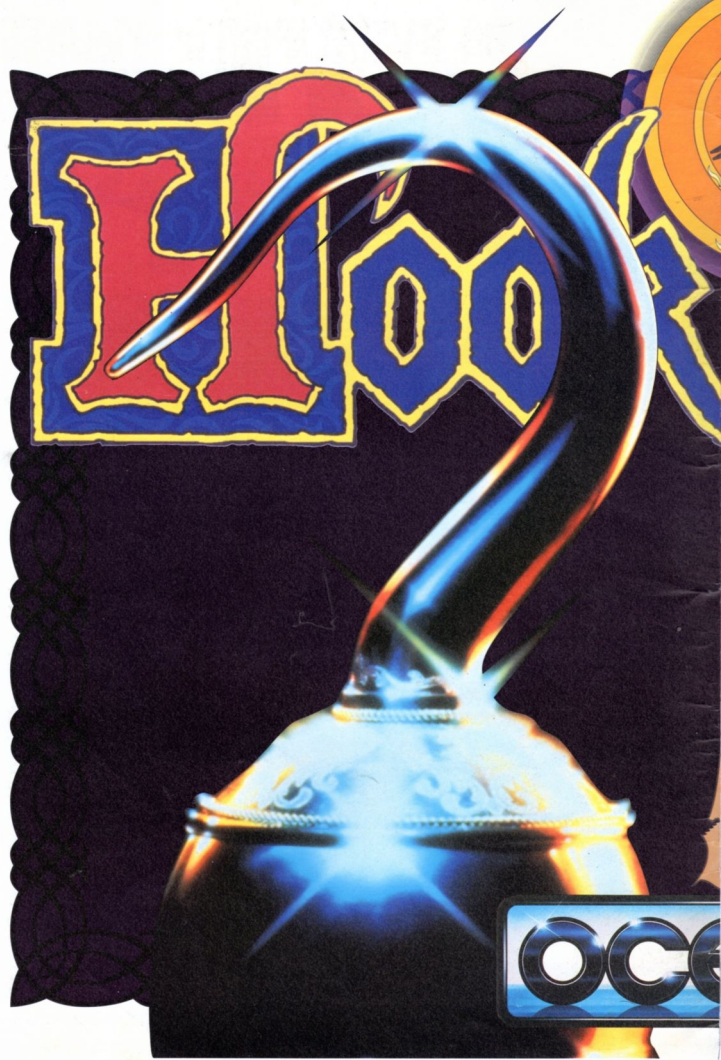
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- AMIGA/PC/ST**

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P*PETER PAN* has now grown up, and is far away from **NEVERLAND**, but his old enemy **CAPTAIN HOOK** has not forgotten and schemes his revenge. Kidnapping Peter's children, he lures our hero back to the Island of **PIRATES** and "LOST BOYS" for a final confrontation.

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IN THIS ISSUE!

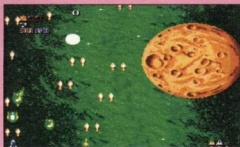
STREETFIGHTER 2 SUPER NINTENDO EXCLUSIVE!!

Once again, we scoop the lot! CVG have been treated to an EXCLUSIVE preview of what must be the most eagerly anticipated cartridge ever - the Super Nintendo version of Streetfighter 2! We've got so much info and screenshots from this wondergame you just won't believe your eyes! How do we do it - and keep on doing it, eh?





THE BEST REVIEWS!



Sad men fuff about. Games heroes read CVG! We're the best because we give you the most informative reviews you could wish for on the hottest games around. The rest of the world can just watch and weep - no way can they compete with CVG!

THE HOTTEST COMPOS!

If you want the best competitions with the greatest giveaways, look no further than CVG! This month we're giving away a Super Nintendo with a year's supply of carts! A stack of hand-held gear in your free GO! And just to be that bit different, we thought we'd toss a Wondermega your way too!

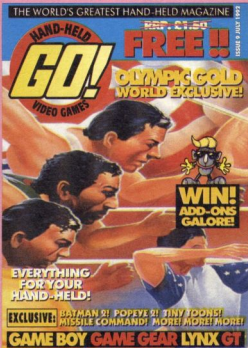
THE CVG QUESTIONNAIRE!

You've got your brand, spanking new CVG in your hands right now - what do you think of it? Yes, it's questionnaire time - and we want you to tell us what you think of the new-look CVG. And just to show it's not all one-sided, there's a ONE THOUSAND POUNDS software prize up for grabs! This mag is a miracle!

OUCH! HOT PREVIEWS!

We don't wait around until the games are out in the shops! At CVG, we want you to know what amazing games are coming your way, so we show you! Take a look at the Hotshots pages and you'll always be clued up as to what's on the way.

FREE! THE WORLD'S GREATEST HAND-HELD MAG!



We started the bandwagon rolling, and now the sad lads are hurling themselves onto it! What are we talking about? The world's first and best hand-held mag of course! GO! is as great as ever and, unlike those joke merchants who want to charge as much as £1.50 for their unfortunate efforts, we give you all you need - for FREE! Why bother with the rest when you get the best for nothing at all?

FREE! OFFICIAL MARIO 8-PAGE GUIDE!

We're Mario mad at CVG, and just to prove it we wade in with an unbelievable EIGHT-PAGE guide to Mazza's latest exploits in Super Mario World - and a history of the man himself! Mario Tips, Mario Facts and a fab Mario Poster to delight and delectate your senses - are we the best or are we the best!





ISSUE 128 JULY 1992

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The summer silly season is here, and all manner of video game craziness is breaking out across the globe! Who's going to give you the lowdown on the hot 'stuff' to happen in Game Land this month? Who do you think - the one and only CVG!

19 - TOPPER TANGO HOTLINES

Hello, Tony - I think we're in for a quintessential Hotline sensation here! Yes Ralph - the bald geezer looks at the number to dial if you want to win a fantastic Super Nintendo complete with a year's supply of cartridges, and gives it a good ringing. Ooooooh, Tony - I don't think we were expecting that! No Ralph, I don't either. You know when you've been Hotlined.

42 - YOB'S MAILBAG

Ten years ago, a lunatic letter answerer escaped from a maximum security stockade to the EMAP underground. Today, still wanted by the Government, he survives as a Mailbag Editor of fortune. If you've got a problem, if you want a total slagging and if you can find him, maybe you can write to YOB!

56 - CHEAT MODE

Cheats! Cheats! And more cheats! That's the motto of the man they call 'Mr Cheat'. Unfortunately, that bloke costs too much so you're just going to have to make do with the man they call 'Mr Slack' - Paul Rand. Oh well, you can't have it all...

64 - SADIE'S SCORERS

Sadie's sacks have been full to bursting this month with your stuff - those high scores forms have flooded in by the truckload! She's wheeled out the paltry points from the top totals - which category does your effort come under?

74 - JOY AND ELATION WITH RAD'S CARTOON CREATION!

It's low-quality artwork and high-quality laffs once again folks, as EMAP's Strangest Person, Radion Automatic, launches forth with his latest illustrative work of genius. Can Rad keep up the momentum? Is he still alive?



76 - SON OF ARCADE ACTION

Jazza's off playing zillions of games in the States this month, so the task of taking a look at Konami's brand new GI Joe coin-op falls into the hot and sweaty hands of Paul Rand. Can those boxer shorts take the strain?

94 - HALL OF FAME

So you want to know the all-time greatest games of all-time? How about what the CVG boys are bursting their buns over this month? Then turn those pages to the CVG Hall Of Fame - the place where only the best comes to rest.

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If you go down to the woods today, you're in for a big surprise with this latest offering from Electronic Arts!

62 - JIM POWER

Platform antics never die - in fact, they're alive and kicking in the great Jim Power!

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12 SENNA 2

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27 - PRINCE OF PERSIA

The Grand Vizier Jaffer has kidnapped the princess, and you've gotta save her in Domark's conversion of the stunning computer smash

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31 - BAD OMEN

Hot pinball stroke Breakout action is the order of the day when you plug in this great cart - we think it's the bizz!

38 - TAZ-MANIA

He whirrs, he swirls and he gets all the girls - he's Loony Toons' Tasmanian Devil and he's immortalised on the Megadrive!

60 - CHUCK ROCK

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68 - AYRTON SENNA'S SUPER MONACO GRAND PRIX



Poor old Ayrton's doing a bit crap in the Grand Prix season thanks to our Nige - does he fare any better in the sequel to the brilliant Super Monaco Grand Prix

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88 - BASEBALL SUPERSTARS

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It's called Space Megaforce in the States and Super Aleste in Japan. What you want to know is, is this interstellar blast any good? Find out here!

41 - SUPER CUP SOCCER

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86 - TURTLES IN TIME

Cowabunga! Leo, Donny, Raph and Mikey return in the conversion of their ace coin-op sequel, and we grab the cart for an early look!

EDITOR

TIM BOONE

(Streetfighter Fave: Guille)

When I was about 12 the school bully decided to have a go at me, taking my money and stuff like that. He was four years older and a rock hard skinhead. One day I'd had enough and decided to have a go - knowing full well he'd beat me senseless. I gave it everything I had and we scrapped like fury in the street. He got the shock of his life, ran off, avoided me afterwards and everyone thought I was so hard I was never bothered again.



ART EDITOR

JON BILLINGTON

(Streetfighter Fave: Chun Li)

The hardest thing I ever did was stand up in this cinema full of real tough nuts watching this film about racism after they'd just cheered this bloke getting beaten up. I turned round and told everyone they were total prats. The whole cinema went really quiet, nobody cheered the violence again and I felt well proud.

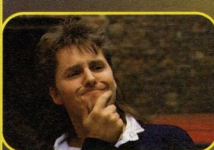


DESIGNER

JENNY BROOK

(Streetfighter fave: Zangief)

The hardest thing I've ever done was save these blokes from getting beaten up in the street. I saw the crowd who were going to lay into them, walked right through them (they even had weapons) and went to warn the others. It was very scary because if they'd known what I'd done I'm sure they would have started on me too.



AD MANAGER: Jim Owens SALES EXEC: Greg Watson PRODUCTION ASSISTANT: Matthew Walker MARKETING MANAGER: Marc Swallow MARKETING EXECs: Sarah Ewing and Sarah Hillard PUBLISHING DIRECTOR: Graham Taylor MANAGING DIRECTOR: Terry Pratt SUBSCRIPTION AND BACK ISSUE ENQUIRIES (INCLUDING SGI): CVG Subscriptions, PO Box 500, Leicester LE99 0AA TEL: 0958 410510 EDITORIAL AND ADVERTISING HOTBED OF PASSION AND INTRIGUE: CVG Towers, Priority Court, 30-32 Farringdon Lane, London EC4R 3AU TEL: 071 972 6700 FAX: 071 972 6710 PRINTED BY: Kingfisher Web Ltd, Fensgate, Peterborough COLOUR BY: Colourtech, London E2 TYPESET BY: The Sandwich Man and his many extras of joy DISTRIBUTED BY: BBC Frontline MARIO ARTWORK (c) COPYRIGHT NINTENDO. USED WITH PERMISSION. (c) COPYRIGHT: COMPUTER AND VIDEO GAMES 1992 ISBN No: 0261-3597 QUICK QUESTION: Where do all the lost socks go? HELLO TO: A week full of fun GOBBYBYE TO: Seven days of hell CVG DISCLAIMER: CVG cannot be held responsible for any errors, omissions, misprints, mistakes or any of the other whoopsies you won't find in this magazine. Apart from that we're guilty of everything - and bloody well proud of it too!

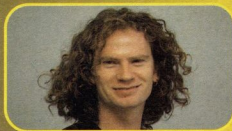


DEPUTY EDITOR

FRANK O'CONNOR

(Streetfighter Fave: Ryu)

I was chatting to a girlfriend once when this really hard bloke came up and tried to take her away. He was really obnoxious and really got me annoyed, so I burned my name on his jacket with a cigarette and got offered outside - where I beat the crap out of him and kicked him off down the street. Hurray!



STAFF WRITER

PAUL RAND

(Streetfighter Fave: I'm crap at Streetfighter)

When I was fourteen I thought I was well hard when I went to a party and drank a bottle of Pernod, a bottle of sherry and six cans of lager - until I went into a semi-coma and had to be rushed to hospital. The doctors said I'd nearly killed myself and everyone thought I was the biggest jerk in town. Nothing changes, eh?



MANAGING EDITOR

JULIAN RIGNALL

(Streetfighter Fave: Ken)

Jaz is at the GES in Chicago, but we know he's well hard. Push the good humoured Southend psycho too far and he turns into this fire-breathing Hulk-type monster who's been known to throw turd-brains out of CVG Towers, sack slackers on the spot and, when he's really annoyed, let everyone make their own damn coffee...

WORD UP!

CARUMBA! Welcome to another Better Than Ever issue of Computer and Video Games - the best magazine money can buy! As you can see we've pulled out all the stops to make more favourite mega mag even mightier than before - packed to the brim with more games and great stuff than you can shake a tree at!

Wast is not the word as the greatest mag in the world gives you more and more for your money, grabbing all the greatest games before most other people even know they're around! Right now CVG's flying off the shelf, and we're setting the standards the others will have to follow to keep up with the game, let alone stay ahead of it like CVG does!

Get a load of all the stuff bursting forth from these pages - you'll need a set of asbestos jockeys just to stand the heat with all the white hote Exclusives we've jammed in. GASP at our awesome Exclusive Streetfighter preview! THRILL to our incredible Official Mario Guide! CHILL with all the incredible games Reviewed, Previewed, turned inside out and back again! Then GO TOTALLY LOOPY because we're STILL giving away GO! completely and utterly free! Anyway, that's enough of me ranting - I'm off to get dusted by Gary Harrod on Streetfighter II upstairs. See you next month!

TIM BOONE

YOU WANT TO PAY - BUT WE SAY NO!

Incredible! Judging from the Mailbag you lot actually WANT to pay for something you're already getting for free - the one and only GO! Tons of you keep writing in telling us we must be nuts to give away the World's Greatest Hand-Held Mag for nothing at all, and some of you have even suggested a Readers Recommended Price of £1.50 for the magazine! Call us crazy, call us mad, but for now GO! stays absolutely free - mainly because we want a good old laugh as sad mags try to catch us up. Just wait until you see some of the stuff they're going to try and flog you and you'll be able to share the joke as well...

ARE YOU A CVG WINNER?

It's been Compo Central at CVG lately (with tons more this issue!) so here's a quick roundup of the latest winners. Congratulations to all, and you should be the proud owner of all your goodies by the time you read this! First up, the winner of all the US GO Indy gear we featured a few issues ago is Miss L Standing of St Anne's, Lancs. L's obviously a great girl gamer, but the greatest - who chose a Game Gear as her prize in that compo - is Lisa Green from Winchester, Hants. Also, the Super Nintendo competition we ran two issues back proved such a runaway success that I decided to put up two extra SNESs to later entries - and the winners are Jamie Fenton from Peterborough and Robert Stokes from Chatham, Kent. Well done the lot of you and thanks to Leicester lad Paul Mallinson for the cool winner's letter!

Incidentally, the overseas entries are still coming thick and fast for our Draw The Boys Compo (in which you draw us and there's a Megadrive up for grabs) so I'm keeping this compo open another month. Fire those works of art away to: "ONLY IN FUN, TIM, ONLY IN FUN," THE WOUND-UP WODGE IS A VERY SAD MAN, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Use the same address to write to me about anything you like - I really do read every letter, even the crap ones from donkey-brained Michael Johnston of London E2, and we'll be printing a few of the good 'uns in future issues!

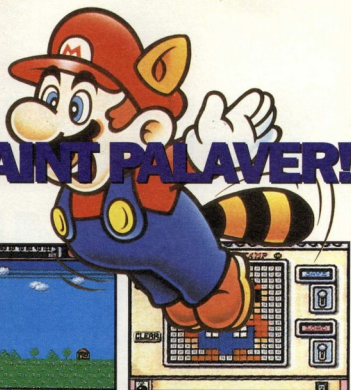


Here's a wild inclusion pic of the CVG team from Chris' Director of Clotterhead!

**YOU KNOW THE
COMPUTER
YOU'VE ALWAYS
DREAMT
ABOUT?**

NEWS

SUPER MARIO IN PAINT PALAYER!



Mario fans and artists alike will be overjoyed to hear that Nintendo are about to launch an art package on the Super Famicom in Japan! Super Mario Paint is the name of the cart and it comes bundled with a rather nifty mouse. The cartridge contains a host of features normal only found on sophisticated art packages like Deluxe Paint.

As far as graphics go, the Super NES is an amazing piece of kit. Very high resolution graphics and an incredible 32,000 colours, 256 of which can be displayed on screen at once. The package features a load of goodies including the standard brush, airbrush, fill and pattern type things, as well as a rather nifty animation suite.

Like Sega's Art Alive cartridge, you can use a selection of famous Nintendo sprites and backdrops including lots and lots of Mario goodies. The mouse is a nice piece of kit and comes in a smart grey colour with a matching mousemat. This gives the package an immediate advantage over Art Alive in that you can now have pixel-perfect images instead of sad etch-a-sketch type efforts. Talking of Mario, have you checked out CVG's Official Giveaway Guide in the centre of this issue? No? What's wrong with you!



PETER PAN HITS THE SNES!

Hook, Steven Spielberg's big Blockbuster is all set for release on the SNES in the States and Japan from Ocean. A massive scrolling platform romp, it features all the main characters from the movie including Tinkerbell, the Lost Boys, Peter Pan and of course the dreaded Captain Hook! The game follows the plot of the movie quite closely as Peter's kids are kidnapped and he and Tinkerbell set off to Never Never Land to rescue them. You'll learn to fight, to fly and swim in a spectacular adventure that culminates in a showdown between Peter and the dastardly Hook! The graphics look awesome and the sprites are full of character and life, very close to their movie counterparts. Look out for it this Summer!



GAMESMASTER RETURNS!

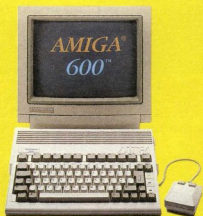
Jeepees! Just when you thought it was safe to turn off the telly after the Easter reruns of telly's only video game show, along comes news that Gamesmaster's back in the Autumn for a six-month run! Yes indeed, the top bods at Channel 4 were so bowled over by the first series - and who can blame them after appearances from the CVG boys - that they've gone and signed up another 26 programmes! Cor blimey, that'll do for me Bob!

And there's more - the Gamesmaster people are looking for gamers to appear in the show and reckon you lot are just right for a shot at stardom! So if you think you know your stuff and could be a contestant, reviewer, or Consolation Zone lost person then this is the address you need: GAMESMASTER STARDOM, PO BOX 91, LONDON E14 9GT. Details you have to include are your high scores, your name, address, telephone number and a recent photo of good old you. If you don't fancy the bright lights but want to be in on the action, write to the same address for tickets to the filming. Get to it!

PLAY JAP GAMES ON THE BRITISH SUPER NES!

As you're probably already aware, you can't run Japanese games on a British Super Nes. The problem is, that British machines and games have a security device built-in. As a result, it's also impossible to use British carts on a Jap or American machine. fret no longer though, because Shekhana Computers have a couple of devices to bypass that security and let you run any combination of games or machines together. It's a bit of a convoluted system; you have to have a British cart plugged into the device at all times. Basically it takes the security code from your cart and the game code from the foreign cartridge. We've tried it out and it seems to work perfectly with no problems at all. Nintendo don't authorise this piece of kit though and using it may invalidate your warranty. If that doesn't put you off then you can buy one of these direct or through mail order for the princely sum of £30. Phone Shakey on 081 889 9412.

WELL, STOP DREAMING



THE NEW AMIGA 600 HAS ARRIVED



COMPLETE WITH FREE "AT HOME" MAINTENANCE FOR 1 YEAR

PACK INCLUDES DELUXE PAINT III¹, WORKBENCH AND ONE GREAT GAME! AMIGA 600 £399.99; AMIGA 600 HD £499.99* (Prices include VAT).

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For example, it incorporates the very latest "Smart Card" technology which means quicker and easier loading than ever before.

What's more, the Amiga 600 will also run existing Amiga software titles – by far the largest range available for any 16-bit machine.

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But if you really want to get serious, the unique Amiga 600HD with its impressive built-in 20Mb hard disk is for you.

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Available at most quality computer outlets. *Monitor not included. Smart Card titles and CD ROM upgrade to be released soon. ¹Software not included with Amiga 600HD.

NEWS

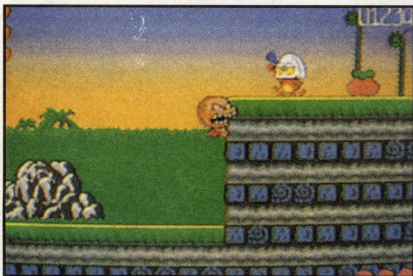


STREETFIGHTER SENSATION!

CRUISE! We've been reliably informed that this is NOT a wind-up, but news reaches us from Japan of an incredible Super Nintendo add-on which could revolutionise gaming on the machine! It's a pretty spanky six-button joystick from Capcom, designed mainly for use on the forthcoming Streetfighter 2! This is an early artist's impression of how the thing will look, and price and launch date details are still top secret. Still, this looks like the business to us so remember you read it here first! For more details check out CVG's completely exclusive and totally awesome Streetfighter 2 preview on page 24!

MORE STREETFIGHTER SURPRISES!

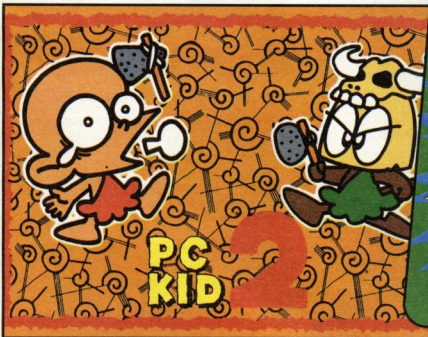
Crazy world, huh? Believe it or not, a Japanese film company is about to begin filming a live action movie spectacular based on Streetfighter 2! They've already started casting for actors to play the superhuman fighters. Obviously us CVG boys were offered Ken (Frank) Ryu (Tim) and Chun Li (Paul) but we were too busy getting the world's greatest mag out so the parts went to some lesser-known Japanese superstars. We'll be keeping a close eye on this and we'll tell you more as soon as we can!



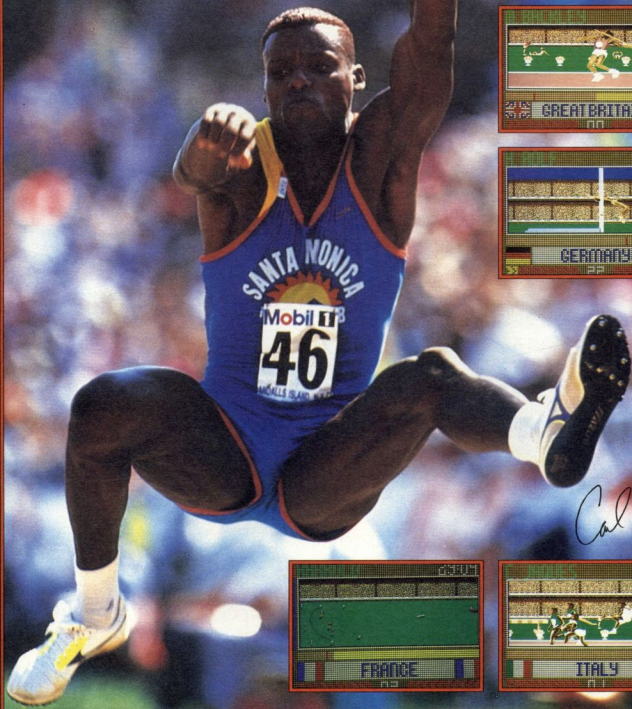
PC KID HITS THE AMIGA! WIN A SUPER NES BY NAMING THE GAME!

Amiga owners who are jealous of console owning platform freaks need fret no longer! The third best platform hero of all time (see Mario and Sonic for the first two) looks all set to appear on the Amiga. Programmers are at this very moment putting the finishing touches to an Amiga version of PC Kid and the prehistoric party animal will be appearing on 1 Meg machines late this Summer. Hudson Soft, the boys who did the original PC Engine version, will be launching the game across Europe but expect a different software house to do the honours for this country.

From what we've seen, the game is looking almost identical to its console counterpart and if anything, a little more colourful. We'll bring you the first review as soon as we get it - but for now how would you like to WIN a PC Engine, a Super NES or a Game Boy? Hudson Soft will put up one of these prizes for the reader who comes up with a new name for PC Kid. It's as simple as that! Just come up with a new name for the Cro-Magnon menace and send it to: Hudson Soft Europe, Ferdinandstrasse 2, W-2000, Hamburg 1, Germany. Runners-up will receive some smart PC Kid T-shirts - so go for it!



THE Carl Lewis CHALLENGE



Your knee rests on the hard surface of the track. Fingers splayed, you adjust your foot slightly on its starting block. A bead of sweat squeezes from your brow as you focus on the race ahead. Weeks of intensive training have culminated in your anticipation of the starter's gun, poised to put everything you've got into the next few seconds. 100 metres suddenly seems a very long way . . .

Take the *Carl Lewis Challenge* and select, manage, train and control a team of athletes in their all-out attempts to win gold in Javelin, 100m Sprint, 400m Hurdles, High Jump or Long Jump.

Follow in Carl Lewis' footsteps and go for gold!

INCLUDED IN EVERY PACK:
A chance to win a dream ticket
to the '92 Barcelona Olympics
and have your copy of the game
personally signed by Carl Lewis!
(No purchase necessary to participate)

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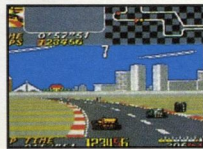
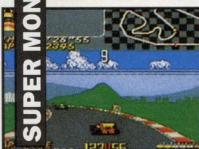
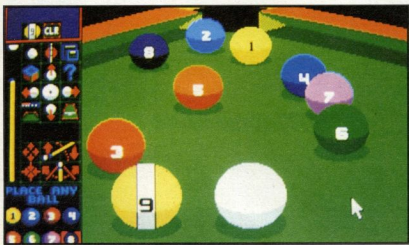
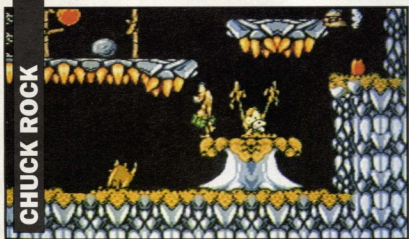
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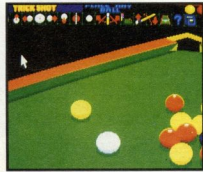
MASTER SYSTEM SENSATIONS!

Just too late to make it into this issue, we received a bundle of Master System goodies from Sega. Senna - Super Monaco GP 2 looks to be a top racing sim following in the footsteps of the original game. Sagaia is a horizontal blaster with some of the most detailed graphics ever seen on a Master System. Sagaia is better known to British players as Darius, the amazing 3 screen blaster. Finally, there's Chuck Rock, based on the top selling sixteen bit platform game. Loads of prehistoric pranks with the fattest bloke you've ever seen. Look out for more info in the next fun-packed issue of Britain's mightiest mag!



3D POOL!

Archer McLean, the bloke who brought us the amazing and spectacular Jimmy White's Whirlwind Snooker (not to mention Dropzone and International Karate), is about to unveil his latest project. It looks very similar to Whirlwind Snooker (i.e. spectacular) and it's a pool game! Everybody knows that pool is a much harder and cooler than snooker and pool players get all the girls so this should be a surefire hit! It'll be launched late in the Summer and Virgin are the blokes behind it. We'll have a review as soon as we can, so watch out for it.



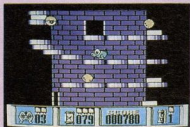


Yo dudes, fancy checking out the latest dweeb free zone and saving the residents of downtown Jemmerville from terminal damage?.

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Should be as big a hit as Nebulus GB Action. A towering Game Boy title and loads of fun C&VG. Looks like being an 8-bit classic **Mean Machines.**



SCREENSHOTS FROM NES VERSION

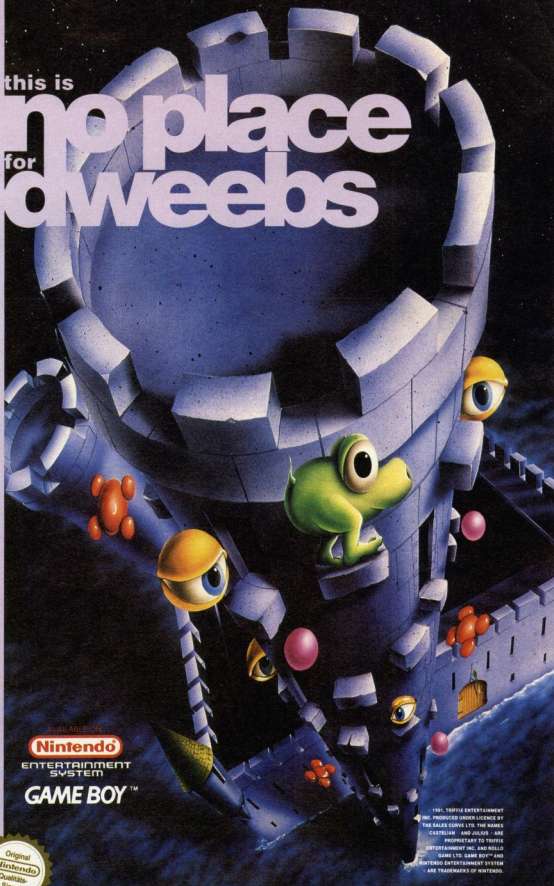


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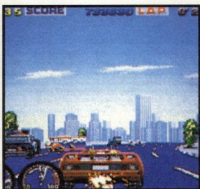
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NEWS

AFTER BURNER 3

Mega CD owners will be chuffed to learn that they can now buy a game that isn't available on any other machine. Uncannily enough, Afterburner 3 is uncannily enough the sequel to, wait for it, Afterburner 2. The gameplay is very similar to the first two titles but with improved graphics and some amazing soundtracks. Sega have no plans to release a cartridge version at present - so you'll be able to show off to all your Megadrive-owning pals and make them jealous! Could this be the first decent piece of Mega CD software? Let's hope so!



PIPPED AT THE PIPE

Pipe Dream, the hugely addictive puzzle game that turns you into a dribbling wreck, has just been released in Japan! Bullet Proof Software (the blokes who did Tetris on the Gameboy) have succeeded in turning an awesome game concept into a graphically spectacular SNES cartridge. The gameplay is a little like Loopz but instead of a jigsaw you have to connect a series of pipes together and try to reach a drain. You have to build this pipeline against the clock and failure will mean a wet end to your plumbing related rollocking. Looks good and we'll be the first to review it when it arrives!

MAJOR MANSELL MALARKEY!

What a boy old Nigel Mansell is, eh? Riding high in the racing world and still looking good despite those fairly crap bus adverts he did on the telly. Well, it looks like the boy Nige is going to become one of the hottest games licenses ever, and race game supremos Gremlin have gone and signed him up! Yup, Gremlin have been granted Exclusive World Rights to use the Mansell name on their games, and they're not mucking about with it either. They reckon the Mansell series could turn out to be the best racing games EVER, and who can argue with the people behind Lotus and Lotus 2? Obviously the whole project is still in the pretty early stages, but really important people like Tim and Jaz have already had a sneaky peek at a very early Mansell demo on the SNES and reckon it's looking well wicked. More news the microsecond it arrives! Incidentally, the CVG boys reckon the boy Nige is Top Racer and no mistake - well, he's almost as hard as we are!

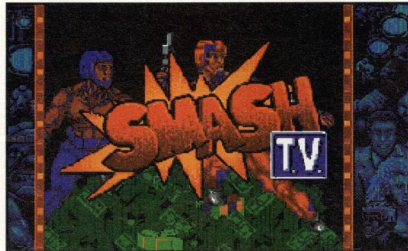
STOP PRESS: It's now been officially announced that there WILL be a Megadrive version of Lotus Esprit Turbo Challenge, programmed by none other than mega gamers Electronic Arts! What's more, EA promise the game will have just the same seat-of-the-pants adrenalin rush of Lotus and Lotus 2. Don't know about you, but our bowels are shifting at the thought of it! Rest assured CVG will bring you more news soon, and first as usual!

CVG 16

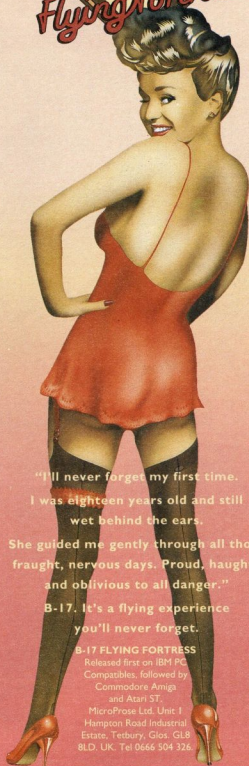


SMASH TV ON MEGADRIVE!

Great news for Sega fans from US games heroes Acclaim - Smash TV will be hitting the Megadrive soon! Yup, this is the latest in a long line of conversions of the mega-hard arcade - and Acclaim reckon this conversion will include all the thrills and spills of the original! Well, to whet your appetite here are a few juicy screenshots to dribble uncontrollably over - and rest assured we'll be bringing you more info on this hot little number just the nanosecond we can!



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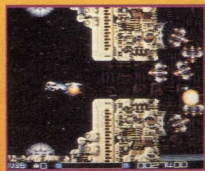
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NEO GEO

SHOOT 'EM UP

BY SNK
£120

Spider. The evil leader of a vile Communist army. This twisted fiend has been responsible for the untold misery suffered by people of the 21st Century. He must be stopped and only one force is powerful enough to do it - the Ninja Commandos. This band of fearless warriors have access to incredible magical powers and are armed to the teeth with sophisticated weaponry and indestructible armour. Well armed as they are, they must battle their way through hordes of psychotic drug-crazes soldiers, genetically mutated animals and wall to wall laser fire. How can they stand against such an awesome foe? It's up to you!



The first time SNK tried a game like this was with *Ikari Warriors*, which launched them on the road to riches. The arcade machine was a massive success all over the world and a brilliant game to boot. In some ways this is a homage to *Ikari Warriors* and uses the same vertically scrolling formula. The game itself is pure blasting action. No mucking about with strategy or planning here - just raw, nasty firepower. The two player option is by far the best, with you and a mate running rampant in a frenzy of death and destruction. In terms of body count, *Smash TV* is the only thing that beats this, with more murder and mayhem per square inch than almost any other game. The graphics are great but by no means the best on the Neo Geo and music and sound effects are spectacular as ever. If there are any niggles at all it's that the game is a little easy and it'll only take you a few days to complete - which doesn't give you much for the £120! Great game, shame about the price!

CVG 022 FRANK O'CONNOR

MAGICAL
MYSTERY
TOUR

Ninja magic plays a very important part in this game and learning when and where to use it is a crucial skill. Each warrior uses a different kind of magic but they all have the same effect...smart bomb! When you hit the magic button (you have a limited supply) the Ninja leaps into the sky and utters some magic words. A huge blast of energy then explodes from his or her body, wiping out anything on the screen! This is all very well until you try to use it on a bigger badgie, these take a lot more than one smart bomb to destroy so it's a good idea to save them up for the end of each level. Fortunately you can pick up scrolls which replenish your magic powers, so you won't be a sad so and so when you pump the smart button and nowt happens!



THREE AMIGOS!

At the start of the game you're given the choice of three fighters. Two are men and one is a girl, but what a girl! This lady is a bit dangerous to say the least. When she walks she leaves a ghostly trail, an echo of her own body and if she's moving fast it looks like there's more than one of her. Each of these ghostly bodies can loose off bursts of laser fire, making her a very powerful warrior indeed. The two blokes are just as hard. One, a blond haired hero, is an American Ninja. He favours the machine gun as a weapon and uses it with uncanny accuracy. He has mastered the art of Ninjutsu and even his Japanese mentors are amazed at his skill. The last fighter and perhaps the hero of the piece is the ultimate Ninja. He has mastered Ninja magic and can shoot fireballs straight from his hands. What a bunch of weirdoes, eh?



NINJA TRICK FIRE ATTACK

TRANSFORMATION

TRANSFORM INTO A TIGER
WITH THREE SCROLLS

DEATH BLOW

THUNDER TRICK: Joystick ↓ when his
body shines ↑ + 'A' button

TORNAADO ATTACK: Joystick ↓ →

+ 'A' button

DOUBLE TORNAADO ATTACK: Joystick

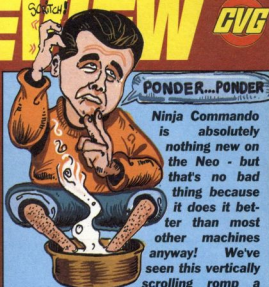
↖ ↗ → + 'A' button



COMM

EXTREME FIREPOWER!

Nobody has weapons quite like this bunch. For starters, the girl uses an awesome machine gun which fires regular bursts of laser and conventional bullets - a combination which can tear through skin, bone and armour plating and is almost unstoppable. The American Ninja uses standard bullets in his machine gun. A double stream of well placed bullets can cause some serious damage. The Japanese Ninja has the most impressive weapon. He fires raw energy from his fingertips, sending a fiery trail of destruction up the screen. All the heroes can increase the width and power of their shots simply by pressing the button as fast as they can.



Ninja Commando is absolutely nothing new on the Neo - but that's no bad thing because it does it better than most other machines anyway! We've seen this vertically scrolling romp a thousand times before, but the neat touches included in this game are what keeps the interest up. The warriors are all well hard, with some obscenely wicked weapons (I like the flaming tiger!) and graphics are little short of awesome - although that's what we've come to expect now. Gameplay is the drawback here - it's very, very repetitive and it's thanks mainly to the excellent end-level bosses that you keep on playing. This is very standard fare for the Neo, very slickly done and brightly polished but ultimately failing as a stand alone game because there just isn't enough to justify parting with a hundred and twenty big ones to play it. Two player mode is a good old laugh, especially competing for power-ups with a pal, but even then you find yourself looking around for something else to play. Well worth a few goes in the arcades for a laugh, but that's just about all.

TIM BOONE

NINJA

COMMANDO

THE TOP SECRET MOVE

One of the features that isn't mentioned in the instructions to the game is the incredible secret move. Pull down on the joystick until you reach the bottom of the screen and keep on pulling down. You fighter will start to glow, so hold it down until the glowing reaches its peak. If you let go of the joystick and hit fire, something very special indeed will happen. A huge beam of unstoppable force will rip the screen in half as it destroys everything in its path! Discovering this special move is really nice, especially if your run out of Ninja magic. Best of all, you can do this move as many times as you like. Hooray!

ITEM				
SUSHI 	BANANA 	MEAT 	COLA 	SUSHI-BANANA MEAT-COLA Recover life
COIN(SMALL) After the stage ends, you can recover your life level depending on how many coins you collect.		COIN(LRG) Effective as five small coins.		SCROLL If you get three scrolls, you can temporarily transform into an invincible ninja.
	FIRE SWORD It makes the sword emit fire for a certain time.			

NINJA TRICK MIZINGAKURE

(TRANSFORMATION)

TRANSFORM INTO A DRAGON WITH THREE SCROLLS

DEATH BLOW

FIRE PHOENIX ATTACK: joystick ↓ when her body shines ↑ + "A" button

FLAME TRICK: Press "A" button continuously

FIRE WALL: joystick ↓ + "A" button



RYU EAGLE

NINJA TRICK BLACK HOLE

(TRANSFORMATION)

TRANSFORM INTO AN EAGLE WITH THREE SCROLLS

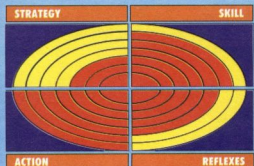
DEATH BLOW

BURSTING KING'S ATTACK: joystick ↓ when his body shines ↑ + "A" button

BURSTING EMPTY AIR ATTACK: joystick ↓ + "A" button

BURSTING ULTIMATE ATTACK: joystick ↑ + "A" button

↑ ↓ ← → + "A" button



GRAPHICS	%	85
SOUND	%	90
GAMEPLAY	%	88
VALUE	%	42

OVERALL ↓ 78

It's the most eagerly awaited console game of all time, and the world is going gaga waiting for it! Streetfighter on the Super NES is set to become the sensation of the decade, and CVG dives in first yet again to come up with the EXCLUSIVE Preview of the game you're gagging for! So without further ado, here's CVG Street-

fighter Hero FRANK O'CONNOR with everything you need to know!

Streetfighter 2 is all set to become the biggest selling video game in Japan, with advance orders for the game already well into hundreds of thousands! There's absolutely no doubt that the game will be responsible for a massive increase in sales of the Super NES. Capcom stunned the games world when they released the machine in the arcades. A combination of amazingly complex fighting techniques and spectacular graphics made it the most successful arcade game to date.

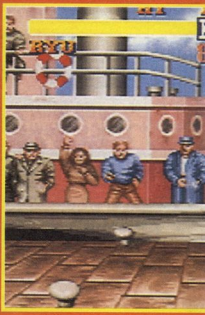
It's the sequel to the original Streetfighter, another innovative beat 'em up which saw the hero Ryu fight his way across the world in an attempt to become the world's hardest bloke. Ryu makes a comeback in Streetfighter 2 and he's learned a few new tricks since his last outing! He, his pal Ken and a host of new fighters are all at your disposal in the ultimate martial arts contest. Fight your way across the globe and face some of the strongest

men and women in the world. Perfect your art, use your wits and skill and if you exceed your training, you may even learn a little magic...



16-MEGS OF FIGHTING FUN

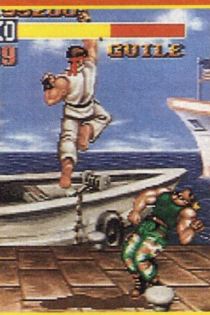
Streetfighter 2 is the largest cartridge ever designed for a 16-bit system, featuring an astonishing sixteen (count 'em) megs! This memory is needed to hold the huge amounts of graphical data required to animate twelve huge sprites. The animation itself is incredible, retaining all the frames that the arcade game had. The sprites are by necessity a tiny bit smaller than the arcade's but only hardened fans will be able to tell the difference. The price you pay for this much memory is purely financial. Importers reckon the cart will cost about a hundred quid when it's shipped over here in late June. Expect to pay around fifty big ones for an official version early next year!



ST FIG

STREET FIGHTER II

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THE CAST



All of the fighters are here on the Super NES. A lot of folk were worried that Capcom would drop a few characters because of memory restrictions but the sixteen meg cart put paid to that. Ken and Ryu are back, as well as the very nasty Sagat, the boss of the first game. You can control all but four of the characters in the game and each has a very different fighting style. Even Ken and Ryu who are for the most part identical, have a couple of tricks up their respective sleeves.



KEN AND RYU: A Japanese boy, Ryu has mastered the arts of Kenpo and Karate, combining incredible power with amazing speed. His magical abilities allow him to loose off a blast of pure energy from his fingertips and his Dragon Punch is difficult to perform but unstoppable. The Cyclone kick is nice to watch but you wouldn't want to be there. Ken is Ryu's American mate who learned his art with Ryi in Japan but returned to the states to perfect it. Not quite as strong as Ryu but his throws are slightly better.



HONDA: Another Japanese warrior, Honda has decided to teach the rest of the world the strength and nobility of the Sumo wrestler. Mind you, he is a bit of a fat bloke. Honda's speciality is the Hundred Hand Slap which turns his arm into a blur of death-dealing mayhem. Honda is slow but he can take a right good kicking as well as dish it out. If you get grabbed by fatso, you might as well give up!



BLANKA: There's always one, isn't there? Blanka is the weirdo of the bunch. Hailing from Brazil, he was separated from his parents at birth and grew up in the South American rainforest. Green skinned and dead ugly, Blanka is just as dangerous as he looks. He can turn his body into a missile and dispose of even the hardest blokes. Struck by lightning at puberty, he often becomes electrified at times of emotional stress. Keep your distance!



GUILE: This American soldier is a bit of a pretty boy. When he's not combing his hair, he's admiring his own reflection. He specialises in throwing and can grab fighters in mid-air. His Sonic Boom is a force to be reckoned with, a kind of flaming boomerang. Guile is good on the ground and his sweep kick can knock over anything. Nothing is more satisfying than smacking his pretty head in.



CHUN-LI: Gorgeous, sophisticated, rock-hard. This is our kind of babe. If she was a president, she'd be called Baberaham Lincoln! Chun-Li is a Kung Fu Master (Mistress?) and can mix it with the best of the boys. Lightning fast and very skillful she can be a real handfull. Her Spinning Bird kick and hery fancy footwork should leave you reeling. Not too clever in mid-air though!



ZANGIEF: Russia's answer to Hulk Hogan, this enormous wrestler can sure kick ass! His enormous strength and enviable skill have made him the toughest fighter in terms of defense. He's not too fast but his amazing throwing and grappling skills make him a real threat. He wants to take the Streetfighter trophy back to Russia, it's up to you to stop him!



DHALSIM: The Indian entry is a very mysterious bloke. A Yoga Master from the foothills of the Himalayas he can stretch and contort his body into all manner of amazing positions. His reach is unmatched and weird-looking though he is, Dhalsim is one of the most powerful fighters. His only drawback is his sad inability to walk or jump at speed.

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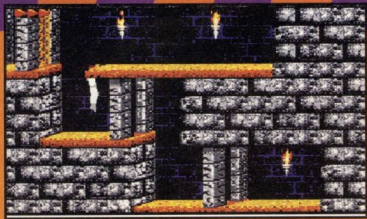
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I CAN'T BELIEVE I'M GOING TO SAY THIS, BUT HERE'S PRINCEY JUST HANGING AROUND.

SHUT YOUR TRAP

The palace corridors are a deadly maze of dead ends and vicious traps. Most will reveal themselves, such as the booby-trapped floors that shoot razor sharp spikes into unwary heroes. You can creep past these using the tiptoe technique or even jump over them. More dangerous however are the falling floor tiles.

PRINCE of PERSIA

CRAZY CROWNS

Here are a few Princes you might or might not know about:
Prince Charles: A nice old geezer who lives in Buck House, talks to plants, has a totally gorgeous wife and loads of cash. What a boy!
Prince Charming: A blonde haired and quite studiously handsome bloke who usually dresses up in green tights, doesn't have much cash and prances around in pantos.
Prince: A bit of a weirdo who's made loads of cash making loads of brilliant records and loads of iffy films.
Fresh Prince: A wimpy Bel Air rapper who's on TV and gave us a good laugh with a record called: "I Think I Can Beat Mike Tyson."
Prince's Salmon Spread: Jars of well tasty stuff you ought to put on your samies. (You know where to send the box, lads...)



THE GAME IS PACKED FULL OF HAZARDS AND BOOBY TRAPS LIKE THE PRINCING GATES ABOVE!



RUNNING AND LEAPING AND DYING

The controls for Prince of Persia are the trickiest you'll ever come across in a Master System game. The main reason for this is that the prince can do just about anything. He can jump, leap, climb and swordfight. There are loads of different climbing and jumping skills to learn and this title brings new meaning to the expression "pixel-perfect" - one millimetre too far and you're history!

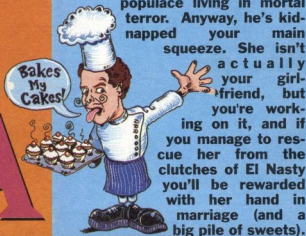
MASTER SYSTEM

PLATFORM



BY DOMARK
£29.99

The Grand Vizier. Most evil man in ancient Arabia. Master of sorcery and the black arts. A twisted, bitter old man who has the populace living in mortal terror. Anyway, he's kidnapped your main squeeze. She isn't



actually your girlfriend, but you're working on it, and if you manage to rescue her from the clutches of El Nasty you'll be rewarded with her hand in marriage (and a big pile of sweets).



"Prince of Persia has been brilliant on every single format (even the Sam Coupe) and the Master System version is no exception. The graphic style has been copied exactly and the animation is far and away the best I've seen on the Master System! The backgrounds have actually been improved when compared to their 16-bit counterparts and as a result this version is one of the most colourful you'll find. The attention to detail is astonishing - it's almost like watching a movie! It must be said that gameplay is extremely tricky and joystick jockeys will be a little bemused when they first try this one. Perseverance reaps rewards though and learning the moves is half the fun. Fourteen very large and very tricky levels mean that you won't be rescuing the princess for weeks, maybe months to come. All in all a spectacular and impressive release and easily the most innovative Master System game for ages. Who says you can't teach an old dog new tricks?"

FRANK O'CONNOR

CVG 27

STRATEGY

SKILL

GRAPHICS % 94

SOUND % 78

GAMEPLAY % 86

VALUE % 91

OVERALL % 90

ACTION

REFLEXES

AMIGA

PLATFORM

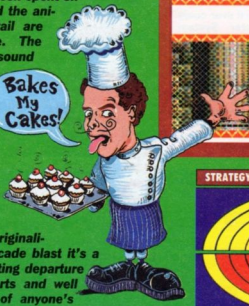
ELECTRONIC ARTS
\$25.99



It may not sound it, but Risky Woods is a rock hard shoot and beat 'em up. It looks initially a bit like Gods, but only on the surface. Delve deeper and you'll discover a host of gameplay related surprises. You play the part of a lone warrior who must escape from the Risky Woods and destroy its evil inhabitants in the process. The woods are chock-full of danger and you'll have to unlock doors, leap precipices and wear a really smart uniform to survive! So, it's off into the Risky Woods for a spot of Universe saving malarkey! Can't say fairer than that, eh?



You've seen this type of game a million times before, but not on the Amiga, so if you own the Commodore flagship you'll be more than chuffed with this effort. A lot of time has been spent on the graphics and the animation and detail are very impressive. The music and sound effects are less than brilliant, but everything hangs together nicely and the overall result is nice and sharp. This game won't win any prizes for originality, but as an arcade blast it's a hoot. An interesting departure for Electronic Arts and well worth 25 quid of anyone's money!



CVC 028 **FRANK O'CONNOR**

THE HERO OF OUR TALE CAN EARN HUGE BONUS POINTS BY PICKING UP THOSE FLASHY GOLD COINS.

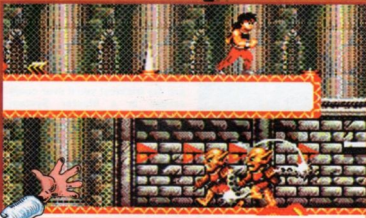


ERE, IT'S EA!

It's a fact that Electronic Arts have produced some of the best sports and simulation software of all time, including the likes of PGA Golf and John Madden's Football. More recently however, EA have moved into the action/arcade scene with Desert Strike and now Risky Woods. Electronic Arts excel in everything they do, but they can't be responsible for the general quality of this one as it was programmed by a German team. Fortunately though, it's a top treat and the EA legacy carries on untarnished (apart from Madden's The main objective on every level (apart from staying alive) is to rescue monks from their prison.

Their prison is a bit weird to begin with as an evil wizard has turned them to stone. You simply blast your way through the rock to release them. Sometimes the grateful monks will bestow gifts and power-ups upon you, but more often than not they'll be evil monks who hurl flames at you. Bummer! You have to release them all though, even the nasty ones. Double Bummer!

RISKY WOODS



THROUGH THE KEYHOLE

To get through the various levels of Risky Woods you'll have to collect a whole load of keys. These are scattered all over the levels and open doors usually located near to them. If you reach a door without collecting the relevant key you will be transported backwards through the level, usually arriving close to, if not next to the key you need. This is well handy and adds quite a bit of strategy to an otherwise entirely action-based game.

STRATEGY	SKILL
ACTION	REFLEXES

GRAPHICS	%	85
SOUND	%	76
GAMEPLAY	%	89
VALUE	%	88
OVERALL		87

WIN A WONDERMEGA!

AND BAGFULS OF EA GOODIES!

COURTESY OF
ELECTRONIC
ARTS



DARE YOU ENTER THE

HERE'S your chance to win one of TWO incredible JVC Wondermegas - courtesy of gaming megastars Electronic Arts! To celebrate the launch of Risky Woods, those fine EA gamers (who you voted Software House Of The Year in the Golden Joysticks!) have put up this stupendously brilliant prize - and you'd have to be a right wooden wally not to want to win!

For sad shamblers who've been hiding in the dark, the Wondermega is one of the hottest pieces of kit around. Basically it's a Megadrive and Mega CD bolted together into one sleek and impressive unit, together with a totally fab music CD player and utterly awesome (but rather weird) karaoke system rolled in!

Thanks to this little baby you can play Sega cartridges and Mega CD software all in one - and you'd have to be a dribbling old loony not to want to win one! So what do you have to do to waltz away with this dream machine, or as one of the runners-up stash one of three Exclusive EA goodie bags under your arm? Read on...

Risky Woods is all about Ghouls and Ghosts and Goblins and all sorts of other cackling creepy critters you usually find in

RISKY WOODS?

dark and dingy woodland. All you have to do is design and draw your own wicked wood dweller, so scary we'll paddle in a puddle just the second we open your envelope! The simpler your forest fiend is the better, and if he's cutely horrible that will help as well.

So what are you lounging about here for and staring at this page. Why aren't you off grabbing your drawing stuff, getting a nice clean sheet of paper, doing your monster in ink (not pencil) and firing that masterpiece off to: **RISKY WOODS IS WELL WICKED AND SO'S THIS! COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON EC1R 3AU.** Closing date for entries is Friday July 31 - so overseas CVG fans have a chance to get their entries in too - after which we'll pick the winner and runners up and dispatch those prizes pronto! Get going - you've got to be in it to win it!

SMALL BUT INCREDIBLY IMPORTANT PRINT: Did you know there are sixteen black folders, two empty boxes and a squashed hat on the set of shelves opposite my desk? Well, it's important to me and so's this: all the usual CVG competition rules are out in full force which means anyone can enter as many times as they like provided

EMAP or Electronic Arts has never heard of them. Tim gets to pick the winners 'cos he's the boss and the Editor's decision is final - even if he does have an unusual middle name beginning with L which nobody can guess and there's still a free game for the first person who gets it right...

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completely batty!

The first thing you'll notice about Bad Omen is the use of two bats. The first bat works just like Arkanoid and stays at the bottom of the screen but the second is a bit of a wild card. You can move it up and down as well as left and right but it always stays right above the main bat. Best of all, you can flip it onto its side allowing you to knock the ball around at some very peculiar angles. This can be very useful when you can't quite reach those last few blocks. It takes a little while to get used to controlling two bats at once, but once you master it the game takes on a whole new light.



scrolling thunder

As you destroy the blocks, the screen scrolls upwards to reveal more blocks and more hazards. The scrolling can be a real pain and sometimes it's hard to keep track of the ball. This not only gives you something more to worry about, it also reveals more of the spectacular background graphics. The vertical scrolling adds a new dimension to the theme but at certain points in the various levels the screen scrolls horizontally too. At this point you have to use the flip option on the bat and knock the ball left and right as well as straight up on the air. The horizontal sections are by far the most difficult and can make things quite infuriating. Bumbolis!



ball busting baddies

Throughout the game you'll encounter wandering nasties who deflect the ball at ridiculous angles and often at high speed. If you hit the baddies often enough they'll be destroyed, endowing you with those oh-so-valuable points. End of level monsters also make an appearance and these must be hit dozens of times before you can progress to the next level. The blocks can aid you at this point because some explode to reveal useful power ups - including one pod which turns your bat into a destructive soaring dragon. Now that's style!



MEGADRIVE

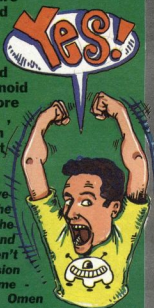
PINBALL

BY HOT B
£35.00



Way back in the mists of video game history appeared a game which would change the face of arcades forever. Simple, addictive and infuriatingly difficult, that game was Breakout. The object was simple - use a bat and ball to destroy a wall of bricks at the top of the screen. The concept died when newer and more sophisticated games came along to take its place. Then, in the mid eighties, Taito released Arkanoid. This used exactly the same gameplay style, albeit with tarted up graphics and the then obligatory power-ups. The simplistic nature of the game had arcade fans going crazy and Arkanoid was a smash hit. Bad Omen is Arkanoid gone mad. More screens, scrolling, twin bats and a host of killer zombies.

The Megadrive arrived just after the Arkanoid craze of the late eighties and Sega owners haven't had a decent version of the classic game - until now. Bad Omen takes the theme a couple of steps further with some awesome graphics and a few new tweaks to the brilliant gameplay. The graphics are very scar and atmospheric and in many ways similar to Devil Crash. The clock tower stage is my favourite with loads of cranking cogs and spinning wheels. The music is by the same bloke who did Strider on the Megadrive and as a result it's superb, suiting the game to a tee. The gameplay is very simple and very addictive and includes some novel new features. All in all this is a great cross between breakout and pinball and a worthy addition to any Megadrive owner's collection.



STRATEGY

SKILL



ACTION

REFLEXES

GRAPHICS % 90

SOUND % 92

GAMEPLAY % 86

VALUE % 86

OVERALL 87

FRANK O'CONNOR CVG 031

SUPER NINTENDO

SHOOT 'EM UP



BY TOHO
£45.00

In a far distant galaxy, an alien world seethes with malevolent intelligence. Twisted space fiends are planning the downfall of Earth. They have amassed a huge fleet of starships and even now are preparing to launch an attack on our planet. It's time for Super Aleste! This rather smart spaceship has some quite stupidly powerful weaponry at its disposal. The brave pilot chosen for this mission is you (as bloody usual), but fear not, assistance will be provided when you need it most. So, arm your weapons, stoke up the engines and fill your pants - because only a miracle is going to save you now!



Gunhed is one of my favourite games ever and as this is a sort of Gunhed remix, I'm dead chuffed! This is actually bigger than Gunhed, with twelve massive levels to blast through. The graphics are fast and spectacular and the music features some brilliant New Order rip-offs. If you like your shoot 'em ups stupidly fast and extremely difficult, this is a challenge that you won't be able to resist. This could well be the best vertical scroller ever and it's without a doubt the best blast on the SNES. You might be tempted by the big names of Super R-Type and Gradius, but this is easily the best of the bunch and you'd be a fool to miss it!

CVG 032 FRANK O'CONNOR



ANOTHER ONE BITES THE DUST!



SUPERFAST SPRITE SCALING!

Hardened SNES owners will notice very quickly how fast the sprites are on Super Aleste. Nothing slows down, ever! Megadrive owners will poop their pants when they see just how fast the SNES actually is. Zillions of sprites whizz around and bullets pepper the skies. End of level baddies are monstrous combo-sprites and again, superfast. Level 2 will have you reaching for the sick-bag as a massive space structure rotates and expands in the background! It's very confusing, but damned impressive!

SUPER ALESTE



A WIBBLY WOBBLY WORLD OF THEIR OWN

Yep, it's the amazing SNES hardware again. An effect that has been used before, is a thing called raster wobbling. It's not really called raster wobbling, but that's as good a name as any. The effect makes the backgrounds go all wibbly and confusing. You may have seen it on games like Thunderforce and Gynoug. The SNES goes a bit mad on that score and the effect can be seen on most levels, with some having multiple layers of it. It looks dead dreamy but it doesn't half make your eyes go funny.

THE TRANQUILITY OF AN ALIEN PARADISE IS SHATTERED BY PHOTON INDUCED VIOLENCE! HURRAH!

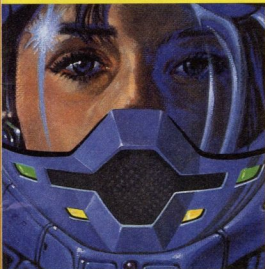




THIS BABY MAKES THE STEALTH FIGHTER LOOK LIKE A SOPWITH CAMEL!



SHOT FROM BOTH SIDES!



GLORIOUS GUNHED GOODIES!

Toho, the company who programmed Super Aleste, have to their credit one of the best shoot 'em ups ever. Gunhed appeared on the PC Engine about four years ago and featured some of the most stunning blasting action ever seen on a home console. The graphics were ace, the sound was awesome and the game played like a dream. Super Aleste, you will be pleased to know, is a sort of Gunhed remix with similar weapons, identical gameplay and vastly improved graphics. Credit is due to Toho for this one, because Gunhed sold more PC Engines than any other game (with the possible exception of PC Kid).

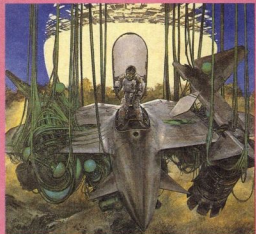
WEAPONRY WEIRDNESS

All the weapons in Super Aleste have been borrowed from the original Gunhed game. These include spreading machine guns, wildly lasers, homing missiles, humungous globules of death and a sort of R-type beam-up variant. The weapons come in stages of power, starting off a bit whiffy, but collecting coloured capsules increases their power gradually. You can also pick up multiples, shields and best of all, smart bombs. The smart bombs seem to pop up all the time, but when you really need them, they mysteriously vanish!



Here it is - the shoot 'em up addict's dream come true! Up until now you could only play Gunhed on the PC Engine - and that was almost worth buying the machine for! This time round the SNES version is bigger than the original, and has to rank as one of the best blasters you'll see on the big Nintendo for ages! Smart graphics and a rocking soundtrack are just the icing on the cake because this ultra-fast little beauty plays like a dream and there's plenty of challenge to keep you at it for ages. This is just the sort of game we want on the SNES, so grab it as quick as fast as you possibly can or stay sad and left out forever!

TIM BOONE



STRATEGY	SKILL	
		
ACTION	REFLEXES	
GRAPHICS	%	92
SOUND	%	93
GAMEPLAY	%	92
VALUE	%	90
OVERALL	92	

SUPER NINTEN

Here they are - the winners of CVG's biggest competition ever! In an amazing display of generosity and downright funkiness, CVG and Nintendo gave away an amazing TEN Super Nintendo Entertainment Systems! All you had to do was design a new video game character and there were some real classics. Judging from the size of our mailbag, it seems that everyone and their mum wanted to get their mitts on Nintendo's amazing new machine. There were some totally amazing entries and choosing the winners took hours. We said we'd print 'em - so let's get on with it, eh? Incidentally, Tim liked the compo so much we've given away another two machines - check out Word Up to find out who's got 'em! Plus, all you frauds claiming to be winner Ian Beresford should be ashamed of yourselves! Luckily we now know who he is and have passed on all the liars' addresses to the Fraud Squad. You should be getting a knock on the door



FLATULENT MAN

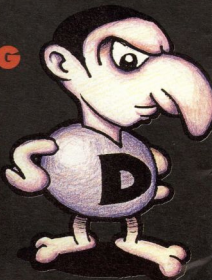
Flatulent Man (above) is a rather unsavoury character who dispatches baddies by blowing out clouds of deadly Fartogen Pumpoxide. These immediately destroy almost any obstacle with a nose. Refridgerator Man (left) can duff baddies by shooting beer or food at them.



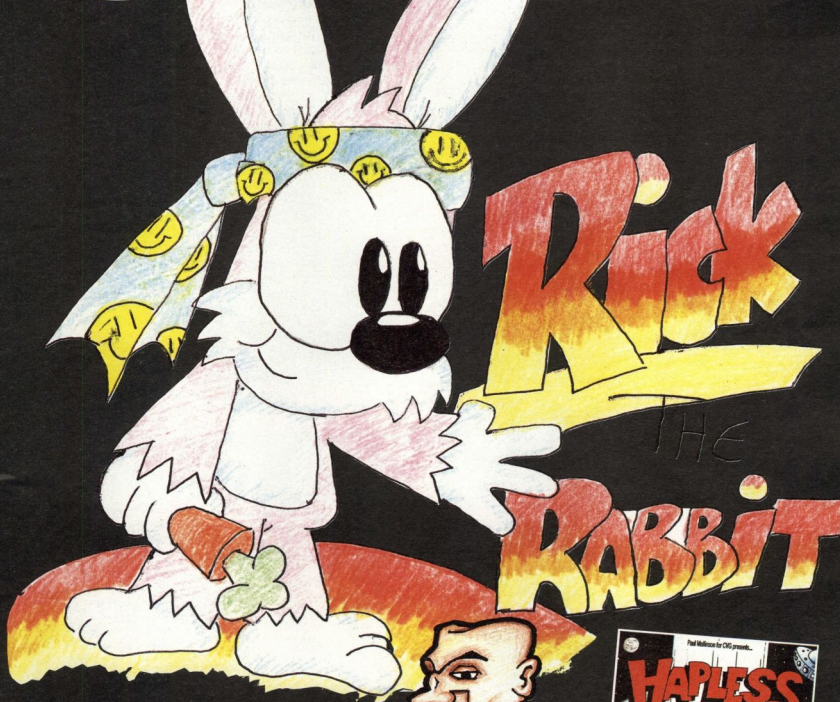
THE REFRIDGERATOR

THE AMAZING DODO

The Amazing Dodo (right) is another Paul Mallinson creation who's powers include the ability to become extinct with astounding ease. Very fast and possessing an incredibly powerful beak, he's a real force to be reckoned with, probably. Mind you, he's a bit ugly. And stupid as well.



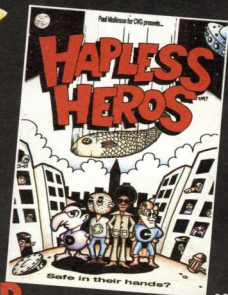
DO WINNERS!



Rick Rabbit is a top-class superhero and no mistake. When he's not munching carrots and breeding furiously, he's off defending the Earth from twisted alien space-crustaceans. He can leap tall buildings in a single bound but does tend to get his pants caught on flagpoles. His amazing magic headband unfortunately possesses no magic powers and makes him look like a hippy. Muscle Man (right) on the other hand is enormously strong with massive arms and powerful bum-cheeks. Sadly though, he's too stupid to wipe his own botty, never mind save the Universe.



MUSCLEHEAD



SUPER NINTEN

SHADES MACAW



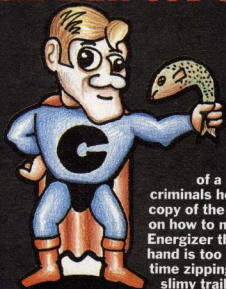
Shades Macaw is Andrew Capper's most triumphant creation. The walking, talking feathered freak is capable of some incredible superhero-like antics. Mind you, he doesn't have to use any of them because Shades is armed with a rather smart Tommy Gun.

Shades is rock hard and can often be found repeating swear words in pubs where sailors drink. Remember kids, don't try that at home because you will invariably be bludgeoned half to death by an irate parent. If you do want to swear only use words that are in the Oxford dictionary 'cause then you can say "It was in the Dictionary so I'll bloody well say what I like".

ENERGIZER-THE ROCKET PROPELLED SNAIL



CAPTAIN COD EYE



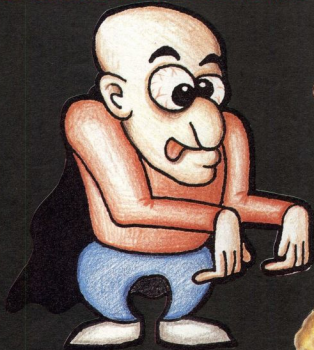
Captain Cod Eye is a bit of a sad superhero and uses various kinds of fish to fend of finnish felons. He's as blind as a bat though and can often be found smacked into the side of a building. When he's not catching criminals he likes to relax under his bath with a copy of the 1976 Bunty annual, browsing for tips on how to make your dolls more attractive. Energizer the rocket-propelled snail on the other hand is too stressed up to relax so he spends his time zipping up and down the M1 leaving a nasty slimy trail behind him.

WINNERS:

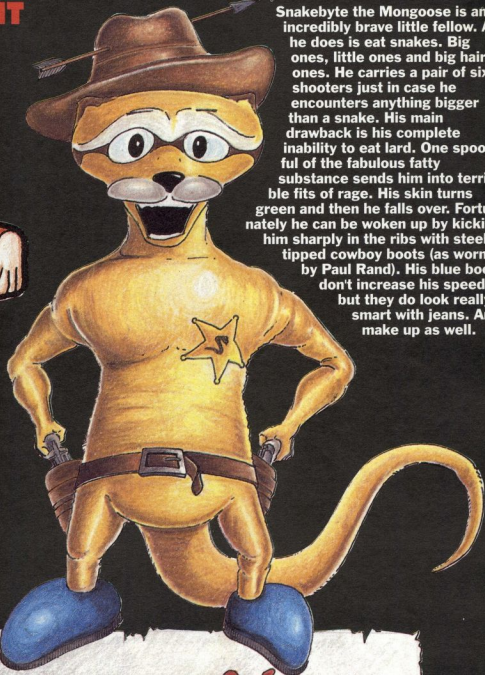
- DAVID JOHNSON, PENNFIELDS, WOLVERHAMPTON
- MARIE BEACH, SHROPSHIRE
- KRISTIAN IRWIN, NEW ADDINGTON, SURREY
- LUKE WILLIAMS, BARNET, HERTS
- IAN BERESFORD, SOTHALL, SHEFFIELD
- ANDREW CAPPER, SPALDING, LINGS
- DAX JENKINS, MARTIN'S HERON, BERKS
- PAUL MALLINSON, LEICESTER
- DANNY MILLER, WOODBRIDGE, SUFFOLK
- DUNCAN SCOTT, PETERBOROUGH

DO WINNERS!

CAPTAIN IRRELEVANT



Snakebyte the Mongoose is an incredibly brave little fellow. All he does is eat snakes. Big ones, little ones and big hairy ones. He carries a pair of six-shooters just in case he encounters anything bigger than a snake. His main drawback is his complete inability to eat lard. One spoonful of the fabulous fatty substance sends him into terrible fits of rage. His skin turns green and then he falls over. Fortunately he can be woken up by kicking him sharply in the ribs with steel tipped cowboy boots (as worn by Paul Rand). His blue boots don't increase his speed but they do look really smart with jeans. And make up as well.



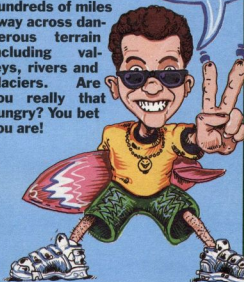

Snakebyte
 THE
MONGOOSE.

MEGADRIVE

PLATFORM

BY SEGA
£39.99

The scourge of the cartoon world and Bugs Bunny's nemesis, the Tasmanian Devil is on the loose again - only this time he's a goody! The furious ball of fur is on the loose and he's got his own TV series. This game is linked to the new American cartoon show and features Taz and the rest of the Devil family. Playing the part of Taz you have to seek out some giant bird eggs to feed your starving family. These are located hundreds of miles away across dangerous terrain including valleys, rivers and glaciers. Are you really that hungry? You bet you are!



Quite simply this has to be the best looking Megadrive game ever! Sure, you've seen Megadrive games with smarter effects, bigger sprites and spectacular scrolling, but Taz looks exactly like a cartoon. The only game to have achieved this before was Atari's Road Runner. The sprites are big and bouncy and the backdrops are straight out of a loony tunes cartoon! The music also is cartoon-perfect, with ridiculous tunes and brilliant samples from the cartoon series. Just watch what happens when you leave Taz standing still! The platform gameplay is very simple and very addictive and this is the only real contender for Sonic's throne on the Megadrive. It doesn't quite beat old Sonic, but it's not far off!

CVG 038 FRANK O'CONNOR

TAZ LEAPS BLINDLY INTO THE AIR, ANYTHING THAT GETS IN HIS WAY GETS FLATTENED OR EATEN! YOU'D BETTER WATCH OUT!



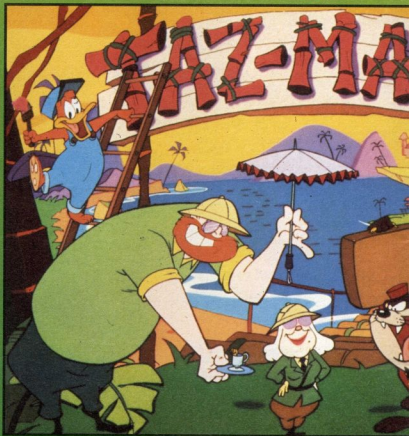
OR YOU COULD TRY...

There are more than a few platform games of this ilk available on the Megadrive and if you don't fancy Taz you're spoiled for choice. Obvious number one choice is Sega's own Sonic but others include the fabulous Magical Hat Turbo Flying Adventure (Decapattack in this country), the awesome Strider, the utterly stupendous Mickey Mouse and the more than reasonable Kid Chameleon. Mind you, if you don't like the look of Taz you're obviously off your bloomin' rocker!



SNOWBOUND TERRORS ABOUND!

TAZ ABOUT TO GET HIMSELF INTO ASPIN!



KILLER SPINNER!

Taz is one of the most dangerous critters in the cartoon world and he kicks ass whenever there's trouble. He can jump on the heads of oncoming baddies and this kills them stone dead. Better still though, he can turn his body into a whirling typhoon of spinning death. You can do this as often as you like and really rack up bonus points by knocking down loads of baddies in succession. Humah!





SOMETHING'S GONNA HAPPEN...

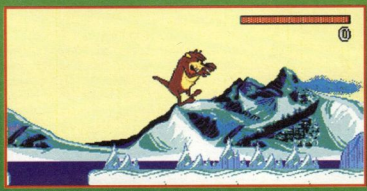


RED HOT CHILLI PEPPERS!

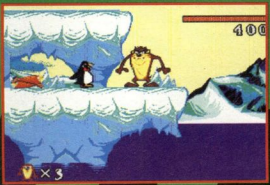
There are no extra weapons as such in Tasmania, but there are quite a lot of chilli peppers lying around. Scoffing one of these causes Taz to go bright red and he can then fire up to five blasts of flame from his mouth. This is useful for offing baddies you don't want to get too close to. There are usually two or three of these peppers on every level, so be careful how you use them. It's worth collecting them just to see the expression on Taz's face when he scoffs one!

HUNGRY YET?

Taz has an energy bar at the top of the screen which is reduced every time he collides with a baddie. You can replenish your energy supply by collecting the various bits of food that are scattered throughout the levels (fried chicken is his favourite). Energy can drop quite quickly and you can normally take about three serious hits before you snuff it, so collect as much food as you possibly can. The question is, if there's so much food around, why doesn't he take that back to his family?





KILL TAZ! KILL THEM ALL AND SPIT 'EM OUT!



Ever wanted to take part in your favourite cartoon? Well wait no longer - because now you can! There are tons of games which promise cartoon quality graphics and never quite manage to deliver, but *Tazmanian Devil* is exactly that - the closest thing yet to a totally interactive cartoon! The graphics and sound are so incredibly good you'd almost swear you were watching the telly, not playing the game! Taz himself is quite awesomely lifelike and one helluva mean boy to boot, which means you're guaranteed huge laughs as you explore his massive world. Initially this game is a complete gobsnacker and really shows what the Megadrive can do when you push it. The game does become just a touch repetitive after a while, but then again this is one of the most ambitious console games ever and a spectacular success. Grab it as soon as you can!

TIM BOONE



STRATEGY	SKILL
	
ACTION	REFLEXES

GRAPHICS	%	96
SOUND	%	95
GAMEPLAY	%	91
VALUE	%	92
OVERALL		93

SAD AND DELUDED

Dear YOB,

I think your Mailbag is a load of dog's crud because you offend everybody. I get CVG sent by my mum from Derby every month and I think the rest of the magazine is well wicked! All my friends say you should stick your Mailbag right up your rump and my mum says you're a right Plonker. By the way, is the Gameboy from Nintendo or Sega?

Modi McKinley,
Aberdeen, Scotland

YOB: Your mum owes you a lot more than one copy of CVG after giving you a name like that. What was she on - steroids? As for your question: the next time you take you take a crap have a look in the dumpster. Who knows, you might find your brain.



RATHER RIDICULOUS

Dear YOB,

1. When will Contra Spirits be out for the English SNES? How much?
2. When will Street Fighter II be out for the UK SNES? How much?
3. My mate says that Sega will sell the rights to use Sonic on Nintendo, and Nintendo will sell Mario Bros to Sega. Is he lying his ass off or what?
4. Will the Megaman series be coming out on the SNES?
5. When will Monaco 2 be out for the Megadrive?
6. Not a question. Just to boast I've got a Megadrive, SNES, Amiga, Lynx and a Gamegear.
7. If I get a U.K. WonderMega, will Jap cartridge games be compatible with it?
8. Will all CDs work with the Wondermega?
9. Which will be cheaper, Mega CD or a Wondermega?
Patrick O'Conner-Read,
Sadsville, Arizona.

YOB: 1. Later. Quite a lot. 2. Later. A bit more. 3. He lied. 4. Good question, can't be bothered with a good answer. 5. Right now. 6. Great - now all you need is a brain. 7. Get some sense first. 8. Dear oh dear...9...oh dear

YOB'S MAIL

CRIMINALLY STUPID

Dear YOB,

Is it true that Super Mario is coming out on Amiga soon? Can I expect a sensible answer - if not £100 will do.

PS Have you ever been picked up by a poop-scoop? If not, why not?
Jordan Leaf,

Port Talbot, W Glam

YOB: Right, it's time for His Yobness to put the record straight on this one because I'm getting well narked with letters like this. Mindscape have picked up the licenseto use Mario in "Edutainment" packages on 16-bit computers, but that's all. What you WONT get is any sort of Mario game we're used to, but he will be popping up. Trouble is, I'm not sure when you'll actually see the lad because last I heard the first game will be called Mario Is Missing! Look, don't blame me - I just write their souls and don't far away a perfectly good license when I've got one...

PS Have you ever woken up in hospital with three teeth missing and a headache?

WEAK AND HELPLESS

Dear YOB,

The other week at school, this lad grabbed me by the neck and said, "Give us ya dinner money or I'll kill ya!" Now, this lad is really big and he looks like he worked out in the same gym as Hulk Hogan. This kinda scared me because I had no dinner money as I go home for dinner. He then clenched hisother fist and said, "I'm a friend of Arnold Schwarzenegger!" Of course, I knew he was lying, so I told a little porkey myself, and just as the hairs on his fist touched my nose I shouted: "Oh yeah! Well, I'm a friend of YOB!" I was a little late saying it and he'd already smashed my nose. But he then he dropped to the floor muttering "Oh, I'm so sorry! Don't tell him!" I wouldn't usually snitch but I just want to thank you for being so hard and saving my life on that day! Oh and one other thing, please could you send me a hundred quid because someone else at my school says that you are stupid and thick, so he needs a brain putting in and I said I'd pay because he doesn't even know what money is!

Richard Cotterill,
Chesterfield, Derbyshire.

YOB: If you get this bully to write in, I'll sort him out for you. I'll probably award him the cash for giving you the beating you so richly deserve.

FAIRLY RIDICULOUS

Dear YOB,

I am writing to complain about the number of computer features in your magazine, especially the reviews. There are too many console reviews and more coming all the time. Half a year ago computer issues were first priority and now? Well? Classic games on the Amiga such as Harlequin and John Madden only took up a page each and in your last issue there were no Atari ST reviews at all. But Megadrivegames such as Robocod and Double Dragon II got a full two pages. And to make it worse, Smash TV on the Super NES got a four page review and a large poster. And with the Nintendo out even more news, reviews and info will be on consoles. So come on CVG your magazine is not just for consoles you know. Otherwise you should call your mag VG for Video Games.

David Ball,

Kingsthorpe, Northampton

YOB: And you should call yourself DB for Dopey Ballbrain if you don't know that CVG covers all the latest and greatest on ANY machine. If it's hot it's here, and if the Greatest Game Ever suddenly pops up on the Amiga you know CVG will be the first to tell you all about it. Trouble is, all the really hot stuff seems to be appearing on consoles right now - and you're blaming the wrong people for that. If you want my opinion, and you'd better because my word is law, I reckon the computer software industry needs a good kicking if it's going to compete with consoles and frankly I'm more pigged off with the fact that we just aren't getting much truly innovative computer software right now. I mean, when was the last time you saw an Amiga game that really blew your ass off in the same way that, say, Super Tennis roasted mine on the SNES? Formula One Grand Prix was probably the last, but from where I sit the horizon's looking pretty bleak and I for one find it bloody annoying. There was a time when the great games appeared first on computer and were then converted to consoles. You yourself gave the example of John Madden's - where the process if reversed, converting from Megadrive to Amiga. Is this the way it's going to be in the future? Are computer owners going to have to put up with console hand-me-downs to get decent games? Well bloody well write in and tell me! The softcos read these pages as closely as you do, so this is the place to tell them what you think instead of just blubbing about it and trying to blame the people who do care. Maybe I'd better calm down before dealing with the next cretin. Oh, what the hell, here he comes...

STUPIDLY SILLY

Dear YOB,
I am soon to buy a Megadrive and I desperately want a Basketball game. Which is the best out of Bulls vs Lakers, Jordan vs Bird, Supreme Court Basketball and Lakers vs Celtics? Should I just wait for Lakers vs Celtics 2? Sorry my letter wasn't complaining about the lack of variety in games today (like most people do). Can I have a hundred quid so that I can buy all of the above games and can you write some more Leper jokes? PS Kiss 100 FM is the best radio station. Alright?

Luca Moruzzi,
Penn, Bucks

YOB: A decent basketball game on the Megadrive? You might as well wait until the cows come home, if you've got sisters that is. If I was you I'd wait for LvC2, but seeing as I'm not you I'll probably rush out and blow all your cash on LvC1 while boring the softshop owner with old leper jokes and moaning that you didn't win the hundred quid, even though you were right about Kiss FM. Alright?

MAILBAG

USELESS AND YANK

Dear YOB,
I am an American living in the UK and have an American Super NES. I have a few questions about the console in general that I want to ask you. 1. Is there a converter that will allow me to play Famicom and British Super NES games on the American version of the console? 2. Is the quality of the British Super NES and Famicom better than that of the quality of the American Super NES? 3. Is the American Super NES controller compatible to the British Super NES and visa-versa? John Gunjan, Aberdeen, Scotland.
1. Probably, but my guess is you'd have to buy it from the States because Honest Bob's Dodgy Deal Dungeon is the only place you'll find American SNESs over here. 2. Yup - they run just a tad faster. 3. I think so, but buy one from America to be on the safe side. Incidentally, how come I never get letters from Yanks in America? Are you lot too sad and stupid to put pen to paper or just sissies with silly accents who don't know anything about games?

WORTH MORE TREATMENT

Dear YOB,
In anticipation of the all-new CVG I got up at six in the morning and began the walk to my newsagents.

At ten past six I rushed in and grabbed a copy of CVG. I went to the counter and the daft woman asked for £1.75 (GASP!), I only had £1.40! Back home I ran and got the extra money. I legged it back to the shop. When I arrived home, I sprinted upstairs and opened up the skill mag....and boy, was the extra 35p worth it. First of all the covers are utterly brilliant as are the competitions. The Super NES handbook was great (well done Miss Abrook for her great design!). I began to flick through the pages and I pulled out a fantastic, much needed Sonic guide and hand-held GO! (still free). The centre page pull out of Smash TV was great (and it looks fab on my wall). You kill other mags in every department and make others look like a waste of trees. This is the best thing ever. Congratulations.

Sim Potter,
Gateshead, Tyne & Wear

YOB: What do you want, then? Unless it's a split lip you won't get it from me. Actually, this letter's given me an idea: why don't you lot send in the creepiest, crawliest letters about the mag that you can - and there may be a special software prize for the best one I get. The address is CREEPO CORNER, YOB'S MAILBAG, etc etc.

THICK AS DONKEY DUNG

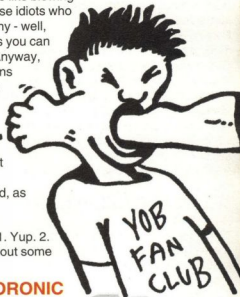
Dear YOB,
Allow me to introduce myself: I am the super pirate! Ha! Ha! Ha! Each week I copy and sell loads of games for only the price of a disk. I won't be happy until I've destroyed the whole of the computer games industry! Although, that won't be the end of video games, as consoles will flood the market! Ha! Ha! Ha! Why didn't you print my other letters. Were you scared because they spoke the truth?

Captain Flint
Kinston Upon Thames, Surrey.

YOB: I didn't print them because you forgot to include your real name and address. Luckily this time it was on the back of the envelope so I've passed all your letters and details to the Federation Against Software Theft. I'd expect a knock on the door any day now and I think you've got a lot of explaining to do.

ZOMBIFIED DUNG FOR BRAINS

Dear YOB,
I am a great fan of yours and I love the way you slag everybody off because I do it myself, and I also like blowing them up like you. And as for those idiots who write in and say you are not funny - well, they just can't take a joke. So as you can see we have a lot in common. Anyway, could you answer a few questions for me: 1. When Sonic 2 comes out will it be on the Master System? 2. Is Asterix any good because I am thinking of buying it? 3. Will there be any new Alex Kid games coming out on the Master System? PS How about that hundred quid, as I'm your favourite fan? Neil Cannavan, West Bromich, West Midlands. 1. Yup. 2. Yup. 3. May well be. PS How about some



MISERABLE AND MORONIC

Dear YOB,
I've got a few questions to ask you if you don't mind. 1. What is the most, do you reckon, the Game Boy is worth and the same question to the Super NES? 2. I don't think Game Gears are worth wiping your ass with, but what do you think of them? 3. Would you please, please, please send me some money towards my Super Nintendo fund? I am not asking for a lot, like all them people with sad accents in Australia and Newcastle.

Andrew J Hadston,
Watton, Liverpool.

YOB: 1. Depends. I asked my Super NES but it wouldn't answer. 2. I think they're the greatest Sega hand-helds ever. 3. What do you call a Scouser in a house? A burglar. A Scouser in a suit? The Accused. A Scouser with half a brain? Gifted. Next...

TEMPERATURE RISING

Dear YOBBO,
I think your mag stinks. If you lot learnt (Whoops - YOB) how to write properly it may (Whoops - YOB) make things a bit better. But as it stands you'd have to have the mentality of three year old (Whoops - YOB) to actually learn any grammar you! (Whoops - YOB). The design's alright, but it still looks like third-hand bog roll (especially on the paper you use!), (Whoops - YOB). All in all I think CVG is dull and uninformative, I (Whoops - YOB) won't buy it again.

Stephen Lynch,
Camden, London.

YOB: Please, if you're going to try and complain at least do it properly. Learn how to string two words together or I won't be able to read your pathetic excuse for a letter and formulate a suitably senseless reply.

PASS THAT CORK, NURSE

Dear YOB,
A couple of CVG's ago there was the April fool about the home virtual reality kit called the Holostar 2000. I spotted straight away that it was Sega's 3D glasses and the remote control receiver for the Megadrive or Master System and a console with it's lid off (maybe a PC Engine). The Daily Mirror's computer page Power Up! (enc) failed to see it was an April fool and printed it on their computer page in the TV weekly magazine. They obviously stole the information from CVG so I would sue the Daily Mirror and give me half the money.

Adrian Reed,
Eltham, London.

YOB: I've just heard there's going to be a new cart for the Holostar - Daily Mirror Simulator. It's a cracker of a game in which you get all your facts wrong, lift wind-upns from great mags and print them as facts and generally wander about looking a bit sad because some fat fart pinched your pension fund. Good, eh?



OVER THE HILL

Dear YOB,

I have been reading CVG mag for about eight years now (the first mag I bought has all the soap stars on the front). I started with a ZX81 and moved up to the Amiga 500. I've seen the mag go through many changes since then and new staff come and go, and now with the inclusion of GO! it's the best it's ever been. Well done to all concerned. A couple of questions though. 1. Why don't you stop printing reader's pictures in which they simply trace staff's faces from the review panels and stick them onto famous console character's bodies? 2. Do you think the Super Nintendo will take off like the Megadrive? 3. Why do you dislike the Australians so much? 4. Why don't you take the place of Patrick Moore on Gamesmaster and brutally rip the lungs out of small children who can't get off World One of Marioland?

John Abbott,
Harrogate, North Yorks.

1. Why don't you put your head in a septic tank? 2. It already has. 3. Because they know how to take a joke. You obviously don't because you're as useful as a eunuch in a sperm bank. 4. Because I'm having too much fun ripping the P out of you.

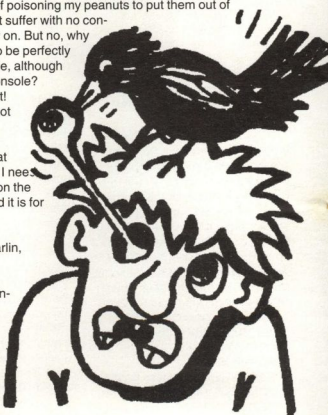
BIT OF A BIRD BRAIN

Dear YOB,

I sometimes sit and look out of my window at the little birdies eating peanuts off my amazing peanut dispenser and I wonder what life must be like for those little birdies - no Nintendo, no Sega, not even a measly GX4000. I often think of poisoning my peanuts to put them out of their misery - they must suffer with no consoles to come and play on. But no, why should I? They seem to be perfectly happy without a console, although God knows why. No console? What a horrible thought! How would I live? I'm not saying that your life depends on having a Gamegear constantly at my side, but I still think I need one. Write your views on the subject. See how horrid it is for birdies.

Paul "Cat Vomit" McParlin,
Aberystwyth, Wales.

YOB: Who needs a console when you can stand around and laugh at some sad sap whilst eating the stupid jerk's peanuts. Don't know about you, but that's my idea of a good time...



DEFINITELY DISORDERED

Dear YOB,

I have been collecting CVG for the last couple of months and I think it's brill. You really do have some awful letters. I do hope you don't think this one is awful, I have been wishing and entering all kinds of competitions all the time, just to win a Lynx, but I never do win. Please, Please, Please, could you send me a hundred quid to buy an Atari Lynx. Michael and Darrell Beasley, Oxley, Wolverhampton.

YOB: Let's start a new competition - how not to win anything. Whoever can send in the best letter how to do it will win nothing at all. And anyone who can be even more stupid than writing I when there are two of you stands most chance of winning it.



OH DEAR OH DEAR

Dear Master YOB,

My name is Sevan and I have a very small brain, in fact it's so small that you wouldn't be able to see it even if you had NASA's biggest telescope. So I am totally thick, which means I am really forgetful but there is one thing that I remember and that is that you are my hero. Can I please have a Super NES because I have bought 120 issues of your fab mag and I only have a naffy Atari 2600 console. I really like the comments that you make. PS Is this true that you will be able to get SKY on the Game Gear?

Sevan Janiwan,
Have, E Sussex.

YOB: Yes it is. You can get SKY, BSKYB, all the American sports channels and some of the naughty foreign ones as well - provided you've got the optional 600ft aerial attachment, trans-world scanning receiver, 30 gigawatt battery and a brain the size of an old raisin. Next...



HARDLY MENSA MATERIAL

Dear YOB,

I get CVG every week and read your mailbag straight away and I think it's really hip and cool. But why are all the other readers threatening to kick you in? Well, I will not, but my brother will still get CVG but will tear out the mailbag pages and throw them away and so will everybody in my school if you don't answer my questions. I

have a list of their names but you haven't got ten pages, have you now? So tell me: 1. Why haven't you got many Game Gear cheats? 2. Why do you think you're so hard? 3. Do you like this word: Tiba? 4. Why is Pitfighter so crap? 5. Why are you so ugly in the pictures? Ben Matthews,

Bletchley, Milton Keynes.
YOB: 1. Because Game Gear owners like you are too weak, pathetic and generally brain dead to come up with any. 2. I don't think I'm hard. I know it. 3. Do you like this phrase: Crawl back to your cage before the freak show realises you haven't had your injections yet? 4. Because you've got the cartridge in the wrong way round. 5. I'm not just ugly in the pictures, I'm ugly wherever I go.

HALLUCINATING FREQUENTLY

Dear YOB,

I am a proud owner of an Amiga 500 and have a fair selection of games. I read your mag monthly and I read about how Megadrives are so top and blah, blah. So my friend, who owns a Megadrive lent me his with Sonic, Monanco, DJ Boy and Quackshot. I'd like just to get off my chest that Megadrive's are so full of crap that I wouldn't consider wiping my dog's ass with one and that gets dirty. People say that there is a competition between the Amiga and Megadrive. What competition? There isn't one. Amiga wins every time. So, YOB and all you other sad Megadrive owners, keep buying your crap games, you may as well flush your cash down the crapper. So, YOB if you don't print this letter I know that you know crappy Smegeadrives are so full of horse dung you could grow cabbages on them. A Kid That Hates Megadrives, Stockport.

YOB: OK, It's time to put an end to all this bickering so I'm going to settle this debate once and for all. People from Stockport ARE the most sadly deluded cretins this side of Scotland.

HOPELESS FROM HOLLAND

Dear YOB,

I'd just like to say that I like you. You're a big example to me, because my brother is a novice gamesplayer (he owns a Megadrive) and I'm great, greater than great (although nothing compared to you). I have completed every Megadrive game my brother owns within three days. These are: Sonic, Strider, Moonwalker (one day) and Streets Of Rage (two hours). I'd also like to say that CVG is great, greater than my brother, because I can read it and GO! (Nuts over GO!). I always go to the lavvy when I read GO! when you don't know what to write in Dutch, because I like YOB! Here's a question: why are Megadrive games so easy? Is it because I have a great Lynx and my little brother has a Gameboy (which I bought for him, he threatened to walk silly and he used to make my mother clean the floor). I want to buy a Super NES! Now I'm mad, don't ask why (it's because my calculator is knocking on my blue background when my radio is turned off, but it still plays Heavy scrap Metal which I hate), but I'm mad. I want a Super NES, but it's still not in the shops. I think that they are so late because they are so late, yeah that'll be the reason! So, when is Pitfighter released on the Lynx?

Death,
Holland.

YOB: If you ever wondered what they meant by Double Dutch, you know now.

CAN WE SAVE HIM?

Dear YOB,

I am so tired of waiting for a Gamegear, my mum just keeps saying 'you can save up your pocket money and then get one, it won't take long'. It is going to take 10 weeks, so please, please, mega, most triumphantly, please give me that 100 quid you dish out most weeks, or my big pet snort greeny will punch your stupid, smeggyish, poxy puffer head in .PS Tell your posh brother Snob that I want a fight.

Brian Bell,
Blyth, Northumberland.

YOB: Snob will be making a guest appearance in next month's Mailbag, provided he's back from the Buck House basement - where he's been hiding from the taxman and perfecting posh putdowns in preparation for the event...



BEYOND ALL HOPE

Dear YOB,

Stop mucking around and give me a hundred quid - now.

Mystery Man,
Meiford, Powys.

YOB: Stop being so silly.

NEXT MONTH:



MORE OF THE SAME!!

WHAT A GUY!

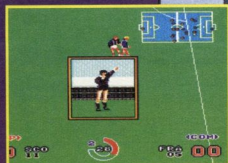
SUPER NINTENDO

SPORT SIM

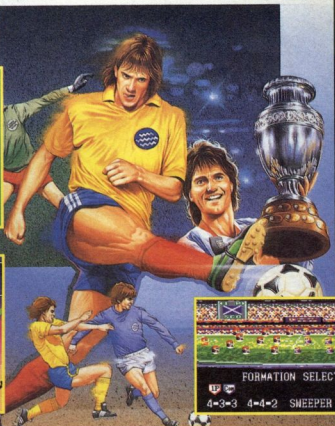
BY JALECO
£45.00



Soccer. It's the game played all over the world and is easily the most popular team sport ever. Every single major country in the world has a soccer league and it even looks set to replace baseball as Japan's most important sport. As a result, everyone and their mum is releasing a soccer game in Japan at the moment and Jaleco's Super Cup Soccer is one of the main contenders. So, it's off to the turf for a bit of a kick about and plenty of footy-related thrills 'n' spills!



OFFSIDE!?!... GIVE THAT REF A WHITE STICK!



FORMATION SELECT

4-3-3 4-4-2 SNEEPER 3-5-

SUPER CUP

I like a bit of console footie and this is a bit of a treat because the game is extremely fast and features some reasonably smart graphics. The different viewpoints as you score a goal are a nice addition but do little to enhance the gameplay. As a one player game, Super Cup is a good laugh. It starts off very easy indeed but soon becomes darn near impossible! In two player mode though, the fun really begins. Playing against a mate is a real hoot and discovering the tricks and tactics will keep you engrossed for hours. There are a few faults however, including the rather sad animation and the lack of options. There are loads of trick shots available, including overhead kicks, diving headers and sliding tackles. Top stuff generally and easily the best SNES football game to date. Strictly for soccer fans and two player teams though.



BETTER THAN A FOKE IN THE EYE!



SOCCER

WHAT'S THE ALTERNATIVE?

There are already quite a few soccer games on the SNES. They include Super Soccer - a strange 3D sim with some interesting mode 7 graphics and fairly standard gameplay. Hat Trick Hero - very similar to Super Cup Soccer but with smaller, less interesting graphics. Pro Soccer - a duff conversion of the brilliant Kick Off 2. There are plans for a sequel to Pro Soccer and let's hope they sort out all the problems with the first one.

MAN ON!

Yes! Believe it or not you have to kick the ball quite a lot to get anywhere. Luckily there are three basic kicks available in Super Cup Soccer - lob, pass and shoot. The lob sends the ball very high in the air and can be a useful strategic pass. Nearer the goal mouth you can use the lob to chip the ball clean over the goalie's head, which can be well handy. A pass sends the ball scooting across the grass and is very easy to intercept. Shoot is self explanatory and is undoubtedly the easiest way to score.

A GOOD KICKING!?!

When a player is fouled a message pops up on screen proclaiming the word "Kicking." Well, don't blame us - it's a Japanese game. Anyway, nobody ever gets sent off but you do get a free kick. Even weirder is that sometimes when a goal kick is awarded, the goalie vanishes and the kick is taken by a player! Stranger still, when a throw in is awarded, the player always throws it to the opposition. We had a look at some older footie games and discovered to our horror that this throw-in silliness happens quite a lot. Why? Answers on a postcard please.

STRATEGY

SKILL



GRAPHICS % 71

SOUND % 89

GAMEPLAY % 83

VALUE % 81

ACTION

REFLEXES

OVERALL **82**

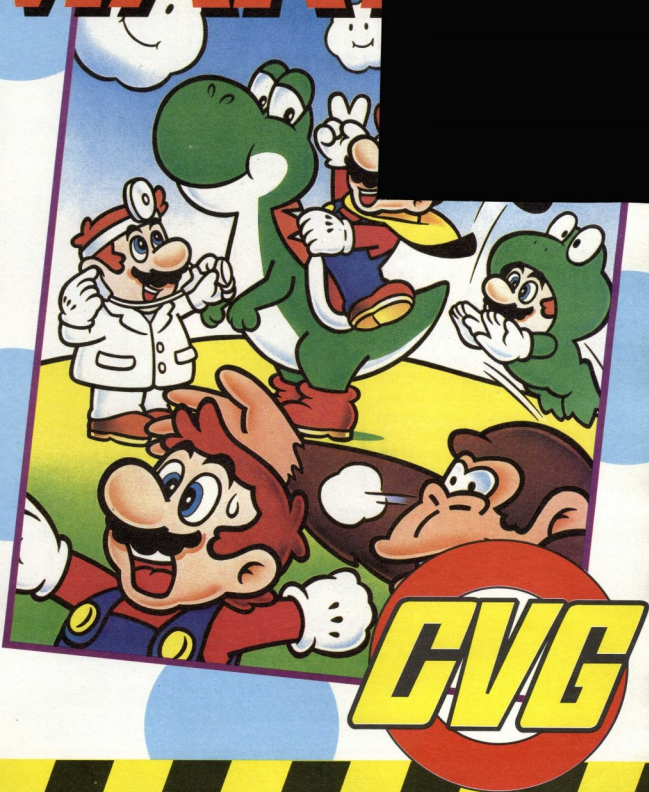


THE OFFICIAL GUIDE TO

MARIO



Welcome to the Official Mario Pullout Guide - completely free and totally Exclusive to Computer and Video Games! Yes indeedly, there's just no stopping us when it comes to the goodies which really count - and now we've scooped the entire world yet again to bring you EVERYTHING you need to know about the world famous Nintendo megastar! We give you the lowdown on Mario's biggest adventure yet, the awesome Super Mario World, with tips, tricks, tactics and titbits on the most outrageous video game challenge ever devised - AND present the complete history of the hero himself! It's Crucial, it's Official and it's Only in CVG!



CVG

YOSHI'S ISLAND



The start point of the game where Yoshi's house is located. There are six levels on Yoshi's Island, including the Yellow Switch Palace (a good place to experiment with switches). Yoshi's Island is fairly easy and introduces you to the main features of the game, teaching you how to control Mario and what to look for.



AT LAST

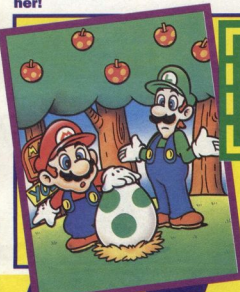
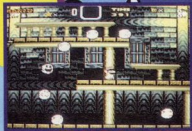
It's the game Nintendo fans have all been waiting for - Super Mario World! After saving the Mushroom Kingdom from Bowser, Mario and Luigi decide to take a well earned holiday in Dinosaur Land. No sooner have they put their feet up than they discover that Princess Toadstool has gone missing! Surely the evil Bowser wouldn't dare kidnap her again! It's up to Mario and Luigi to find out and search the massive Dinosaur Kingdom until they find her!



DONUT PLAINS



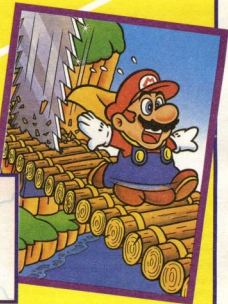
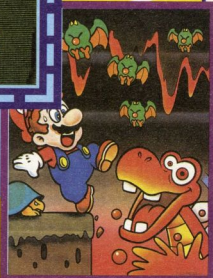
The Donut Plains are a little more difficult than Yoshi's Island and you can make good use of both Yoshi and the Cape on this section. This is the first level to include secret exits and the truly horrible Ghost House! There are two major secret areas located on and in the Donut Plains, but they take an age to find. You will also encounter the very useful Green Switch Palace, but that's enough about that!



VANILLA DOME



Vanilla Dome is one of the creepiest areas of the game and most of the action takes place underground. It's here that the game starts to become really tough! There are plenty of tricks to learn and quite a few secret areas, the most important of which is Star Road. Use it to your advantage and, who knows, you might complete the game quicker!



TWIN BRIDGES



A very odd area this, with underwater antics and aerial acrobatics coming into play. Your platform skills will be tested to the limit as you leap and soar across some fairly huge chasms. Yoshi is an invaluable aid at this point and if you lose him here it's well worth returning to Vanilla Dome or the Donut Plains just to find him again! Flying is important too and there are a few areas where the Cape is vital. It's reasonably difficult, bordering on well hard, and there's no Switch

FOREST OF ILLUSION



One of the most complicated areas of the game and absolutely jam-packed with secret items and levels. Another Star Road is located here, but a bit too close to Roy's Castle for comfort. There are a couple of stunningly difficult levels, including the ridiculously hard Forest Of Illusion 3. This one really separates the men from the boys and the Ghost House will have you tearing your hair out!



YOSHI

Yoshi is Mario's new pal and what a hero he is! Yoshi can be found hidden in eggs and when hatched he will allow Mario to ride on his back. The little dinosaur is a very cool customer and he can duff baddies with the best of them. He has much tougher feet than Mario, can stomp on some baddies that Mario can't and even eats them by flicking out his tongue like a frog! Eating some baddies allows Yoshi to shoot fireballs from his mouth, while others will let him fly for a short time or even cause an earthquake! Best of all, if you find some special wings Yoshi can fly further and higher than Mario with his cape. This is the best way to find certain secret exits and a real laugh to boot! Yoshi provides Mario with all kinds of protection and the two look set to become firm pals! In fact, rumours abound that Yoshi may have his own game very soon!

SECRETS

There are two amazingly secret worlds hidden in Super Mario World and they are extremely difficult to find. The first is Star World and it works in two very specific ways. Once you find it (having collected the necessary keys from various levels) it can be used as a shortcut to every level except Yoshi's Island. Star World also contains five very difficult levels, one of

which leads to the amazing Special World. Special world contains eight of the most impressive and fun levels in the game. Complete all eight and you gain access to the mysterious Star Road Seven. Follow this road and you'll discover something very, very special indeed!

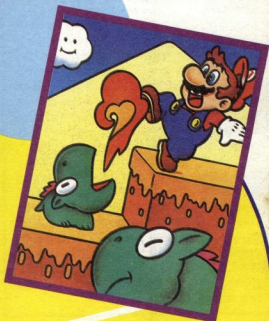




CHOCOLATE ISLAND



With loads and loads of hills, this area is packed full of gravity-defying danger as you try to control Mario on some very slippery slopes! The theme is chocolate and the graphics reflect it - everything is a lovely brown colour and it all looks good enough to eat! Chocolate Island is the area that stands between you and the ultimate showdown in...



THE VALLEY OF BOWSER



The final level of Super Mario World and the location of your final battle with the twisted and evil Bowser - King of the Koopas! An incredible task awaits you as you attempt to solve brain-teasing puzzles. This is easily the most difficult section of them all - and just wait until you get a load of Bowser!



THE POWER

As in the previous games, Mario can collect a range of items which improve his already astounding abilities. Best of all is the cape, which endows Mario with almost unlimited flying power. To get this fine piece of kit, all you have to do is collect a feather - and these can be found in almost every area. The cape can be used in many ways, allowing Mario to leap great heights. Once airborne you can control Mario and make him fly properly by moving the direction pad making him bob and glide. From this position Mario can dive-bomb baddies using his belly as a weapon but remember you'll need a fairly long run-up to take off!

Mario also has a special spinning jump, he doesn't jump quite as high but he can destroy enemies with this spin. The spin can also destroy certain kinds of blocks making some levels a whole lot easier!

Mario starts life as a little bloke but he can grow a bit by eating special mushrooms. Being large also works a bit like an extra life. If he's hit when he's large he doesn't die, he just shrinks! Fire Flowers allow Mario to lob fireballs at the enemy and this way you don't have to get too close!

MARIO MANIA

Mario has appeared over the years in many forms and an astonishing 21 games! The Brooklyn Plumber has been Nintendo's mascot for more than ten years and in that time he has become the most famous video game character of all time, with a cartoon series, breakfast cereal and even a telephone bearing his name! What's the appeal? Well, for one thing he's cute! His rosy cheeked smile and big blue eyes make him an ideal cartoon character. Mario was responsible for the first ever arcade platform game, *Donkey Kong*, and as a result platform games are easily the most popular video game genre. So let's take you through his amazing history!

THE MANY

DONKEY KONG

The first Mario game turned up in arcades in the very early eighties and took the world by storm. The first platform game, it featured four screens of barrel rolling, baddie-hammering fun as Mario tried to defeat the evil Donkey Kong! This game introduced most of the features that are now standard in most platform games including ladders, lifts and even power-ups. This is brilliant stuff and can still be found in dusty old seaside arcades around the country. If you can't find a machine then you'll be pleased to know that it's available as one of the games on the *Donkey Kong Classics* cart for the NES. Why was it called *Donkey Kong*? Apparently it was a misprint on the instructions Nintendo sent to American distributors. It should have been called *Monkey Kong*!



DONKEY KONG JNR

The second Mario game and the only one to feature Mario as a baddie! Mario has captured Donkey Kong and it's up to Donkey Kong Jr to rescue his daddy! The baby bapon and his nappies have to traverse four danger-packed levels of swing vines and egg-dropping birds as he tries to free his dad. Spot-on timing and pixel perfect jumping are the order of the day as you try to open dad's cage. This game was much more difficult than it's predecessor and it's very rare to find one in even the most obscure arcade. Again you can play this on the *Donkey Kong Classics* cart and it's a real hoot!

MARIO BROS

Not only does Mario return as a hero, but his brother Luigi makes his debut! This is the simplest of the Mario games but possibly the most addictive! All the action takes place on one screen as Mario and his brother try to rid a plumbing system of turtles and other critters. Pipes make this interesting because once you enter them, there's no telling where you'll end up! This game introduced Mario's now famous block busting ability as you try to upturn the turtles by bashing the ground beneath their feet. Mario purists would argue that this is the best of the bunch. A bit of strategy, a bit of teamwork and a whole lot of fun!

SUPER MARIO BROS

The game that made Mario and the game that made Nintendo the international giant they are today. Nintendo saw an opening in the computer games market and released the Famicom (NES) bundled with the amazing *Super Mario Bros*. The game was an instant and unprecedented hit, selling machines by the bucketload. As a result, one in three Japanese homes now have a Famicom. Years later, Nintendo released the Famicom over here calling it the Nintendo Entertainment System. Again Mario was bundled with the machine and after a while the hilarious platform antics won over the British market. Huge levels, eight worlds, supersmooth scrolling...how could it fail?

WORLDS OF MARIO



SUPER MARIO LAND

Bundling *Tetris* with the Gameboy made the little hand-held a sure-fire hit, but Nintendo would have done just as well if they'd included *Super Mario Land*. It's a scaled down version of *Super Mario Bros 1*, with all new levels, some amazing baddies and brilliant new features. The Kingdom of Sarasaland is in trouble and Mario sets out to save it on sea, land and air. Superb horizontal blasting sections add a whole new dimension to the series as Mario takes to the sea in a submarine and fends off airborne baddies in a jetplane. The game that every Gameboy owner has to have!

SUPER MARIO BROS 2

A bit strange this one, but nonetheless excellent. The scrolling platform action was similar to the first *Super Mario Bros*, but with more variety. For a start you have a choice of four characters, each with differing strengths and abilities. The heroes are Mario, Luigi, Princess Toadstool and the less than glamorous Toad. You can switch characters between levels and an element of strategy comes into play. It's a huge game and in many ways the most complex of the lot. First appearances suggest that this may be a weak link in the Mario chain, but perseverance reveals a brilliant and challenging game!

DR MARIO

Completely different to any other Mario game, this title owes more to *Tetris* than to the rest of the series. Mario dons a stethoscope to rid a screen of viruses by matching multi-coloured vitamin pills. The lack of platform action may put Mario lovers off, but that would be a big mistake. There are loads of ways to score, plenty of bonuses (including secret treasures) and months and months of gameplay. A really challenging variant on the puzzle theme and just what the doctor ordered!

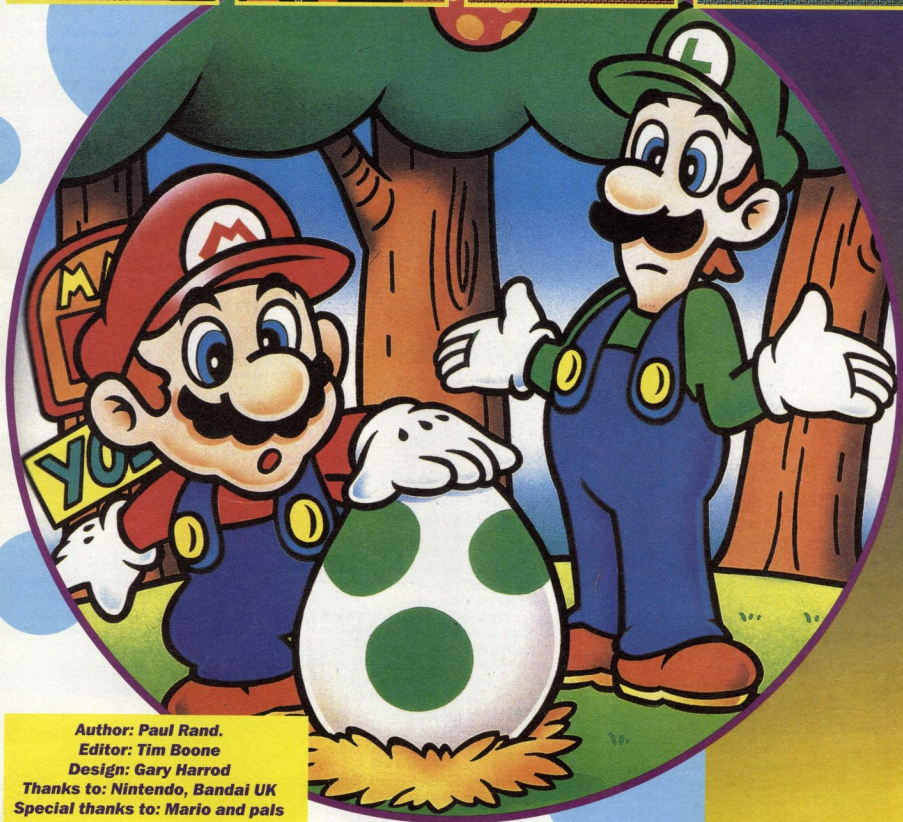
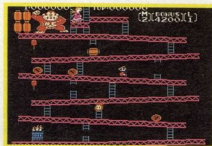
SUPER MARIO BROS 3

The best of the 8-bit Mario games and a return to the more simplistic nature of *Super Mario Bros 1*. The platform antics of Mario and Luigi have been enhanced by some special graphics and sound chips built in to the cart. Amazing colours and all new abilities for Mario make this a real winner. Mario encounters new foes in the bratty Koopa Kids (Bowser's children) and he must battle his way through the Mushroom Kingdom defeating them one at a time. Loads of new features including hilarious bonus screens made this CVG's highest scoring game ever, with a high-on-impossible 98% rating and unheard-of six page review! Could this be the best video

SUPER MARIO WORLD

The biggest, the brightest, and some say the best of the lot. *Super Mario World* is the flagship game on the Super NES. Again it uses the same game style as *Super Mario Bros 1*, but with some amazing graphics, superb sound and a massive 96 levels! More secret screens, more hidden items and more danger than you can shake a stick at as Mario and Luigi try to overcome the soldiers of the evil King Koopa with help in Dinosaur Land from the friendly Yoshi. There's months of gameplay in this cart and the fact that it comes free with the Super Nintendo makes it the best bargain ever!

Now that Nintendo have outdone themselves with *Super Mario World*, how can they possibly follow it up? There are lots of rumours about the new CD ROM unit for the SNES and it may be that Mario's next big outing will appear on CD. Shigeru Miyamoto, the man who designed the Mario games says that he doesn't know if there'll be another *Super Mario Bros* sequel, but he does promise "There's something very special in the pipeline." Rest assured CVG will tell you about it first!



Author: Paul Rand.
Editor: Tim Boone
Design: Gary Harrod
Thanks to: Nintendo, Bandai UK
Special thanks to: Mario and pals

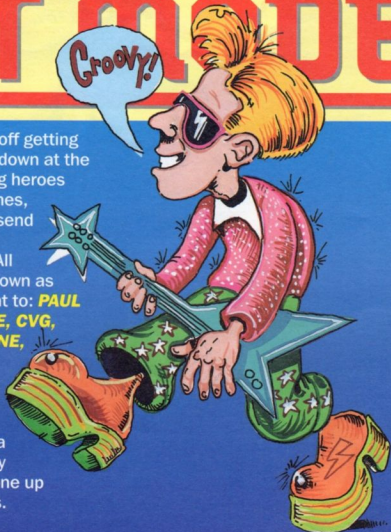




STREET FIGHTER II

CHEAT MODE

While the sad folk of the world are off getting tans and 'enjoying' donkey rides down at the nearest beach, real gamesplaying heroes are sitting sweating in front of their machines, knocking out cheats by the bucketload to send to soaking CVG summer hero and International Disco Sensation Paul Rand. All correspondence relevant to the section known as 'Tips' ought to be neatly packaged and sent to: **PAUL RAND'S SMOOTH TALKING CHEAT MODE, CVG, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON EC1R 3AU**. There's a £150 software prize waiting for the person who sends in the tip, cheat or solution that astounds the Rand. Oh, and if any of you can play games to the very end AND draw a map of printable quality, Paul would be very interested to hear from you - but don't phone up because he's much too busy being famous.



CHEAT MODE

AMIGA

PARASOL STARS

A brilliant conversion of the sequel to the classic Rainbow Islands - and Patrick van Dok from the Netherlands has some tips to make umbrella action even more of a hoot! Type **CYNX** during the game to access the cheat mode.

Then enter any of the following:

- C: EXTRA CREDITS
- T: END STAGE
- D: DIE
- G: KILL ALL NASTIES
- X: SKIP TO EXTRA LEVEL
- B: BONUS SCREEN
- M: GET ALL THREE STARS
- 1-7: SKIP STAGE
- F1-F10: SKIP LEVEL

ALIEN BREED

Tony Edwards of Morecambe, Lancs, wades in with a stack of tips for Team 17's great Aliens simulator. Use your imagination when it comes to the asterisks and remember, these cheats can only be entered by accessing the Intex computers on level two.

1. I CANT BE A**ED TO PLAY THE FIRST LEVELS - Skip to level three
2. IS IT TRUE THAT ALIENS SUPPORT MAN UTD - Makes aliens weak
3. P****D AS A FART - Drunk mode
4. THE IRAQIS MADE THE WEAPONS - Weapons don't work
5. SALMAN RUSHDIE PLAYS ALIEN BREED - Makes players invisible
6. PITBULLS ON THE LOOSE - Nasty aliens
7. BEWARE ALIENS SPADGE HAS DROPPED ONE

- Makes aliens run away
 - 8. ALIENS ARE FAGGOTS - Infinite health
 - 9. PUFFNUTS MODE - Slow aliens
 - 10. BEN JOHNSON TRAINED THESE ALIENS - Speedy aliens
 - 11. I WONDER IF DOLLY PARTON'S F***Y IS AS BIG AS HER T**S - Skip to level five
- And try the following for various messages: **GAMES X, FULL CONTACT, LEEDS, SPADGE, GALLUP, LIVERPOOL** and **NEWCASTLE BROWN**.

FORMULA ONE GRAND PRIX

Leigh Jackson of Beverley, N Humberside, fancies himself as a bit of a Nige Mansell - he's found a way of finishing first every time in



Microprose's award-winning F1 sim!

On the last lap go into the pits, stick the brakes on and escape the game. Then try accelerating the time - you should now be in first place!



PITFIGHTER

Keep getting your head kicked in before you get to see the later levels in this above-average coin-op convert? Not any more, thanks to Andrew Ion of Sterling, Scotland.

In the middle of any fight, type in **LOBSTERS** followed by a number and you'll go to the level corresponding to that number. If you want to go to the last fight, type **C** after **LOBSTERS**.



TITUS THE FOX

French fun and frolics from Titus and their character of the same name. Scott Dinsdale from Killingworth, Newcastle-upon-Tyne, has done the biz and come up with a load of level codes to get you even further into this jolly title.

ON THE FOXY TRAIL - 2625
LOOKING FOR CLUES - 8455
ROAD WORKS AHEAD - 2974
GOING UNDERGROUND - 4916
FLAMING CATACOMBS - 1933
GOING TO TOWN - 0738
FOXYS DEN - 2237
ON THE ROAD TO MARRAHESH - 5648
HOME OF THE PHAROHS - 6390
FORMULA ONE GRAND PRIX

LAST NINJA 3

The Ice Man from Victoria, Australia, has cracked System 3's latest Ninja outing and, charming chap that he is, has decided to share his level code knowledge with you all!

LEVEL ONE - SUSS LEVEL FOUR - BASD
LEVEL TWO - IMED LEVEL FIVE - RFOO
LEVEL THREE - URTI WOLFCHILD

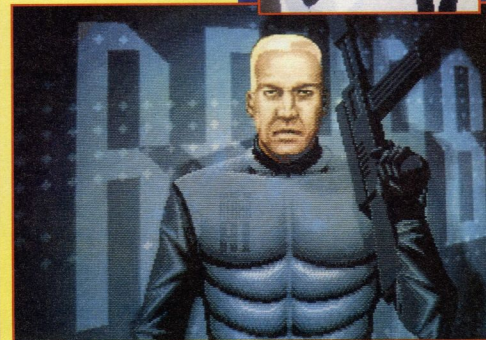


WOLFCHILD

Leigh Jackson, never one to be afraid of sending a load of tips to Cheat Mode, has come up trumps once more, with a couple of smart cheats for Core's undertyped classic! On the title screen, type in 'The Perfect Kiss' to start the game with infinite weapons. To restart the level on which you have just been, type in 'It's Not All Walking.'

ROBOCOP III

Leigh Jackson winds up his foray into Cheat Mode land with a tip for Ocean's stunning 3D movie tie-in. When you're flying, hold down the right shift key and type 'My Friend Billy' with spaces to enter the cheat mode!



MEGADRIVE

ROLLING THUNDER 2

One of the best games ever to hit the Megadrive - but it is a tad difficult. Emile Nowagamuwa of Brentwood, Essex, has come to the rescue with codes for every single level - you can even select Normal or Hard versions too!

ROUND TWO NORMAL: A MAGICAL THUNDER LEARNED THE SECRET
ROUND TWO HARD: A CURIOUS RAINBOW LEARNED THE FUTURE
ROUND THREE NORMAL: A NATURAL FIGHTER CREATED THE GENIUS
ROUND THREE HARD: A MAGICAL ISOTOPE BLASTED THE DEVICE
ROUND FOUR NORMAL: A ROLLING NUCLEUS SMASHED THE NEURON
ROUND FOUR HARD: A PRIVATE LEOPARD PUNCHED THE NEURON
ROUND FIVE NORMAL: A CURIOUS PROGRAM PUNCHED THE POWDER
ROUND FIVE HARD: A SLENDER FIGHTER ELECTED THE GENIUS
ROUND SIX NORMAL: A LOGICAL LEOPARD BLASTED THE SECRET
ROUND SIX HARD: A DIGITAL RAINBOW MUFFLED THE SECRET
ROUND SEVEN NORMAL: A PRIVATE ISOTOPE DESIRED THE TARGET
ROUND SEVEN HARD: A LOGICAL THUNDER SMASHED THE POWDER
ROUND EIGHT NORMAL: A NATURAL RAINBOW ELECTED THE THUNDER
ROUND EIGHT HARD: A ROLLING MACHINE DESIRED THE THUNDER
ROUND NINE NORMAL: A MUSICAL MACHINE MUFFLED THE KILLER



ROUND NINE HARD: A SLENDER NUCLEUS BLASTED THE TARGET
ROUND TEN NORMAL: A DIGITAL NUCLEUS PINCHED THE DEVICE
ROUND TEN HARD: A CURIOUS ISOTOPE CREATED THE KILLER
LAST ROUND NORMAL: A PRIVATE THUNDER CREATED THE POWDER
LAST ROUND HARD: A NATURAL PROGRAM DESIRED THE NEURON

CENTURION - DEFENDER OF ROME

Centurion-playing serviceman Jason McNally, BFPO 140, knows a thing or two about how to tackle the world in this strategic slice of Roman domination. He's got a handy little password that allows you to own the world: QDUA YQ25 5555 55NK VQW IPII

STORMLORD

Jason McNally isn't a slouch when it comes to finding great cheats for Megadrive games - try out the following on this fair-to-middling platform romp.

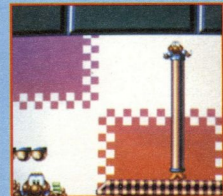
Press PAUSE then A, A, A, C, C, B, B, C, A to gain extra lives.

PAUSE the game then press C, B, B, A, A, A, C, C, A, A, A. You will instantly be transported to the next level.

Hit PAUSE and push B, A, A, A, C, UP, UP, UP, A, A, A to reset the timer.

ROBOCOP

The final tip of the month from Jason McNally, this one is for the top fishy tale of aquatic cyber-police. On the title screen hold down A, C, and DOWN-LEFT then press START. When the screen goes blank and the music starts, let go of them to access a stage select screen with sound test.



F-22

James Tedstone comes from Gwent. Not the first place you think of when it comes to air-bound heroics, maybe, but check out this useful little tip for the first Megadrive flight sim. If you're on a mission with ground targets, fly directly to the sun up to about 15,000 feet, then turn around and perform a slow dive on the enemy. Select TV guided missiles and, once you're in range, you can safely kill the enemy because the haven't had time to home their radars on you.

DESERT STRIKE

Want to test your Apache skills to the limit, but finding it a right old chore to get anywhere? Take heed of these level codes from Mark Forrest of Sheerness, Kent.

LEVEL TWO - VQAMEKP
LEVEL THREE - ILELMBV
LEVEL FOUR - ETTVTRF

MASTER SYSTEM

CASINO GAMES

Grab a ton of cash and play until the cows come home, courtesy of Cervyn Roberts of Psyhell, Gwynedd. Enter your account as Mr. ACDFGIKLNP, with the number 7221632272.



DOUBLE DRAGON

Cervyn Roberts shares a useful piece of knowledge for this oldie but goodie beat 'em up. It's a real classic and dead easy to do. No codes, no mucking about. all you have to do, is when you reach level four, do 15 roundhouse kicks to become invincible!

LOW G-MAN

David Dyer again, with an easy-to-use but great-to-have password. What a boy, eh? Simply enter the password SHOT for tons of stuff.

MANIAC MANSION

So you've got this, the first ever Lucasfilm adventure. You've only just got your hands on it because it's taken ages to be converted from the Amiga and PC and you haven't a clue how to finish it. Don't fret - SF of Kingston-upon-Thames, Surrey, has only gone and come up with the complete solution!

Select any kid then go and pull the door mat for the key. Use the key on the front door. Once inside, go into the kitchen and get caught. Select a new kid and go inside the house and into the kitchen. Open the fridge door, get the Pepsi and leave. Climb the stairs and go to the left door. Open it and walk in. Get the wax fruit and leave. Go through the door in the centre, then go left and climb the stairs. Give the wax fruit to the tentacle, which will let you past. Climb the stairs, go down the corridor and go into the fourth door. Inside, use the Hunk 'o' Matic. Leave and retrace your steps to the hallway. Select the kid you just switched from and push the right bannister. Select a new kid and go through the door, into the basement. Move the cursor until you find the light switch and turn it on. Go along and get the silver key by the circuit box, leave and go to the kitchen and exit on the right. Go through the dining room and exit on the right. In the new room use the silver key on the yellow door. Go in and down the ladder. Select the kid in the hall and leave via the front door. Now go to the bushes on the left and pull them. Pull the grating on go through it. Go to the water valve and open it. Select a new kid, go down the ladder into the drained pool and get the glowing key. Leave the pool. Select a new kid. Close the water valve. New kid. Retrace your steps to the fourth floor and go into the second door to get caught in the dungeon. Go left to the door to the secret lab and use the glowing key in the lower and upper locks on the next door. Enter the code system and type in 0000. Go into the next room, pass the tentacle then go through the door on the right.

CHEAT CODE

NINTENDO

THE SIMPSONS

Have a cow, man! Just like Christopher Pace, down Pontypridd way in Mid Glamorgan, a chap well-known for having cows. Aye Carumbal!

On level three, walk into the first building and go to the first platform. Walk under the air pipes and wait for a couple of seconds - fifteen coins come shooting out at you

BATTLETOADS

They may be the world's hardest amphibians, but even the Battletoads could do with the odd free life. Which is why David Dyer from Mid Glamorgan, South Wales, is such a star! Hold down A, B, DOWN and START for five extra toads.



SUPER MINTENDO

SUPER R-TYPE

Those end-level bosses are very tasty when it comes to blowing your little R9 fighter into a trillion bits, which is why it's not a bad idea to check out the following guardian-smashing tips from Daniel Perera from Berkhamstead, Herts.

ILLUMINATOR: Send the force out to the bottom right-hand side of the screen and, instead of firing normal shots, use power-up blasts.

ZABTOM: Make sure that you have the anti-air laser before you reach Zabtom. Shoot at the eye on his face - after a while the face will be blown off. Send the force to just slightly underneath his mouth. The only way he has of attacking are the mega-flashes from his chest. Build up your power gauge until it flashes, wait for him to fire a mega-flash, get as close to his chest as you can and fire.

INEXIS: As soon as Inexis is fully on the screen build up the power gauge till it flashes, get as close to the eye as you can and fire.

PRISONER: Before you try to reach him, attempt to get the shooting gun laser. Try to take out the four guns before you actually attack him then aim for the lenses. Once you have destroyed both lasers, position your ship at the bottom-right of the screen. Wait there while he fires at you and build up your power gauge. When he stops firing, shoot the eye.

RIOS: Get as close to the eye as you can. Dodge the walls and shoot at the eye by building up the power gauge.

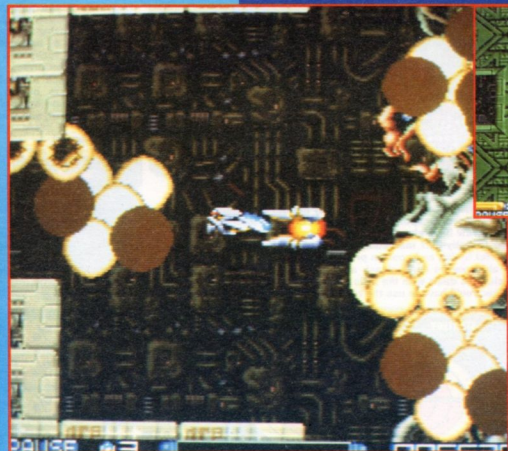
RECYCLER: Before he appears on the screen, position the force on the back of your ship. Do not use the force, just fire like hell. Try to get into the middle of him.

WOOM: Shoot the ships out of the Woom's grasp and then shoot at the wall before the baby. When it opens, build up the power gauge and shoot. Repeat the procedure to complete the game.

SUPER MARIO WORLD

There's so much secret stuff to find in the brilliant Super Mario World that we can fill an eight-page guide AND stick the odd tip in Cheat Mode too! Thanks to Jim Swan and Danny Phillips of Exmouth, Devon, for this one (which I found as well but didn't want to take the credit for.)

Once you have completed the Ghost House in Forest Of Illusion, go down the path that has just appeared and enter the new level. Complete the level once and get back to the map screen again. Go back to the newly-completed level and, just as you start the stage you'll see a cloud with a 1-UP mushroom hanging from it. Collect the 1-UP and press START and SELECT together to leave the level. Now return to that stage again and pick up a 1-UP from exactly the same place. You can do this as many times as you like.



PC ENGINE

PARODIUS

This has to be one of the best blasts ever seen on any machine, never mind the little Engine. And now, thanks to Daniel Lailam from Hounslow, Middlesex, it's just that bit less difficult to play! Choose manual power-up and, during the game, press RUN to pause. Then push UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT on the direction pad. Then press button II followed by button I to give you a fully powered-up ship. To get more credits, simply press SELECT and keep it held while quickly pressing button I.

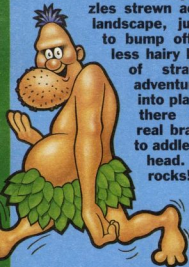
MEGADRIVE

PLATFORM



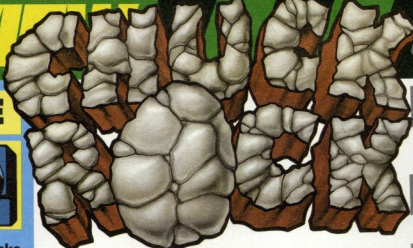
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He's hairy, he's fat and he chucks rocks. He's Chuck Rock - the beer-bellied prehistoric oaf in search of adventure, food and a bit of a laugh! So fat is this bumbling caveman that he must eat over three hundred chickens a day just to stay alive - and it's your task to guide El Fatso through a world inhabited by fearsome dinosaurs and all sorts of horrible plant life. Eat every morsel you can find and kill any bad guy unfortunate to cross your path, because a huge expanse of platform problems and rock chucking action awaits. Watch out for the fiendish traps and puzzles strewn across the landscape, just waiting to bump off our hapless hairy hero. A bit of strategy and adventure comes into play here and there are some real brain teasers to addle your thick head. Chuck rocks!



I like a bit of platform malarkey and this game takes us back to the olden days of jumping japey! Chuck Rock first appeared on ST and Amiga and it was a real treat - with frantic action and hilarious graphics making the game a sure-fire hit. This is a fine conversion of the game, with plenty of brain teasers and lots of fun. Graphically this loses out on other games of the genre - including the likes of Strider and Toki - but they still work well for the game. Sound is excellent, and gameplay is a bit of a treat. This is pure arcade stuff and a great buy for fans of the original Amiga game. Mind you, there's a lot of competition in this field so it's worth shopping around first.

CVG 060 **FRANK O'CONNOR**



WHAT'S GREEN AND EATS NUTS?

Dinosaurs! The things that made life so difficult for Racquel Welch in One Million Years BC were dinosaurs. (Well, there was the fact that she kept falling over forwards but enough of that.) These green skinned weirdoes spent most of their time eating little things and fighting bigger things. Worst of all was Tyrasomething Rex, which had rows and rows of sharp teeth which it used to tear flesh and rend muscle from bone. Then there was the Fiyadacty which, um, flew about a lot and ate little things too. The pair of them would have drunk Carling Black Label and both were well hard. The dinosaurs in Chuck Rock can be both good and bad. Most of them want to eat you alive but the odd dinosaur can be fooled into giving you a ride across a chasm or lake. What a thicke, eh?



BEER BELLY BOZO

Having failed completely to learn any martial arts, Chuck has to rely on his secret weapon. Thirty years of drinking foul-smelling prehistoric brew have given him a gut of huge proportions, which he can use to belly-butt marauding dinosaurs off the screen - calling for careful timing and spot-on precision! If baddies attack whilst Chuck is airborne he can unleash a slightly less than spectacular flying kick. This deals with the little baddies well enough, but for anything larger you'll have to use the rocks. Bummer!



BOULDER DASH!

Chuck Rock's most useful tools are rocks. These come in various shapes and sizes and can be used for a multitude of purposes. Firstly and perhaps least importantly they can be used as weapons. If you pull down and press fire, Chuck will pick up a boulder. Pressing fire again hurts the boulder at any unfortunate baddie. The rocks can also be used as platforms, enabling Chuck to reach otherwise inaccessible areas of the screen. When you come across a slime pit or lava pond, you can use the rocks as a very temporary bridge! Hurrah!



STRATEGY	SKILL
ACTION	REFLEXES

GRAPHICS	%	84
SOUND	%	88
GAMEPLAY	%	86
VALUE	%	87
OVERALL		86

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AMIGA

PLATFORM

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More intelligent than Einstein, more muscular than Arnie and sexier than Tom Cruise - but that's enough about me, what about Jim Power? Poor old Mr Power has found himself in the unfortunate position of having to save the Universe. It seems that some demon has taken over the infamous Mutant Planet, not only that, he's also kidnapped your girl. If you can't find him and destroy him in time, he'll turn your gorgeous babe into a nine-tentacled space freak and you'd better get toiled up 'cos this looks like the rumble to end all rumbles. Die, filthy alien space dung!



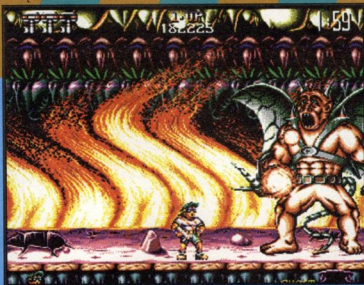
"Jim Power will undoubtedly be compared to the likes of Turrican and Gods, but that's no bad thing. The Amiga is a bit short of decent platform shooters and so this comes as a welcome addition to the genre. The graphics are bright and colourful, with some original baddies and brilliant platform puzzles.

The music is funky and the sampled speech works extremely well. All in all it's a right old laugh and a fairly big challenge. Some of the end of level baddies are groovy bordering on the spectacular and the game has a nice console feel to it. Certainly better than Gods and a must-have for Amiga platform fans."

FRANK O'CONNOR

HAIRY HORRORS!

These days a game just isn't a game unless there's a great big monster waiting for you at the end of every level. Jim Power is no exception and after you've traversed the platforms and wasted the little monsters, you have to pit your wits and firepower against huge baddies. Instead of walking and jumping at this point, you don a jetpack and fly around while the oversized goon tries his best to kill you. Well, what else would you expect him to do?



CRIMEY! BADDIES DON'T COME MUCH BIGGER THAN THIS GEEZER! MIND YOU, HE LOOKS JUST AS SCARED OF YOU! KICK HIS SATANIC ASS BEFORE IT'S TOO LATE!

JIM POWER

WEAPON RELATED WONDER!

As with most games of this type, Jim Power features a host of extra weapons to pick up. These boost your firepower, giving you extra wide shots as well as vertical fire. The good thing is that you don't lose these weapons after you die. Just as well because you really need those power-ups on later levels. It's a shame that all the additions work the same way, because a little variety would have been nice. As it is, all the power-ups work in exactly the same way.



SMARTER THAN THE AVERAGE HERO

Jim Power has a rather novel smart bomb. By collecting certain potions, he can turn himself into a raging nuclear furnace. He starts to glow uncontrollably as you hold down the fire button and letting go unleashes a massive explosion. It destroys aliens and impresses girls, but it's not very good for your trousers. It's a good idea to save the smart bombs for the end of level baddies though and save yourself a lot of laser related trouble...



THERE ARE LOADS OF EXTRA WEAPONS TO PICK UP AND YOU'LL NEED THEM TOO!

STRATEGY	SKILL
ACTION	REFLEXES

GRAPHICS	%	88
SOUND	%	85
GAMEPLAY	%	88
VALUE	%	89
OVERALL		87

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Dear Wimp's...

WELCOME to the one and only Official UK High Scores - the only place to be if you're serious about games and want to show the world how great you are! These are the pages where you'll find all the gaming heroes, and there's no room for sad cretins who can't make the grade. I've had a mountain of entries this month and it's taken weeks to sort through them, but it has to be said that the standard's still slacking. Unless you lot start bucking your ideas up I'm going to have to put you across my knee and force you to play Pitfighter on the Famicom or watch cookery videos for a week. So what are you waiting for? Rack up those High Scores and fire off those forms in my general direction. Make sure they're good though, otherwise I'll have to get strict...

Sadie



AMIGA

A fair old selection of fairly old games in this month's listing. Can't you wimps rack up anything decent on some of the latest titles? It's up to you lot to prove to me that

Amiga owners aren't low-scoring sad cases by sending in your best efforts, like Giles Fellingham of Avon, who's obviously a bit of a lad and well on the ball. Don't let me down!

PREHISTORIK COMPLETED 573,891
Stephen Power, Newcastle Upon Tyne.

TERMINATOR 2 139, 651 COMPLETED
William Columbine, Devon.

WWF WRESTLEMANIA , COMPLETED.
Andrew Gee, Lancs.

LOTUS 2 94,612,250
Mike Splendow, Hull.

MANCHESTER UNITED-EUROPE 8-0
Lee Williams, Wales.

NAVY SEALS 93,600
Stephen Power, Newcastle Upon Tyne.

FIRST SAMURAI 275,205
Mike Splendow, Hull.

PITFIGHTER 29,870.
Glenn Eldridge, Hants

SPEEDBALL 2 270 Super Nashwan
Daniel Gallop, Epping.

ARCADE

Blood Brothers heroine Samantha Crone is still making the lads look a bit stupid with her stupendously high score - and that doesn't come as much of a surprise because you ARE a bit stupid and too thick to rack up anything decent for fame and fortune on these pages. Reckon I'm wrong, go ahead and prove it!

BLOOD BROTHERS 505,170
Samantha Crone, London.

STREETFIGHTER 2 86,400
Lloyd Wright, Kidderminster.

TERMINATOR 2 6,839,500
Lloyd Wright , Kidderminster

LINK HIGH SCORES

GAMEBOY

You're still sending in tons of Super Mario Land scores, but none comes close to Swansea hard man David Jeffrey. Are you just turning into a bunch of Game Boy girlfriends? Talking of which, let's see some more scores from the girls. Get them in fast, or you know there'll be trouble!

BATMAN COMPLETED
James Taylor, London.

GARGOYLES QUEST COMPLETED
Dharminder Shinh, Walsall.

CASTLEVANIA 22,260.
Craig Pattendon, Salisbury.

SUPER MARIO LAND COMPLETED 52
lives
David Jeffrey, Swansea.

GREMLINS 2 STAGE 2
James Taylor, London.

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

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

MEGADRIVE

Gary Collins from West Yorkshire is still riding high with his Devil Crash superscore, but how come none of you sad wimpos can beat it? Paul Noble keeps his Streets Of Rage crown, but not for long I reckon. There's got to be somebody out there who isn't shamboic and can actually beat him!

TWO CRUDE DUDES 983,200
Lloyd Wright Kidderminster

MERCS
230,000 COMPLETED ARCADE MODE
Gary Osborne, Cleveland.

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

GHOULS N GHOSTS 912,300
Paul Noble, Bedfordshire.

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

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

STREETS OF RAGE 999,9995
Paul Noble, Bedfordshire.

QUACK SHOT 521,000
Paul Noble, Bedfordshire.

STRIDER 88,000
Matthew Bickham, Australia.

NES

Gary Scott screeches in with a screaming high score on Nintendo World Cup, but the rest of this lot are looking a bit sad in my opinion. Reckon you can top any of this lot? Congratulations - you've got two hands and an almost complete brain. Get those scores in now!

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

SNAKE RATTLE 'N' ROLL LEVEL 10
Simon Croutear, Southampton.

NINTENDO WORLD CUP 38-0
Gary Scott, York

SIMON'S QUEST COMPLETED
Scott Haines, West Midlands.

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

POWER BLADE COMPLETED
Paul Kelly, Merseyside.

DONKEY KONG JUNIOR 142,000
W. De Jayar, South Africa.

MASTER SYSTEM

It's Sonic time again, and this time round it's Adrian Watson who wipes the floor (and his backside) with the competition to land a quite ridiculously high score. But come on you lot, let's see what you can do

with some of the latest Sega titles. I'm sat here waiting for you to impress me - some hope.

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

DONALD DUCK 595,650 COMPLETED
Chris Henson, Flookborgh.

AMERICAN PRO FOOTBALL 123-0.
Adam Pennington, Gloucestershire

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

SUPER KICK OFF 30-2
Aaron Power, Ireland

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

SUPER NINTENDO

Oh dear, oh dear. Some of you sad wimpos will do anything to get inside my, um, pages, and Clarence Campillo is no exception. I'll be sending this Aussie chin spinner some severe discipline soon, and the rest of you will be warned that I want only genuine scores!

STREET FIGHTER II COMPLETED
1,977,350
Lying Get Clarence Campillo - the game's not out yet!

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

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

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

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

WWF WRESTLEMANIA COMPLETED
Michael Jung, Dorset.

SUPER MARIOWORLD 9,999,990.
Craig Sainty, Canterbury, Rd

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

Official UK High Scores

Dear Wimp's

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



Sadie

Official UK High Scores Entry Form



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

GAME	SCORE
GAME	SCORE
GAME	SCORE
NAME	
ADDRESS	

MEGADRIVE

SPORT SIM

BY SEGA
£39.99

He's a lean, mean driving machine, he's got lots of dosh, he's from Brazil and he sometimes gives Nigel Mansell a bit of a headache. He's Ayrton Senna and he's put his name and face to Sega's latest sequel! This is basically Super Monaco Grand Prix 2 with knobs on - and a fair few knobs at that! The first game saw you racing round a selection of Grand Prix tracks with the objective of coming first, and strangely enough that's the aim this time round!

A Winner!

Super Monaco still ranks one of the best racers on the Megadrive, right up there with the likes of Road Rash and Super Hang On. However it has to be said

that this sequel is quite a disappointment because it's much too close to the original game! Graphically and sonically superb, it knocks spots off almost every other Megadrive title - with fine presentation and a massive range of options. Gameplay is excellent too - brilliantly fluid and very challenging. Trouble is, it's so close to the same game you'll be pushed to find the difference. This isn't a problem if you haven't got the first game, but tons of you have! Just like the sequel to Golden Axe, Sega have stuck rigidly to the original and bolted on a few goodies here and there to try and justify the price tag. The result is a truly great game for first-time Super Monaco racers, but a real letdown for the veterans. Make no mistake: this is a great game, but I'd strongly recommend that those of you with Monaco 1 take a long hard look at this before parting with your cash.

TIM BOONE

Ayrton Sennas

BURNING RUBBER

As you tear around the various tracks your car comes in for some serious wear and tear. Tyres are the first to suffer - the heat of the tracks and the constant skidding ruins the rubber. Engines can overheat, causing problems with acceleration and top speed and body panels can be damaged - making roadholding and crashing very perilous indeed. Fortunately you can pit stop at various intervals during the race. You can stop as many times as you like and a well-trained pit crew will fix your car as fast as they can. You pay a time penalty for all this stoppage though, so judge your pit stops carefully and use them when it's absolutely essential!



TOP GEAR!

At the start of a race you are given a choice of three different gear options, which can drastically affect the overall performance of your vehicle. A fully automatic car is by far the easiest to drive as the on-board computer constantly changes up as you keep the accelerator pressed. Easy as this is, the car suffers in terms of acceleration. A semi-automatic gear box allows you to change up and down at will, but again the computer will change upwards for you. The manual gearbox is a real bitch to control, but clever gear changing lets you accelerate faster than any other car on the track. Real racers will choose the manual gear change and automatic is for sad wimps like James Bennett of Winnersh, Berkshire.

STRATEGY	SKILL
ACTION	REFLEXES



TRANSMISSION SELECT

AUTOMATIC

4 SPEED MANUAL

7 SPEED MANUAL



SUPER MONACO



HERE...WAIT A MINUTE...

Plug in the cart and you might get a strange feeling of Deja Vu. What kind of game could Sega dream up to beat the awesome Super Monaco? Would it be a feast of audio visual wizardry? Would it be an all new concept in driving games? Would it be exactly the same as the first game? Well, it is. All the same graphics and most of the same sounds are the order of the day here. Slightly different tracks and a load of bells and whistles don't hide the fact that IT'S THE SAME GAME!



GRAPHICS	%	90
SOUND	%	85
GAMEPLAY	%	90
VALUE	%	65
OVERALL		84

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CVG

QUESTIONNAIRE

WIN!!

£1000 WORTH OF FREE GAMES!!

Here it is - your chance to win an armful of games goodies for your machine, and help keep CVG king of the kickin' castle by telling us what YOU think of the mag! This is CVG's most comprehensive questionnaire ever, and that's why we're putting up this utterly monstrous prize. We'll be picking five forms out of Paul Rand's Modesty Hat and award two hundred quids' worth of free games to each of the winners! More important than that, this is your chance to tell us how to make CVG even better. We read every single reply we get and listen to what you say. That's how CVG stays the greatest - so have fun answering the questions and who knows, you could waltz away with games galore!

SECTION 1 - ABOUT YOU

Are you:

Male:

Female:

How old are you?

Under 10:

10-12:

12-14:

14-16:

16-18:

18-20:

20-30:

Over 30:

What do you do?

Junior school:

Secondary school:

College:

Uni/Poly:

Unemployed:

Employed:

Which machines do you own?

Super Nintendo:

Megadrive

NES:

Master System:

Game Boy

Game Gear

Lynx

Amiga:

PC:

ST:

PC Engine:

Neo Geo:

Something else, namely:

How many games do you buy a month?

One:

Two:

Three:

Four:

Five:

More than five:

How much do you spend on games each month?

Less than £20

£20-30

£30-40

£40-50

£50-60

More than £60

How much time do you spend every week playing games?

1-2 hours:

2-4 hours:

4-8 hours:

8-10 hours:

10-20 hours:

More than 20 hours:

Where do you buy your games and equipment?

Mail Order:

Local computer shop:

Dixons:

Virgin:

Woolworths:

Boots:

Comet:

Toys R Us:

WH Smith:

Microbyte:

Game:

Somewhere else, namely:

Who pays for the magazine:

You:

Your parents

How many other people see your copy of CVG on average?

One:

Two:

Three:

Four:

Five:

More than five:

Do you talk about CVG with your mates at school? (Leave blank if no at school!)

All the time:

A lot:

Not often:

Never:

What else do you do in your spare time?

Play sports

Watch TV:

Watch videos:

Play records/tapes/CDs:

Listen to the radio:

Play arcade games:

Go to the cinema:

Something else, namely:

What is your favourite five TV programs?

What would you like to see in the perfect computer games TV show?

Do you call 0898 competition lines:

Often:

Occasionally:

Only if there's a good prize:

Never:

QUESTIONNAIRE



SECTION 2 - ABOUT CVG

Which magazine is your favourite and first choice?

- CVG
- Mean Machines
- Megatech
- Game Zone
- Zero
- Sega Power
- Sega Pro
- Sega Force
- Total
- Something else, namely:

Which magazine is your second choice?

- CVG
- Mean Machines
- Megatech
- Game Zone
- Zero
- Sega Power
- Sega Pro
- Sega Force
- Total
- Something else, namely

How do you mark the mags below? (10 = brilliant, 1 = total crap)

- CVG
- Mean Machines
- Megatech
- Game Zone
- Zero
- Sega Power
- Sega Pro
- Sega Force
- Total

Which magazine is the best to look at?

- CVG
- Mean Machines
- Megatech
- Game Zone
- Zero
- Sega Power
- Sega Pro
- Sega Force
- Total

Which magazine tells you most about games?

- CVG
- Mean Machines
- Megatech
- Game Zone
- Zero

- Sega Power
- Sega Pro
- Sega Force
- Total

What do you think of the new-size and new-look CVG?

- Brilliant:
- Very good:
- Good:
- Crap:

How do you rate the following sections of CVG? (10 = brilliant, 1 = total crap).

- Covers:
- Contents/Word Up:
- News:
- Reviews:
- Yob's Mailbag:
- CVG Pullouts (eg Mario):
- CVG Posters:
- Big Posters:
- Cheat Mode:
- Rad's Cartoons:
- Arcade Action:
- Hotshots (Previews):
- Competitions:
- Hall Of Fame:
- Next Month:

Do you think CVG games reviews are right:

- All the time:
- Most of the time:
- Some of the time:
- Never:

Is the price of CVG: (be honest!)

- Miles too high:
- Miles too low:
- A bit too high:
- A bit too low:
- Just right:

How much would you pay for CVG with even more pages, competitions, giveaways and a bigger GO!?

- £1.90:
- £2.00:
- £2.20:
- £2.50:

Does CVG help you decide which games to buy?

- All of the time:
- Most of the time:
- Some of the time:
- Never:

Are you a regular CVG reader?

- Yes:
- No:
- Will you be buying CVG every month from now?
- Yes:
- No:

Finally, your overall comments on CVG:

That's it! Thanks for taking part in this CVG Questionnaire. We'll be printing some of your ideas and comments in future issues, together with the big games winners. It could be you!

WIN WIN WIN WIN

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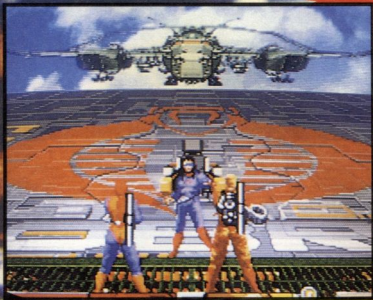
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STORY

He's the toughest bloke in the world! He's GI Joe, star of cartoon and little plastic figurines, and now in this latest coin-op from Konami! An alien force has entered Earth's atmosphere in a massive starcruiser, hell-bent on taking over the world and enslaving the human race. Only our Joseph stands between the aliens of total destruction and peace on Earth until the next invasion - and you control all of his actions! Can you stand the pressure, or will your shorts explode with the sheer force of your fear? Play the game and you'll soon find out!



GOING GREAT GUNS

Big guns and rockets are GI Joe's staple diet when he's on an important mission such as this, and he needs a regular dose of each to keep in tip-top, alien-smashing shape. His gun has an infinite supply of ammo, but is only a single-shot weapon and he needs to pick up a rapid-fire attachment to do some real damage. Rockets, on the other hand, are in short supply and can only be found by blowing up weapons stores and by killing certain aliens, so use them wisely.

GI JOE

A REAL AMERICAN HERO



GI JOE TAKES ITS BEST TO
ALREADY HAVE TO STOP
THE ALIEN FORCE FROM TAKING OVER THE



GI JOE DISCOVERS
THE ALIEN FORCE IS THE
LARGEST PARTY ON THE
EARTH



GI JOE TAKES IT
TO THE ALIEN FORCE
A REAL AMERICAN HERO!



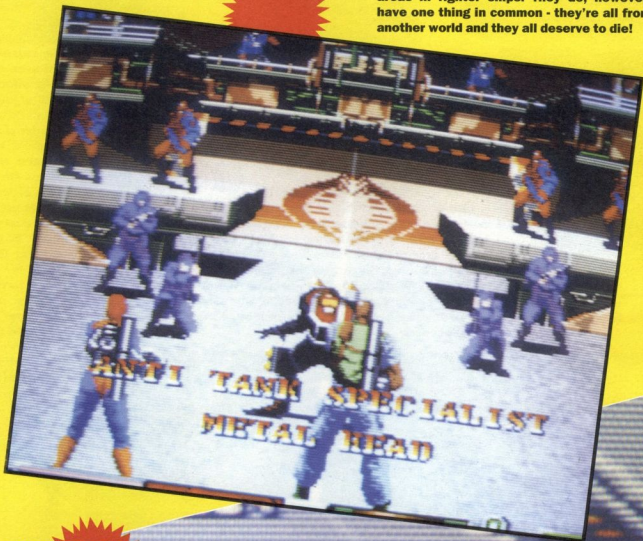


DIE, ALIEN SCUM

Surprising as it may seem most, if not all, the nasties you'll encounter in GI Joe are of alien parentage. There are numerous ranks of baddy, and the higher their rank, the harder they are. Not all of them are pure cannon-fodder though. Some are driving around in tanks, others are manning gun emplacements and many are patrolling the areas in fighter ships. They do, however, have one thing in common - they're all from another world and they all deserve to die!

CRYING WOLF

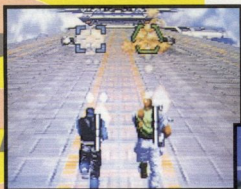
Coin-op fans will immediately recognise GI Joe as a rip-off of Taito's Operation Wolf and Thunderbolt machines. The emphasis is very much on blasting, as you yomp around the 3D levels, blowing bits out of enemy aliens and their various transport. There are weapons and items to collect and enough danger to satisfy the killer in you. So what are you waiting for? Get up and go, Joe!



4-PLAYER THRILLS

If you're tired of being GI Joe, don't fret - there are another three characters from the Action Force (which is what the little plastic figures were called before the name was changed for the tanks) to control. Snake-Eyes has round about the same characteristics as Joe, with excellent targeting capabilities. Roadblock is slow but is a bit of a wizz with the old artillery, and Scarlett - a lady! - rushes around the place but is a bit slow when it comes to weapons usage.





AMER



THREE STAGE SLAUGHTER

Old Joe battles with the aliens across three different areas, each split into sub-sections. Stage one consists of running toward the main base before taking the lift to the heart of the alien's ground-based stronghold. The second level sees Joe storming through the jungle, cutting a swathe through everything in his way - from baddies to large trees. The final encounter is on the mothership itself, with Joe racing along the deck to get to the Cobra Commander on the bridge - but once there, not everything is as it seems!



If you haven't had your fill of Op Wolf games yet, then *GI Joe* is going to be right up your street. What you've got to see are the stunning graphics - some of the best yet seen on a game of this type. Beautifully effective 3D scrolling and screens full of murderous baddies mean you won't be able to rest for a second! Music is a bit of a treat too, and there are heaps of great sound effects - and even some speech which sounds exactly like old Bruce Lee films! A bit of a downer is the lack of levels - it's not going to take an age to get through to the end, although it may cost you an arm and a leg to do so. Like all the other *Wolf/Thunderbolt* games, *GI Joe* won't have you coming back for more and more once you've been through to the end. Nevertheless this is a great coin-op overall, and because it's joystick controlled as opposed to having to tangle with a great big, cabinet-mounted Uzi like most of its peers, it's very easy to get to grips with. Good stuff!

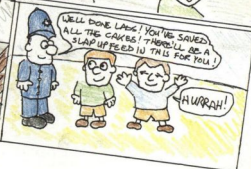
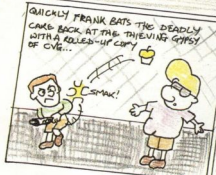
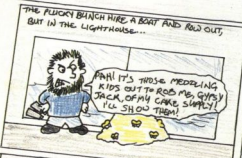
PAUL RAND

STRATEGY	SKILL
ACTION	REFLEXES

GRAPHICS	%	93
SOUND	%	89
GAMEPLAY	%	84
VALUE	%	80
OVERALL		85

TRUE STORIES

of CVG



NEXT

MONTH: I'D LIKE TO SAY BUT, ER... IT'S A SECRET. OR SOMETHING.

He's here, he's there, he's got luminous hair! He's the one and only Radion Automatic out of Mean Machines and he's back with another slice of jolly japey with the greatest cartoon strip on, um, this page! Loads of you have been sending in your own strips in the hope of winning the brand new Magadrive we've got up for grabs. We'll be printing a selection of the best CVG cartoon strips from you lot in the next issue, and dishing out the prize - so get those hilarious works of art in NOW! Meanwhile, here's some more of the stuff Rad's family doctor warned him about...

FREE MICROSELL ADS!!!

(Well nearly) - To make it much easier for you to place your classified ad in your favourite mag we've opened up a phone line. If you have something to sell or swap all you have to do is dial the number, follow the instructions, and chill out! Your ad will appear in the very next issue. No need to mess about with envelopes, and sending money just pick up the phone and dial that number...What are you waiting for!

THE MICROSELLS

MEGADIVE GAMES FOR SALE or swap inc Spiderman, Albert Bear, Mickey Mouse, Merks, Robocod, Dick Tracy, Roadrash, Hellfire, Thunderforce III, Wanted Terminator. Call Paul on 0254 842933.

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TO SWAP...Nintendo games Super Mario I. For any other Nintendo game. Call Michael on 0438 714308. And I will consider game.

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SUPER FAMICOM GAMES FOR SALE games inc. Mario, Axe-raiser, R-Type II, Lemmings and Smash TV. All unwrapped gifts. £100 for quick sale. Call Daniel on 0670 514245.

PC ENGINE GAMES WANTED will pay good price. Certain games wanted are 1943, Champion Wrestler, Gradus, PK II II, Jackie Chan. Other games considered. Call Zahar on 033 269899.

WANTED. SUPER FAMICOM (psal) with games. Will swap for my Alesis SR16 professional drum machine. Will consider for drum machine. Tel 0274 630229. Bradford Ask for Steven.

I AM SELLING NES with 3 games for £30. All boxed. If interested call 041 775192 and ask for Graham.

ATARI 520 FOR SALE. 6 joystick, 87 games, worth £1400. But will sell for £485. Only six months old. Call Richard on 0707 274427.

I WILL SWAP MY NINTENDO which is only 3 months old. With 3 games inc. Duck Tails and Caplin Skyhawk for a Megadive with Sonic. Call 0412 598816.

SEGA MASTER SYSTEM FOR SALE with rapid fire unit 5 games. 1 built in, Joypads box. g.c. £145 only. Or will swap for Atari ST with 1 game. Call 0922 30970 and ask for Shaz.

THE MICROSELLS cont.

GAMEBOY FOR SALE. 9 games £140 or will swap for an Atari Lynx with game. Call Matthew on 0403 271628.

COMMODORE 64 FOR SALE. 60 games worth over £200 Plus mouse 1351 version, plus advanced ocp art studio. Greta bargain at £75. Call Paul on 0603 746158. Call and I'll chuck in a mouse mat and holder.

SWAP GAMEBOY AND 2 GAMES for power Megadive with 1 or more games, prefer Sonic the Hedgehog, control pads etc. Call Azar on 091 456 4147.

COMMODORE 64 FOR SALE with over 50 games mouse, base recorder, music and art software. £250 only. Call 02407 5289 and ask for Michael.

GAMEBOY FOR SALE. With 6 games Duck Tails, Magicos Maric, Nemesis II, Pro Am, and Tetris, also with carycase and light. £160 only. Call Warren on 0489 767883.

BRITISH-AMERICAN-JAPANESE, NES Megadive and Gameboy games. All available separately. Very competitive prices. Call for details 0932 854764. And ask for Tim.

SWAP NINTENDO NES games for Sega Megadive with games. Call 0865 881645.

COMMODORE - MINT CONDITION, over 100 games will swap for a Nintendo or will sell for £900.00. Call 061 498 8466 and ask for Simon.

ATARI ST GAMES AND DEMOS for sale...all boxed with instructions. Call Dave on 0544 78852. Full price list available.

WANTED...TV BOOSTER for the PC Engine. Also games wanted for the PC Engine. Call Paul on 0934 842933.

I HAVE GOT 2 GAMES - Moonwalker and Golden Axe for Megadive. I would like to swap them for Quak Shot and 1 other game. Ask for Tom on 081-858 269899.

AMSTRAD CPC464 RECONMODER, green monitor, disc drive, MII modulator. Over 50 tape games. £150. Call 0622 716839.

BARGAIN!!! LYNX GAMES for £60. Original cost over £150. Exc. con. Call Gareth on 0254 203269.

I HAVE A NINTENDO ENTERTAINMENT System inc. 2 control pads, a zipper gun. Games inc. Duck Hunt and Super Mario Bros. I'll be willing to accept £50 only. Call Miss Wall 0753 527718. Weekends only.

ATARI 2600, with joystick, 5 great games and power pack. £25. Call 0438 820570.

FOR SALE...AMIGA GAMES all boxed original instructions. £110 each. Call 0759 304599 and ask for Steve.

ATARI ST 520 FOR SALE... 8 months old. Double sided disc drive. Over 40 games and lots of Demo discs. Sell for £280 only. Call 062 865992.

THE MICROSELLS cont.

2 LARGE GPECTRUM BOXES - 1 packed full of Spectrum games. 100+ count. First to see will buy. For £100. Call Gaz on 0923 827835.

FOR SALE...AMIGA 500 1/2 MEG upgrade, 130 games, joystick and mouse mat. Will sell for £350. Or swap for a NeoGeo with 3 games. Call Mark after 8pm on 081 454 2215.

YOO!!! IS THERE ANYONE OUT THERE who wants to swap a Spectrum 128+ 2 loads of games for an Amiga 500 Hard Drive Plus I will swap with the Spectrum 2 other Spectrums, joy stick and a light gun which are all not working. To contact me call Jamie on 0909 721239. After 5pm.

FOR SALE...SEGA MEGADIVE (Japanese) 2 joypads with games. Only £160. Call 0504 48647.

EXCELLENT CONDITION MEGADIVE with 3 brilliant games. Inc. Sonic. All for just £131. Call Suhud on 081-781 3388. After 6pm.

SUPER NES GAMES FORSALE UN Squares, Super Mario Bros, Super Tennis and 2 Famicom games. Call 0203 328364 and ask for Mark.

NINTENDO ACTION SET FOR SALE... Duck Tails, Castlemania Land II, Gremlins II and Super Mario Bros. 1, 2 and 3. All in all 8 great games for sale includes zipper. All for £120 only. Call 0602 288516.

INCREDIBLE AMIGA GAMES at low prices. £15 off Midwinter II, £18 off Leicester suit Larry's sweet. Call now on 0742 305130 and ask for Tom.

ATARI ST, vgc, double sided disc drive, Micro switch joystick. Many demos and games still in box. Call Mck on 0922 28716.

FAMICOM GAMES TO SWAP. Phoenix and Final Fight. Call Matt on 0922 581838.

COMMODORE 64 FOR SALE... 100 games, joystick, just under a year old, absolutely perfect condition. All original games. Call Ben on 0934 415074.

FOR SALE...GAMEBOY with Final Fight and Act Ragoon, Super Marioland, Frontiers of Fear with Tetris, amplifier, magnifier and game light all still in box. £120. Call John on 0604 862999.

SWAP 1 MEG AMIGA plus external drive and lots of games for Megadive at 500 with 12 games. Call Ben on 0707 333699.

FOR SALE...SUPER FAMICOM with shootables II, Double Dragon, Super Mario, Frontiers of Fear with Tetris, amplifier, magnifier and game light all still in box. £250 only. Call 0438 820570.

AMIGA 5000-1 me - extra drive - approx 800 worth of games. Lots more. £420 only. Call Paul 0272 652759.

ATARI ST 520 FM OVER 50 GAMES. 42 titles. Computer only £200 plus lots of Demo discs. Ask for James.

THE MICROSELLS cont.

NINTENDO NES with 4 games (and gun) and 2 controllers. £160 only. Or swap for Megadive with 2 games or will swap Nes with 2 games and 4 games for a Gameboy and 3/4 games. Call Mia on 0562 753956.

FOR SALE...ENGLISH MEGADIVE. 9 games, jav connector, 2 controllers. Wanted Super Famicom Plus or will sell for £220 only. Ask for Steve on 021-356 0371. Birmingham area only.

SW...NINTENDO ACTION SET with 15 games for a PC Engine power version. Must include Silberhouse. If interested call 091-234 3750. After 5.30pm.

FOR SALE...COMMODORE AMIGA 500 with megadrome. Complete with joystick and over £300 worth of software. Bargain price £275. All boxed. In v.g.c. Call 081-890 7062.

After 7pm and ask for Andy.

SWAP YOUR SMSB FOR MY DUCK Tails and Rodolin games system with 7 games. Call Andrew on 0245 421840.

NINTENDO FOR SALE. Super controller 3 and 2 joypads, 3 games for £90 only. Call 0422 375064.

FOR SALE MEGADIVE WITH 6 GAMES. John Madsons 92, E.A. Hockey, Robocod, Altered Beast, Alex Kid and Techno World Cup 92. Please call Graham on 0483 481036.

AMSTRAD CPC128 FOR SALE... Disc drive, tape deck, Call monitor, loads of games, 1 joystick. Only £275. Worth over £500. Call Darren on 0704 64216.

JAPANESE POWER MEGADIVE plus 4 games, 2 joypads and over 30 magazines. Will sell for £220 or straight swap for an Amiga 500. Call 0325 358134.

ATARI ST FOR SALE. 40 games, mouse and Final Fight, all sealed. Call Steven on 041 743272.

JOHN MADSONS AMERICAN FOOTBALL 92 for sale. £22. Or will swap for Batman (not Japanese) Call 031-336 2572.

AMIGA GAMES FOR SALE. Call 03067 2407. After 4pm.

CONSUL FOR SALE WITH 10 GAMES. 8 controllers worth £450 but will sell for £190. Call Shaun on 061-308 3990.

NINTENDO NES, 2 joypads and light gun, Mario 1-2 and Duck Hunt. Hardly used. Call Mike on 0272 311838.

ZX SPECTRUM-2 WITH JOYSTICK worth £120 worth of games. Will sell for £50. Call Alex on 0743 368032. After 4.30pm. West Midlands only.

MEGADIVE PAL, includes Sonic and Herbie. A bargain. £110. Call John on 0904 783302. York.

I WOULD LIKE TO SWAP 2 UNBOXED NINTENDO GAMES for 2 Sega Gameboy. Contact Graham on 0342 714680.

D I A L A N A D N U M B E R

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Calls cost 34p (Cheap rate) and 45p (all other times) per minute. If you don't pay the phone bill ask for permission

THE MICROSELLS cont.

NINTENDO FOR SALE. 2 controllers, Zapper and 5 great games. Ties inc. Battle of Olympus. Exc. Con. Still boxed. Worth £200. Sell for £155. Call 0304 77007.

NINTENDO NES FOR SALE with 5 games inc. Turles, Robocop, Super Mario 3 Kung Fu and Super Right Volleyball. All for £175. Call 061-656 7337 and ask for Steven.

ATARI 520ST FOR SALE. With joystick and mouse. Over £400 worth of games. Sell for £300 on. Or swap for a super NES. Call Mark on 0923 771181.

NINTENDO ACTION SET FOR SALE. With Mario Bros I Duck Hunt and Zapper. 355 on. Also games 3 months old between £20-£25. Call 0296 660547. Wales.

FOR SALE A COMMODORE 64 in g.c. over £100 worth of games inc. Golden Axe, Shadow Warriors and Turles. Also called 0203 459239. Gat Phoning

MEGADRIVE GAMES FOR SALE. Japanese. Inc Mickey Mouse, Castlevania and Guyness. All inc instructions £20 each. Call Ben on 0934 415074.

FOR SALE - ALMOST BRAND NEW PC Engine plus games £90. Call Simon on 0443 204346.

I HAVE FOR SALE - MEGADRIVE Games and Super Famcom games 60 in total. Plus some Japanese Megabooks. For full details including prices call Allan 0277 822793.

NINTENDO NES FOR SALE. 8 games inc. All the Marjos and a joystick. Contact Robert on 0737 361142.

COMMODORE 64 NEW STYLE. With Data cassettes, Joystick and light gun. Over 100 games worth over £550 worth of equipment. I will sell for only £150. Call Phil on 0457 875458.

SUPER FAMCOM PLUS 3 GAMES Super Mario 4, Ultraman plus American games converter and Pit Fighter. Also Television, Remote control, fully programmable. All for £350. Call 0242 514549.

UK. SEGA MEGADRIVE. With power supply and joystick with Sonic, Hell Fire and 2 moon duos. 10 months guarantee. Still boxed. Hardly used. £160. No swaps. Phone Neil on 0623 756900.

ASTERIX ON THE MASTER SYSTEM. £22.00 will swap for R-Type, Paperboy, Champion of Europe or Super Kick Off. Call Wayne on 0229 56783.

I WOULD LIKE TO SELL A NES with 2 games, 2 joysticks and a joystick. All for £160. Call 0222 750662 and ask for Luke.

I GAMBEOY GAME FOR SALE - Double Dragon - Not boxed II. Call Oxford 881267.

THE MICROSELLS cont.

I AM SELLING A SINCLAIR SPECTRUM. Mint cond With 40 games. A light laser gun and joystick and manuals £100 on. Please call William on 0222 377050.

MEGA BARGAIN GAMEBOY. 5 games. £85. With hard carrycase. Tel: 081-852 4282. After 430pm.

MEGADRIVE FOR SALE. UK VERSION. 2 joypads and 5 games. Robocop, Super Shinobi, New Zealand Story, Golden Axe. With a gun. Call 0908 863033 and ask for Russ. ONLY £175

FAMICOM - SWAP for a Spectrum with 20 games. Call Simon on 061-442 5565.

MEGADRIVE...JAPANESE POWER VERSION with 7 games inc. John Maddens and Monaco GP. Will swap for Famcom with games or sell for £200. Call Jamie on 0733 237626.

BUYER COLLECTS. PETERBOROUGH SUPER FAMCOM START VERSION. With 2 pads, Mario 4, UN Squadron and Super Ghouls and Ghosts £170 worth. Call Peter on 071-622 7424. After 4pm.

WANTED GAMEBOY GAMES. Will pay £15. Call Matthew on 061-440 0879.

WANTED...INSTRUCTIONS AND BOX for Fantasy Zone on the Master System. Will pay up to £4. Call Stephen on 0642 475394. After 4pm.

COMMODORE 64 WITH GAMES. Exc. Robocop, Batman the Movie and Battle Bobble. Joystick and Magazine included. £110 on. Call 0742 350300 and ask for David. Sheffield.

ATARI ST FOR SALE. Load of games with Megadive games for swap all p.c. On's of things to choose from. Call Craig on 0222 693119. Cardiff.

I WILL SWAP MY NES WITH 4 GAMES for a Megadrive. Call 0792 463075 and ask for Thomas.

MEGADRIVE FOR SALE. Official power version. Runs all carts. With 2 great games. Only 2 weeks old. Everything supplied. Excellent condition. £110. Call Ben on 0934 415074.

POWER MEGADRIVE FOR SALE plays all games. With 2 games, 2 joysticks and a joypad. Worth £420 but will sell for £250 on. Call Nigel on 0276 22454.

THE MICROSELLS cont.

GAME GEAR. 6 GAMES. Mastergear car and mains adapter. Offers £200 on. Call Graeme 0795 521423. Also CD player for sale £60 on.

SEGA MEGADRIVE WITH 6 GAMES inc. Laker vs Celtics, Desert Striker, John Maddens 92, Sonic the Hedgehog and Quackshot. 1 joypad plus jap converter. £160 on. Call Adam on 0737 814202. After 5pm.

SEGA MASTER SYSTEM FOR £100. No. 2 control pads and 9 games (2 built in). Or I will swap for an Atari Lynx with games. Call 0909 771129 and ask for Michael.

FOR SALE ATARI ST. Includes £400 worth of games, mouse and 2 joysticks. Will sell for £270 on. Call Gary on 0528 749434.

SWAP OT MOUNTAIN BIKE with Shimano STDX and LX Grips for Super Famcom with games or Neo Geo. Will consider any engine. Call 0202 518029. After 4pm.

FOR SALE PC ENGINE. With 2 hand joysticks and 8 games. Worth £325. Best I will sell for £200. Please call 0604 022702. After 6pm.

FOR SALE SEGA MASTERSYSTEM PLUS. 2 joypads and joystick. 4 games including Sonic and Golf Maniac. 0710. Phone Chris on 091-455 1276. Tyne and Wear.

SEGA MEGADRIVE GAMES FOR SALE. Inc. Shadow Ancer James Pond, Populus, Alies Kid and Sonic. Phone James on 061-646 1207.

JOYPADS. 7 games. Plus Japanese converter. Sell for £200.00 swap for Super Famcom. Call 041-634 9972 and ask for Thomas.

ZX SPECTRUM WITH JOYSTICK. Users guide Demos and 30 games inc. Super Harrier, Dragon Lair, F1 Racing and Aliens. Sell for £50. Call 064 05644 2036.

SWAP MEGADRIVE TWIN HAWK CARTRIDGE for Duck Hunt, Forgotten worlds or James Bond II. Call Phillip on 081-684 1975.

BRAND NEW MEGADRIVE. With top best games. Will sell for around £250 on. Please call 081-360 1050 and ask for Neil.

I WOULD LIKE TO SELL A NINTENDO. Please call 081-300 8412. **I WILL SWAP MY MASTER SYSTEM II.** With 2 games for a Gamegear or a Lynx with 1 game. Please call 081-640 7958 and ask for John.

SWAP MY FAMCOM PLUS 6 highly rated titles, off game, Final Fight, LA 88, Boxed, outstanding condition. Will swap for Mega CD plus Megadive. (NeoGeo plus 3 games interested) Call Dave on 066214434.

COMMODORE 64 FOR SALE Brand plays all games. With 7 games, 2 joysticks and a joypad. Worth £200 on. Double Dragon. Call Edmond on 0869 253650.

THE MICROSELLS cont.

OFFICIAL MEGADRIVE. Runs all software. With 5 games inc. Forgotten Worlds. With 2 controllers. Will swap for an Amiga 500 (no games needed) Please call Carl on 0772 453425.

GOLD STAR PC-SUPER VIDEO DISPLAY. 40 mega hard drive. inc. Wing Commander II, Matrix Magic. 3. Joystick, mouse and software. The complete lot is worth £1200. But I am willing to sell for £700. Please call 0772 453425.

I AM SELLING A SPECTRUM PLUS 3. With 2 joysticks and some games. Will sell for £200 on. Please call Martin on 0577 62815.

ATARI 520 STE. PERFECT CONDITION. leads including Mouse plus mat, joysticks 60 great games inc. Midwinter II, Kick Off II and Lemmings. Worth £850. but will sell for £350 on. Call 0347 2170.

I WOULD LIKE TO SELL A MASTERSYSTEM, with light gun, 2 control pads. For £30. Great offer!! Please call 0592 410003.

MEGADRIVE with 4 games including Road Rash and Quackshot, offers around £200. Tel. 051-336 5746.

MEGADRIVE FOR SALE plus 4 games, worth £200 will sell for £160 ring 0825 35091.

SEGA MASTER SYSTEM with 13 games including Sonic, R-Type, and Micky Mouse, also has joystick sell £175 call only if in Norwich area only call on 0603 33001.

SWAP ATARI 2600 plus 6 games for Master System plus game, call Stewart on 0450 600000.

AMIGA 500 FOR SALE with over 60 games most boxed, 2 joysticks sell for £350 on. n. call 1 on 081 224 1847.

FOR SALE ATARI 8 GAMES 15 games, includes Turles and Moonwalker at £5 each, plus 13 demos if interested call Adam on 0304 852196.

NINTENDO GAMEBOY FOR SALE. 5 games inc Mario worth over £210 will sell for £130 on. call 8224 87742 after 4 pm.

SEGA MEGA DRIVE 5 months old still boxed with 3 games. The Flash, Snider, sell for £130 on. call 071746 3005 after 5 pm.

FOR SALE NINTENDO GAMEBOY GAMES. titles include Duck Tales £25, Gameboy Turles £13, call 0753 814264.

ATARI ST FM FOR SALE with 2 joysticks mouse and mat, 100 games inc Jimmy White Snooker, Robocop 2, Robocop 3, worth £1500 will sell for £425 call Rob on 081-646 6367 ask for Robin.

NINTENDO NES FOR SALE with 10 games, 2 joy controllers, and 7 games inc Mario 1+2 Duck Tales in mint condition worth £310 sell for £90 call 0619413748 ask for Adam.

DIAL AN AD NUMBER

0839 500848

Calls cost 34p (Cheap rate) and 45p (all other times) per minute. If you don't pay the phone bill ask for permission

THE MICROSELLS cont.

SEGA GAMEGEAR FOR SALE 5 games including Sonic, power pack, 1 week old sell for £170 o.n.o. Call 0272 77666 ask for Mike.

FOR SALE MEGADRIVE control pad joystick PGA, Revenge of Shinobi, also Atari Lynx power supply and xenophone all £190 call Jamie 0355 242572.

ATARI ST FOR SALE with 30 games for £300 if interested call Alan on 0494 672103.

SWAP MEGADRIVE for Amiga 500 with games the Megadrive has 3 games and 2 joystick and 1 joystick call Simon on 0473 828130.

MEGADRIVE FOR SALE £200 games include games are Populous, Desert Strike, also keypad call 0733 64003.

FOR SALE PAL SUPER FAMCOM with 8 games carry case, 2 control pad, will sell all for £470 as a whole call 081-524 1435.

FOR SALE GAMEGEAR Games Tiny Toon Adventures, Mario Land, Tetris, Megaman 2 all £15 each call 0243 623256 ask for Lawrence.

COMMODORE 64 FOR SALE 1 joystick, and around 20 games will swap for Sega Megadrive and 1 game, call Andrew on 081-769 4520.

FOR SALE AMIGA with £100 worth of games will sell for £400 or swap for a Nintendo plus 6 games call 041-427 0380.

NINTENDO FOR SALE with 7 games American cartoon, the games are Mario, Shadow Warriors, call Michael on 071-263 5659.

FOR SALE PC ENGINE CD games Red Alert, Golden Axe, will sell for £20 each also cartridge available call Steve on 0782 621399.

6 GAMEGEAR GAMES FOR SALE inc Super Mario and Spiderman, call Edward on 081-820 62374.

FOR SALE NEO GEO PAL only 3 months old, 2 joystick and 20,20 baseball memory card will sell for £250 0322 523011 ask for Stewart.

NEO GEO GAMES BROUGHT and exchanged if interested call Mark on 0423 564025.

FOR SALE BOXED NINTENDO plus 2 games and control pads, games are Super Mario 3 and Wrestlemania only £75 o.n.o. call Guy on 081-657 3930 after.

SEGA MASTER SYSTEM including 6 top games call 0483 275033.

ATARI ST over 50 games, 2 joystick, 70 demo games 12 months old, worth over £600 will sell for £295 o.n.o. call 0765 607384.

GAMEBOY GAMES FOR SALE include Terminator 2 and Double Dragon 2. Call 0452 812253.

SPECTRUM 128K plus 2 extras include lightgun, turbo stick, bag full of games also a second Spectrum 128k which may need a slight repair, all this for £35 call Ray 0372 378060.

THE MICROSELLS cont.

FOR SALE ATRAI ST double sided disk drive 40 40 demo disks, loads of magazines, and over £1000 worth of software will sell for £350 call 0226 248027.

FOR SALE AMIGA 500 130 games, joystick, mouse, will sell for £350 or swap for Neo Geo with 3 games call Mark On 081-854 2214.

CHEAP AMIGA GAMES inc Simpsons, Final Fight, Super Monaco GP going for £12 each call 0242 563166.

GAMEGEAR FOR SALE plus 7 top ten games inc Simpsons and Robocop, all boxed as new sell for £200 call 0473 698383.

WANTED MEGADRIVE GAME and Sega Master System games will pay £10-15, ring 0457 076982.

SWAP NINTENDO ENT. SYSTEM with Zelda and 2 control pads and an Atari 2600 with lots of games for a Super NES or a Megadrive call Simon on 0276 299996.

SWAP SEG MASTER SYSTEM AMIGA 500 with joystick, mouse, monitor and with over £400 of software still will sell for £350 call Jason on 0264 356293.

FOR SALE MEGADRIVE with 7 games 2 joystick and converter or swap for Amiga 500, sell for £230 call 041-624 8972 ask for Thomas.

WANTED SUPER FAMCOM with Super Mario 4, pay £150 urgent call Jim on 081-953 0087 must be London area.

SWAP NINTENDO NES with 4 games and a Apectum, all this for an Amiga etc call 0909 721339.

SWAP 2 NEO MEGADRIVE with 10 games for Amiga with games. Call on 0783 844 206.

BOXED PAL FAMCOM 3 games worth £580, sell for £400 or swap. Megadrive with 15 games, call 071-241 4251 after Spm, ask for Greg.

NINTENDO game for sale, superbly adventure game, in excellent condition, worth £35 sell for £25 o.n.o. Call James on 0483 429204 after Spm.

NINTENDO ENTERTAINMENT SYSTEM, NES advantage joystick, no games, £50 or swap for a Megadrive. Contact Andy on 0273 415 261.

TWO NINTENDO games, Turles and Castlemania, any offers. Call 0252 541 874, ask for Paul.

HAND HELD PC ENGINE GT with 6 games for quick sale £200. Please contact Duncan on 0352 580 336.

BRITISH MEGADRIVE for sale with 2 joystick, steel wheel, carry case, 9 games inc. Streets of Rage, worth £50 sell for £350 o.n.o. Phone 0795 431 008.

MEGADRIVE TAKES JAPANESE and British games, will sell for £120 or swap for an Atari or Amiga with no games. Phone 081-809 620 and ask for John after 5pm.

THE MICROSELLS cont.

SPECTRUM 128K plus 2a with light gun and games, with books. Over £700 worth of games, over £200 worth of magazines, joystick, programme books worth £1,100 will accept £200. Call Marvin on 051-648 3654.

520 STE for sale, 2 joystick, mouse, map, colour TV with ST hook up wire, over 50 games will sell for £280. Interested call Ivan on 071-586 5570.

AMSTRAD CPC 464, with 40 games and with joystick, for £115. Call 0925 424 567.

MEGADRIVE for sale, good condition, still boxed, all top ten best games, will sell for £100. Call Giles on 0491 578 422.

SWAP NINTENDO with 2 games, for a Gamegear with 4 games. Phone Richard on 0344 463 479.

SEGA MASTER SYSTEM with 7 great games, inc. Mickey Mouse, Golden Axe and Populous, with 2 new Maverick Joysticks and loads of Magazines only £150. Call 0785 664 616.

CS4 with data cassettes with 2 Crusar Joysticks, light gun and games. 75 games, £150 one. Phone 0785 664 616.

ATARI ST FM 104E for sale, with 7 games plus magazines, 3 joystick, still boxed. £150-£200. Call 0440 61936 ask for Spm.

WANTED SEGA Master System at least 1 game maybe Sonic. Phone 081-621 475.

MEGADRIVE with 3 games and converter and a joystick for about £80 one. Call 0273 778960.

FOR SALE issues 1 to 20 of Mean Street, £20 magazines of £0.13, £1.6 of Megadrive, £100, the lot. Phone Paul on 0445 491 933.

MEGADRIVE with 3 games, sell for £120. Ring 081-809 6210 ask for John.

UNUSUAL, 3 months old still boxed, comes with 2 joystick and John Lewis 96. Phone Leyron on 0495 307 636.

SPECTRUM ZX plus 2, manual joystick, £100 worth of games for £100 one.

Please Call 0732 870 094.

SWAP Falt Fury on the Neo Geo for one of your decent Neo Geo game. Call Ian on 0767 312 070.

FOR SALE Fabulous Nintendo, good condition 8 games. Only £150, ring row on 071-771 6649. Ask for Lee Stephens.

LYNX 2 with 3 games. All boxed only 22 weeks old altogether worth £200 sell for £135 one. Contact Ryan on 0422 246 814.

NES for sale, £200 plus 2 control pads and 12 top games, contact Alex on 081-240 0637.

AMSTRAD CPC 464 for sale, including many top game titles and joystick, all for £70, also Gamegear plus wild games and magnifier, for £140 one. Call Dean on 081-804 0584.

THE MICROSELLS cont.

SEGA MASTERSYSTEM with control pad, control stick, Golden Axe, Double Dragon, Dinamite Ducks. Worth £160 sell for £100. Phone 0204 652 824.

FOR SALE COMMODORE 64, light gun, £100 worth of software, Phone on 0782 773 123.

FOR SALE NINTENDO NES with 3 games, £75 all includes. Phone Dan on 0935 823 407.

AMSTRAD CPC464, joystick, green monitor, over £200 worth of software, manual and magazines. Sega Master System, 2 joystick, 5 games all for £320. Phone Phil on 0274 663451.

WANTED Neo Computer magazines from 1980 to 1988. Please send your list and asking prices to Daniel Falter, 18 St James Avenue, Madborough, Rotherham, S. Yorkshire, SO6 1HZ.

JAP MEGADRIVE with 7 games, all boxed for £150. Call Paul on 0296 24493.

SEGA MEGADRIVE for sale, boxed, includes all leads, Sonic and Altered Beasts, 2 Joypads will sell for £160. Contact Ed on 081-541 5603.

MEGADRIVE games to swap, John Maddens, Raden Trad swap Maddens for Rainbow Island, and Raden for Magical Hat others considered. Phone Sean Kennedy on 051-761 5129.

SPECTRUM +3, 100 plus games £270 worth, tape recorder, 2 joystick, all leads, worth about £420 sell for £160. Call 0527 608 52.

MASTER SYSTEM plus 3 good games and a bargain price of £80 one. Call Ben on 0932 220 792.

PC ENGINE for sale plus 3 games, £120 one. Ring 071-628 2953 ask for Richard.

GAMEGEAR for sale plus Sonic the Hedgehog, plus mains adaptor only 6 weeks old, still under guarantee only £100. Telephone list after 5pm on 0564 779 641.

ATARI LYNX with 3 games, adaptor, ear pieces, batteries and multi player lead, worth £250, sell for £110 with delivery. Phone Seth on 0286 871 515.

SEGA MASTER SYSTEM for sale with 10 games inc. Sonic, Golden Axe, Populous and others, if interested call Luke after 5.30 on 0452 308 677.

AMIGA 500 for sale, £300 worth of games and £250 monitor, plus other accessories, price only £250. Contact Ed on 0592 771 199.

COMMODORE 64 with over 30 games, 2 joystick, colour monitor, £200 one, ask for Jethro on 0734 873 033.

AMIGA 500 for sale, £300 worth of games and £250 monitor, plus other accessories, price only £250. Contact Ed on 0592 771 199.

GAMEBOY for sale for £100, with 4 games, Super Mario Land, Turles. Please call 0909 420 420.

AMIGA 500 for sale, £300 worth of games and utilities, mika and good quality joystick. Phone 021-357 2989.

D I A L A D N U M B E R

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Calls cost 34p (Cheap rate) and 45p (all other times) per minute. If you don't pay the phone bill ask for permission

THE MICROSELLS cont.

ATARI 800 XL complete with disk drive, 17 disks, 100 games, a language course, Spanish, French, German & Italian, plus 2 young childrens educational cassettes, costs over £200 sell for £150. Phone 0322 226 693, Aran Molloy.

SWAP GAMEBOY with light magnifier link tables, etc. plus hard carry case, plus 8 batteries, will swap for SEGA Megadrive, Jap if poss. Leo on 0225 122 135.

SWAP GAMEBOY with 9 games for your Gamegear with 2 to 4 games if interested phone 0703 405 345 ask for Rocky after 5pm.

FOR SALE SEGA MASTER SYSTEM with lots of games, light player and joystick. Phone Colin on 081-676 9750.

AMIGA 500 for sale with high resolution colour monitor, over 40 disks, joystick, mouse, mouse pad, boxed as new, will sell for £350 now. Phone Dan on 0580 719 154 between 5.30 and 6.00 on weekdays.

AMIGA Games to sell and swap, quite a lot of titles available, if interested phone 051-548 5402, ask for Richard.

GAMEBOY, great bargain, 32 Gameboy games for sale, good price £85 one. Ask for Pat on 0237 473 283.

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

SEGA MEGADRIVE for sale, games included. £115 Phone Neil on 0375 383 628.

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

NINTENDO ENTERTAINMENT SYSTEM for sale, including 10 top titles such as Mario 2 and 3, sell for £150 one. Ask for Sam on 0785 851378.

PAL MEGADRIVE in 2 top games. Also Sega magazines, sell for £200 or swap for NES with games. Call 0389 54972 ask for John.

COMMODORE 64, 1 year old fully boxed, all manuals etc. inc. 2 joysticks, data cassette, lots of magazines, over £200 worth of games. £150 if interested call 0272 325 784.

MASTER SYSTEM PLUS 12 games, light player, joystick and 1 controller, all leads, call James after 5pm on 0737 823375.

COMMODORE 64 PLUS TAPE DECK, disc drive 3 cartridges plus games on discs, and on tape, inc. Mr Helly, Star Ray, and Outrun, will sell for £1300. Call: 0245 280970, 23375.

AMSTRAD CPC 464 with colour monitor speech synthesiser, Mini office II, The image system and 2 games. Programming software and manual. Excellent condition. For Sale £200. Call on 0344 486290.

THE MICROSELLS cont.

PC ENGINE GAMES WANTED Final Soldier, Populous, Radius, games also for sale or swap P O K II, Splatterhouse, and many more. Call James on 0737 23375.

FOR SALE AMSTRAD CPC464 with colour monitor and joystick, plus 40 games. Call Adam on 0978 72334.

INTENDO FOR SALE-£175. Includes 7 games and 2 controllers and NES Max controller. Plays American games. Call Johnathon on 0932 841765.

UK. MEGADRIVE with 11 games inc. RoboCop, Streets of Rage and Super Monaco. Plus Japanese Converter. Will Sell for £350. Call Obery or Justin on 0288 415009.

JAPANESE POWER MEGADRIVE with 3 games inc. Lakers V Celtics, Mercs, Quackshot John Maddens '92, PSU, joypad, infra-red joystick, speakers, Brilliant condition. Call 081-398 0392 after 4 pm.

FOR SALE - AMIGA Games (disc) £10-£15. Call 0293 549458.

I HAVE A GAMEGEAR with 15 great games, plus carry bag and mains adaptor. Worth £300. Will sell for £195. Call Toby on 0932 340562. After 6pm.

BRAND NEW NES FOR SALE inc. Robot, 4 joypads, light gun, cleaning kit and 12 top selling games inc. Mario 1, II and III, Megaman 1, Duck Tails. Although worth £350. Selling for £400. Boxed with instructions. Call 0789 209213 and ask for Dennis.

FOR SALE - NEO GEO, memory card, 2 joysticks, Burning Fight, Robo Army, £450. No swaps. Call Cambridge 0223 891006.

COMMODORE 64 FOR SALE. 11 games, 2 joysticks, 1 slightly damaged, a reset switch and accessories. £110. Will sell for Megadrive £72 £72/01.

ATARI ST GAMES AND DEMOS FOR SALE..all originals, inc. Gods, Meglomania and Ethann 5. Call 05447 6952

SUPER FAMICON OR SEGA MEGADRIVE WANTED..with or without games. Or just games wanted. Call Pontefract 0977 7044-5

WANTED...SUPER NINTENDO GAMES, willing to pay £25-£30. Call 081-368 1590.

GAMEBOY FOR SALE..200 games Tetris and Duck Tails. Hard case. Call 081-368 7262.

FOR SALE MASTER SYSTEM converter, Call Tony on 0358 21633.

FOR SALE -AMSTRAD CPC464, with monitor, Plus 72 games. Plus Gameboy with 4 games. £240. Call James 08675 8956.

ATARI LYNX..L.Carry case and power pack. As new. With boxes and receipts. Including 4 games. Rygar, Viking Tails, SlimeWorld and Gauntlett II. Worth £235. Will sell for £160. Call Martin on 061-430 3314.

ATARI ST FOR SALE..with £800 worth of games. 60 computer

THE MICROSELLS cont.

magazines. Excellent 16 bit machine. Perfect condition. Worth over £1000 but will sell for £400. Call 0633 842613.

MEGADRIVE FOR SALE..4 months old with 9 games and 2 new joypads. Any reasonable offers accepted. Writing to sell games separately. call Tony on 0358 216633.

I AM SELLING MY GAMEBOY for £80 separately. With Bart Simpson and Cestars Palace. The games are selling for £13. Call Carlos on 4556320.

C&VG MAGAZINES and Mean Machines For sale. Call for Details.

0702 844205.

SEGA GAMEGEAR under 1 year old. Exc. Con. 3 Games. For the excellent price of £120. Call 081-441 7581.

MEGADRIVE GREAT BARGAIN, 32 games, quick sale, good price £85 one. Ask for Pat on 0237 473293.

MEGADRIVE WITH 3 GAMES, Scott or Pal. Takes all cards. £150 or swap for Super Famicon with 1 game, preferably Mario 4. Phone Stuart on 0883 712400.

SEGA MEGADRIVE FOR SALE games include Road Rash, F1 Race and others. £150. Phone Neil on 0375 383628.

ATARI 520 ST FM WITH 25 games, everything in original boxes, 3 joysticks, mouse plus mat, Amstrad dot matrix printer included. £350 one. Tel 0252 616559 after 5pm.

NINTENDO ENTERTAINMENT system for sale including 6 top titles eg Mario 2 and 3. Sell for £150 or nearest offer.

PAL MEGADRIVE WITH 8 TOP games including Road Rash, also Sega magazines. Will sell for £200 or swap for Super NES with games. Tel. 0389 54972 ask for John.

SPECTRUM 128K PLUS 2 and Spectrum 48KPlus, over £500 worth of games and £100 worth of magazines and other games, 2 machine code books, 2 joysticks and tape recorder, worth £1,000 sell for £170. Buyer collects. Phone James on 0924 256602.

COMMODORE 64 1 year old fully boxed, all manuals etc, includes 2 joysticks, data cassette, power supply, lots of magazines, over £200 worth of magazines, sell for £155. Phone 0272 92576.

FOR SALE: ATARI ST FM 1 year old with leads, loads of games and utilities, mouse and good quality joystick. Demo disks and about 30 mags. Will be included with quick sale. Phone 021-357 2989 and ask for Rob. All for £300 or offers considered.

SWAP GAMEBOY with 9 games for Gamegear with 2-4 games. Phone 0703 405345 and ask for Rocky after 5pm.

SEGA MASTER SYSTEM for sale with lots of games, light player and joypad. Phone Colin on 081-676 9750.

THE MICROSELLS cont.

NES COMPLETE with Mario 1 and 3 and Turles, all boxed with instructions, also a book of tips for Mario games. £100. Phone 0303 466676 and ask for Aran.

ATARI 800 XL complete with disk drive, 17 disks and 100 games, a language course - Spanish, French, German and Italian, plus 2 young childrens educational cassettes, Cost for £300, sell for £150. Phone 0322 226693 and ask for Aran.

SWAP GAMEBOY with light magnifier link tables etc, plus hard carry case for Sega Megadrive. Jap if possible.

AMIGA 500 FOR SALE with high resolution colour monitor, over 40 disks, joystick, mouse, mouse pad, boxed as new. Will sell for £350 or less. Phone Dan 0580 713154 from 5.30-6.30pm weekdays.

AMIGA Games FOR SALE and will swap. Lots of titles available, including Tetris and Snake, all boxed. Also 2 LCD games, sell for £95 or swap for Gamegear with game, preferably Sonic. Call Chris 081-300 8412.

ATARI ST FOR SALE with 15 games for £240 or swap for any Amiga, no games required. Contact Chris on 0988 662553.

MEGADRIVE Games TO SWAP John Maddens for Rainbow Island, and Raidens Trad for Magical Hat. Others considered. Phone 081-781 5129 and ask for Sean.

SPECTRUM PLUS 3, 100 plus games, £270 worth. Tape recorder, 2 joysticks, all leads, includes Ice Smash TV and more. Worth about £420, sell for £160. Phone John 0527 69892.

LYNX II WITH 3 GAMES, Sunscreen, Scratchguard, all boxed, only 2 weeks out altogether worth £200, sell for £135 or nearest offer. Contact Ryan on 0422 246814.

NES FOR SALE..£200 to include 2 controller pads and 130 games eg Bart Simpson, Space Mutants, Metrod, Super Mario 1 and Ghosts & Goblins.

PC ENGINE FOR SALE plus 3 games at a bargain price of £80 or nearest offer. Call Ben on 0932 220792.

COMMODORE 64 PLUS plus 3 games - £120 or nearest offer. Phone 071 628 2953 and ask for Room 628.

PC ENGINE FOR SALE plus 3 games - Hedgehog, Collins and mains adaptor. Only 6 weeks old. Still under guarantee. £100. Phone Ian on 0564 776641 after 6pm.

RADIO CONTROLLED CAR for sale, £50 including rechargeable batteries, controller and rest will swap.

Famicon or Gameboy with games. Phone Matthew on 0446 720764.

Quick!

DIANADNUMBER

0839 500848

Calls cost 34p (Cheap rate) and 45p (all other times) per minute. If you don't pay the phone bill ask for permission

THE MICROSELLS cont.

ATARI LYNX WITH 3 GAMES, adaptor, earphones, batteries and multi-play lead, worth nearly £250, sell for £110 with delivery. Phone Seth on 0286 871515.

SEGA MASTER SYSTEM for sale including Sonic, Golden Axe and Populous. All boxed. Call Luke on 0452 308677 after 5.30pm.

QUICK SALE: GAMEBOY and BBC and Spectrum plus 2, all with games for Amiga with modulator, mouse etc. Phone Andy on 0592 771189.

AMIGA 500 FOR SALE: with powerful mega bite upgrade, £300 of games and £250 colour monitor plus other accessories. Price only £520. Contact 051-294 0511 and ask for Peter.

SEGA MASTER SYSTEM 2 games, Michael Jackson's Moonwalker and Dick Tracy, 10 of the four Brilliant bargain! Send SAE to 18 Laurel Close, Mellingwood, Kirby, Merseyside.

COMMODORE 64 with over 30 games, 2 joysticks, tape cassette player and an excellent colour monitor. £200 or near offer. Ask for Jethro on 0734 873033.

FOR SALE: GAMEBOY with 4 games - Super Mario Land, Double Dragon, Tetris and Tetris II. Call 0925 428050.

SPECTRUM 2 plus 2 manual, joystick and £100 worth of games for £100 only. All these included. Please phone 0732 870094.

SWAP FATAL FURY on Neo Geo for any other decent Neo Geo game. Call Ian on 0767 312070.

FOR SALE: FABULOUS Nintendo, good condition, 8 games, Mario 1 and 2, Turbles etc all for £150. Phone Lew on 071-751 6649.

CPX 464 FOR SALE: Including many titles and joystick all for £70 also Gameboy plus 5 games plus magnifier will sell for £140 or near offer. Call Dean 081-894 0594.

SEGA MASTER SYSTEM with control pad, control stick, Golden Axe, Dynamic Duck etc worth £160 sell for £100. Phone 0204 820824.

FOR SALE: COMMODORE 64 new version, light gun, joystick, over £100 worth of software, £80 on nearest offer. Phone 0782 77123.

FOR SALE: NINTENDO NES with 3 games, Super Mario Bros 3, Super Mario Bros 1 and Tetris. £75 all leads included. Phone Ben on 0935 823407.

AMSTRAD CPC 464 joystick game monitor, over £200 worth of software, manual and mags plus Sega Master System with 2 joypads, 5 games all for £320. Phone Phil on 0274 663451.

WANTED: any old computer magazines from 1980-88. Please send your list and asking price to Daniel (alt) at John A. Masonborough, Rotherham, S Yorks, S60 1HZ.

NES GAMES FOR SALE Mario 3 £30, Mario 2 £30, WWF £30, Kung Fu £15. Call Eric on 081-953 3541.

THE MICROSELLS cont.

SEGA MASER SYSTEM with 7 great games including Mickey Mouse, Golden Axe and Populous. Also 2 new Maverick joysticks and loads of mags. All only £150 only. Tel: 0785 664166.

C64 DATA CASSETTE with 2 Cruiser joysticks, light gun and games, mouse and advanced ACP art studio and 75 games. Also 15 mags with cover tapes and boxes. £150 only. Tel: 0785 664616.

ATARI ST FM 1040 for sale plus 70 games plus mouse, plus 3 joysticks, still boxed £150-£200. Phone: 0440 61336 and ask for Spun.

BRAND NEW MEGADRIVE takes Japanese or British games. Will sell for £120 or swap for Atari or Amiga with no games. Phone 081-409 6210 after 5pm and ask for John.

FOR SALE: Issues 1-20 of Mean Machines, 20 mags of CAVG plus other magazines, £100 the lot. Phone Paul on 0443 451933.

BRAND NEW MEGADRIVE with 2 new games, Revenge of Shinobi and Streets of Rage selling for £120. Ring 081-809 6210 and ask for John after 5pm.

UK MEGADRIVE only 3 months old, still boxed, comes with 2 joypads and John Madden 92. All for £95. Phone Martin on 0785 307836.

NINTENDO GAME FOR SALE, superb adventure game, in excellent condition, worth £35, sell for £25 only. Call James on 0483 429904 after 5pm.

NINTENDO ENTERTAINMENT system, NES adventure joystick, no games, £80 or swap for Megadrive. Contact Andy on 0273 429504.

2 NINTENDO GAMES, Turtles and Castlemania, any offers? Call Paul on 0252 441874.

HAND HELD PC ENGINE GT with 6 games for quick sale - £200. Call Durcan on 0332 580326.

SPECTRUM 128K plus 2A with light gun and games with box. Over £700 worth of games and over £200 worth of mags. Call for joystick, program and books. Worth £1,100 will accept £200.

Phone Martin on 051-648 3654.

ATARI 520 SITE FOR SALE 2: 2 joysticks, mouse, mouse mat, colour TV with ST hook-up wire and over 50 games. Will sell for £280. Call RJ 071-589 0770.

AMSTRAD CPC 464 with 40 games with joystick for £115. Call 0925 824567.

MEGADRIVE FOR SALE, good condition, still boxed, all top ten best games. Will sell for £100. Call Giles on 0491 876423.

SWAP NINTENDO with 4 games, SMB 1, 2 and 3 and TMHT for a Gamegear or a Gameboy. Micky Mouse, Yoshi and some money for Super NES or Famicom. Phone Richard on 0344 483479.

THE MICROSELLS cont.

BRITISH MEGADRIVE for sale with 2 joypads, steering wheel, carrying case, 9 games including Streets of Rage, Wrestle War, Road Rash, Shinobi. Worth £500 sell for £350. Phone 0795 431008.

ATARI LYNX II CARRY CASE and power pack, as new with boxes and receipts, including 4 games Rygar, Viking Child, SlimeWorld and Gauntlet III. Worth £233 new will sell for £180. Call Martin on 061-430 3314.

ATARI STE FOR SALE with £800 worth of games, 60 computer mags, excellent 16 bit machine, perfect condition, not 31,345 only £400. Ring quick on 0633 842613 after 5pm.

MEGADRIVE FOR SALE 4 months old with 19 games and 2 new joypads. Any reasonable offers accepted. Willing to sell games separately. Phone Tony on 0358 21633.

GAMEBOY FOR SALE £80 also Bart Simpson and Caesar's Palace games £15 each. Phone Carlos on 455 6320.

SEGA GAMEGEAR under 1 year old. Excellent condition, 3 games for £120. Call 081-441 7687 and ask for Lewis.

FOR SALE: MASTER SYSTEM controller. Call Tony on 0358 21633.

SWAP SEGA MEGADRIVE with 10 games for Amiga 500 plus games. Call James on 0703 344236.

BOXED PAL FAMILIOM, 8 games worth £580, will sell for £400 or swap for Megadrive with 15 games. Phone 071-431 4351 after 5pm and ask for Greg.

NES FOR SALE: 3 months old, perfect condition, included control deck, light gun, 2 controllers, 2 games all under guarantee. Worth £100 sell for £80 or, nearest offer. Phone 0483 429904 after 5pm.

FOR SALE: AMIGA GAMES (Disk) £10-£15 each. Contact 0293 543458.

GAMEGEAR PLUS 15 great games, plus carry case. Phone Cambridge. Cost new £300 sell for £195. Ring Toby after 6pm on 0932 340582.

JAPANESE POWER MEGADRIVE 5 games including Lakers v Celtics, John Madden 92, Mercs, Quakshot, speakers. Brilliant condition £130. Tel: 081-908 0392 after 4pm ask for Ollie.

NEO GEO SCART memory card, 5 joysticks, Burning Fight Robot Army, 5491 no swapper. Phone Cambridge. 0223 881006.

COMMODORE 64 FOR SALE with 11 games, 2 joysticks (1 slightly damaged), a reset switch and accessories for £110 or swap for Megadrive. Phone Mark on 0772 824567.

SUPER GAMEBOY or Sega Megadrive wanted with or without games or just games. Contact Micky Mouse 0517 734400.

WANTED: SUPER NINTENDO games, willing to pay £25-£30. Call Shahn on 081-968 1590.

THE MICROSELLS cont.

GAMEBOY FOR SALE, 2 games Tetris and Duck Tack. Battery pack and hard case. Phone Tom 081-599 7262 before 4pm and ask for Sam.

FOR SALE: AMSTRAD CPC 464 with monitor plus 72 games plus Gameboy with 4 games £240. Ring James on 08675 6956.

OVER 1500 WORTH OF GAMES including Californian games and offers invited of around £50. Phone Warren on 0575 443518.

MASTER SYSTEM plus 12 games, light Phaser, joystick, 1 controller, all leads. Phone James after 5pm on 0737 823375.

PC ENGINE GAMES WANTED: Final Soldier, Probus and Gradus. Games also for sale or swap. £2 Kix II.

Spitterhouse and many more. Phone James after 5pm on 0737 823375.

FOR SALE AMSTRAD CPC 464 with colour monitor, speech synthesiser, mini office II, the image system and 32 games. Programming software and manuals. Excellent condition. For Sale £200. Call 0344 488200.

MEGADRIVE FOR SALE with 10 games, Japanese or American 3 games. Phone James after 5pm and Streets of Rage £150 or swap for Famicom or PC Engine GT. Phone 0792 653294.

NINTENDO FOR SALE £175 includes 7 games and 2 controllers plus NES main controller, plays American games. Phone Jonathan on 0932 341763.

UK MEGADRIVE with 11 games including Robotnik, Mercs Streets of Rage etc plus a Japanese converter. Sell for £350. Call Rory or Justin on 0288 415029.

JAPANESE POWER MEGADRIVE 5 games including Mercs, Quakshot, etc joystick, infrared joystick, speakers. Perfect condition. Tel 081-908 0392 after 4pm.

PC ENGINE GAMES, Atomic Robotnik and Golden Axe and also Megadrive Strider. Each for £20. Call Stephen on 0860 577731.

AMIGA GAMES FOR SALE, all boxed originals, titles include Cruise for a Corps, Jimmy White's Snooker, Captain Planet, Nightmare and more. Phone 0783 164033 for more details.

MASTER SYSTEM plus Shinobi, Golden Axe, Secret Command, Donat Duck, World Soccer and Alex Kidd and 2 joypads for £140 only. Will consider swaps. Tel: 0245 260670.

NINTENDO ENTERTAINMENT system for sale with 2 control pads, Super Mario, Baseball, Super Off Road, etc £50. Phone Mike on 0934 712983.

FOR SALE: ATARI 520 and colour TV for sale, Lyrx and 4 games in a pouch for £90. ST and TV for £70 or the lot for £140. Call Marn after 5pm on 0273 734492.

DIAL AN AD NUMBER

0839 500848

Calls cost 34p (Cheap rate) and 45p (all other times) per minute. If you don't pay the phone bill ask for permission

THE MICROSELLS cont.

SUPER FAMICOM and Gameboy exchange service, many games for both systems. Exchange prices are £3 for Famicom and £1 for Gameboy includes postage and packaging. Phone: 0504 43617 and ask for Flory after 9pm.

SWAP 4 AMIGA GAMES. WWF, Pitfighter, Final Fight and Budican and a best of Wrestlemania etc total value over £120 for a Megadrive with 1 game of a Gameboy with 3 games. Phone James on 0639 637321 on Sundays from 2-5pm.

FOR SALE SEGA MEGADRIVE with 2 jypoads and stereo speakers plus 6 Megadrive games, Master System converter and 2 Master System games. Call Andy on 0609 82409 after 4pm on weekdays.

SWAP 1 Of Dynamic Duck, Jumping Jack, Hostages, North and South, Robotica or Ninja Rabbit for Snopy on Amiga or swap for best offer. Phone 041-427 1612 and ask for Gerry.

COMMODORE 64 plus tape deck, disk drive, 3 cartridges, plus 3 games on disk and on tape including Mr Healy, Star Ray and Outrun for £130 or near offer. Call 0245 269870.

MEGA MKI FOR SALE with 20 games with Deluxe Paint II, also mouse, mat and joystick. Loads of magazines, fully boxed with instructions all for £300 or near offer. Phone John on 0798 747577.

SWAP ATARI ST FM joystick, mouse and mat, many games for Amiga or sell for £250. Phone 0223 311329 ask for Adam.

WANTED: SUPER NINTENDO power version game for under £30. Please call 081-969 7418.

COMMODORE 64 COMPUTER for sale, includes monitor, 5.25in disk drive, tape cassette, £300 worth of games, all manuals and leads plus 2 joystick worth £1,270 will sell for £560 or nearest offer. Call 081-572 1255.

WANTED: NINTENDO and Master System games. Will pay up to £13 also Megadrive games up to £20, must have box and instructions. Phone 0792 584346 or 653924.

COMMODORE 64 with 6 games and 2 joystick cover pack and keyboard. Contact Mark on 0438 315884.

MASTER SYSTEM with 11 games including Mickey Mouse, Wonderboy 2 & 3 and many more. All with instructions, 2 jypoads and 1 joystick, still boxed. Phone Dave on 0782 626826 weekdays after 5pm.

FOR SALE 100 Dragon Lady control car fully boxed with charger and rechargeable battery and Commodore 64 with heaps of games, also boxed. For either an Atari 520 STE or Super NES and games. Buyer collects. Call Aberdeen 4224 501616.

THE MICROSELLS cont.

WANTED SECOND HAND Amiga disk drive, preferably rock light. Phone Nick on 0625 428622.

SWAP AMIGA 400 1meg with games for Super Nintendo with 3 games or sell for £250 or nearest offer. Please phone Stuart 021-565 2412 on weekdays after 7pm only.

ATARI ST GAMES for sale in mint condition, WWF, Pitfighter, Codermaster Mix etc all for £35. Phone 0604 720568. Ask for Alan.

GAMEBOY PLUS 5 games including Mario and Double Dragon. £125 or will sell separately. Call Graham on 031-661 3935.

AMAZING BARGAIN! Atari STE with 2 joystick, loads of games. Worth £350, sell for £350 or swap for Super NES. Phone 0347 21730.

CGI FOR SALE, with 30 great games, including data cassette, good joystick and all. Worth £200 but works perfectly. Good model sell for £100 only. Phone Anthony on 0247 810063.

SWAP ROBOCOP and S22 for either EA Hockey or PG Tour Golf. Phone E A Hockey or PG Tour Golf. Phone Mark on 021-459 4703. Must be able to collect in Birmingham area.

NES FOR SALE 15 top games. Super Mario, Simpsons, Megaman and Zelda. Joystick and power glove. Everything boxed in excellent condition, worth £700, sell for £400 or swap for Amiga 500 or Megadrive plus games. Phone Lynn on 0553 671408.

SEGA MEGADRIVE Games Shadow Dancer and Dangerous Seed. £20 each or swap for any good UK NES game. Phone Ian on 0272 555269 after 4pm.

SWAP SEGA MEGADRIVE with 3 good games in mint condition for an Amiga 500 with some games. Call Peter on 0252 511429.

GAMEGAR FOR SALE with Mickey Mouse and AC adaptor. Still with box, good condition. Sell for £85. Phone 0564 42036.

FOR SALE GAMES for Famicom £25 each, 50 plus software for the Spectrum plus 2A. Phone 0744 38141 for details and for Paul.

AMIGA 500 with 40 games plus 2 joystick. Phone 061-702 9614 and ask for Anash. Price £220.

BARGAIN ATARI LYNX with 4 games with Atari XC with about 50 games. Sell Lynx on offer for £70 and XC for £50 with 14in colour TV or sell the lot for £140. Call Martin after 4.30pm on 0273 734482.

FOR SALE Nintendo games for more information call James on 081-989 9054.

NEO GEO with Fatal Fury and 2 joystick. £30. Also Yamata keyboard with built in synthesiser and drum machine. A hundred rhythms and a hundred sounds - £90. Phone Rob on 0306 868508.

THE MICROSELLS cont.

SEGA MASTER SYSTEM D with Sonic, Flong, Hunter and Starcarrier for £90. Only 3 months old. Call Dave on 0533 477212.

SWAP MASTER SYSTEM with 9 games, light purple and essential for an Amiga 500 with mouse and monitor (games not necessary). Call 0703 243556.

SPECTRUM PLUS 3 over 100 games, tape recorder, 2 joystick, all leads, worth £450 will sell £140. Phone 0527 63852.

AMIGA 500 IN EXCELLENT condition, with modulator, mouse, joystick, over 15 games Fidelity TV, 14in, Dulux paint, big manuals all for £300. Phone 071-607 6373.

ATARI 2600 FOR SALE, 3 games, joystick at bargain price of £20. Phone 0924 270786.

FAMICOM GAMES FOR SALE Superdwindy Golf, Area 888 and Final Fight. £23 each. All games boxed and in excellent condition. Phone 061-7365246 and ask for Russell.

NINTENDO NES 8 GAMES plus 2 controllers. £10. Woodbridge 953254.

NES FOR SALE WITH 8 games including Airwolf and TMHT. All for £200. Call Mark on 0442 234909.

PC ENGINE. Joypad joystick, 11 top games and motor player adaptor, worth £450+, offers over £200. Will split. Phone Nick on 061-9803537 after 5pm. Also free games rack.

NES WITH ZAPPER and 2 jypoads, Quickshot, Joystick and 9 games including Super Mario Bros 1, 2 and 3, Zelda, Shadow Warriors, Duck Tails, Blue Shadow and more. Excellent condition £135 or near offer. Phone 081-953 1247.

PC ENGINE GAMES WANTED especially Devils Crash and Splitterhouse. Contact Tony on 061-968 9688.

AMIGA GAMES FOR SALE including Chase HQ II, Lotus and Man United for £10 each. Call 0737 761231.

AMIGA 500 screen stands package boxed in mint condition plus 1 megabyte upgrade with clock, TV modulator, 2 joystick, mouse and 20 top game titles. Sell for £350. Phone Duncan on 081-953 8031.

FOR SALE COMMODORE 64c new version, all necessary peripherals, tons of games, mint condition, £100 or swap with Megadrive UK version. Call Gary on 0742 761694.

4 MONTHS OLD MEGADRIVE with manual instructions, 1 jypoaid, powerstick, 4 games and scart lead £200. Phone 081-902 7153 before 7pm.

MEGADRIVE FOR SALE 2 controllers, 2 games, Test Drive 3 and Desert Strike. £120 or nearest offer. Call Gavin or Gareth on 04024 73213.

WANTED: MEGADRIVE - cheap. Phone Michael on 0483 770240.

THE MICROSELLS cont.

WANTED: NEO GEO GAMES all titles, Fatal Fury etc, £50 each or £40 for older titles. All games urgently wanted. Phone 0509 415055.

FOR SALE: AMIGA 500 plus 1048 test D colour monitor, 1 megabyte and external disk drive, over £100 worth games, mouse, dust cover for £450. Excellent condition. Contact Patrick on 0372 275971.

FOR SALE: C64 in mint condition, 120 excellent games, 3 joystick, light gun and magazines all for £390. Call Sean on 0270 69001. Games include Terminator II, Final Fight and Turbo Charger.

NINTENDO NES SUPER SET 6 months old, 4 jypoads, NES 4 core, 7 games including Double Dragon II, Solstice and Kick Off. £170 or nearest offer. Phone Kevin on 0206 572826.

BBC COMPUTER with Opus II Challenger Disk Drive, 256k, many games - educational, business programmes and manuals - also Epson RX80 printer, offers to Microfiche on 0924 274515.

AMIGA 500 FOR SALE plus joystick, mouse and 1 meg memory. External drive and 10 original games for £350 or swap British version with at least 4 games. Phone Chris on 0792 775671.

NES FOR SALE plus Mario 1 and 3, Duck Hunt, Zapper, Scale ATX and Simpsons. £100. Phone 0784 257959.

LYNX II WITH ZYBORGs, Hard Driving and Ninja Agents. All boxed, perfect condition, worth £180, will sell for £95 or swap for Scat Famicom with no games. Call Paul on 081-764 1191.

COMMODORE C64 NEW STYLE High Moves Microdrive pack with over 200 games, 4 joystick, all boxed with instructions, some magazines, £100. Phone Michael on 0992 29256.

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TEENAGE MUTANT HERO TURTLES 2 - TURTLES IN TIME

● KONAMI ● SUPER NES ●

They're green, they're mean and you're probably getting a bit fed up of them but it looks like the Turtles are here to stay. Anyway, the good news is that the Turtles have inspired one of the most exciting new SNES products around. TMHT2 - Turtles in Time is a sequel to the original Konami coin-op. It's a two player beat 'em up, looking initially very similar to the first game. Appearances can be deceptive though, for under the pleasant face of the first few levels is a mass of novel features and hilarious comedy antics! We've already had a sneak preview of the game, and Konami have been beavering away to use all the goodies on the SNES to full effect. The simple beat 'em up action is nicely broken up by sub-levels including an awesome F-Zero variant and from what we've seen already this cart is really looking the business which could provide a much-needed shot in the arm for Turtle freaks everywhere. This is one to watch out for and it could be the best thing since the last best thing, so watch this spot for the full Review just the very second we get it!



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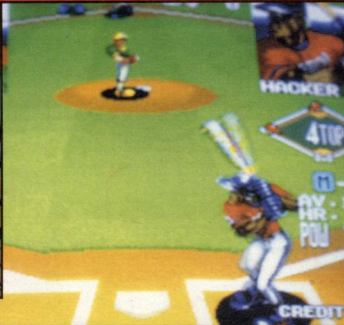
BASEBALL STARS 2

● SNK ● NEO GEO ●

Strike One! Strike Two! Hurrah - it's another big hit from the Neo! Arcade baseball fans will need no introduction to Baseball Stars, the Neo Geo laugh which still does well in the arcades today. Now it's back for a second strike, and all the signs are that this one could score another Home Run in the arcades and in the home. It looks as if manufacturers SNK have taken the original game and tweaked up the best bits to provide more of the same only better!

Broadly speaking, the sequel plays just in just the same way as the first game. Each player chooses his team from the massive range on offer and plays ball. Gameplay is pretty simplistic, but promises a great laugh in two-player mode. Three strikes and you're out, three Outs and you change, the rules aren't exactly hard to work out!

Where the original scored highest was in great graphics and nice humorous touches. Whether the sequel manages to improve on these or just delivers more of the same remains to be seen, so keep your pitching arm stuck to these pages for the full CVG review just the second we can!



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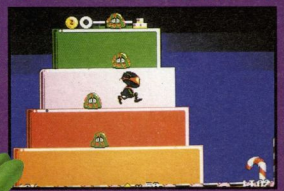
● AMIGA ● ST ●

CVG heroes out there will remember that we reviewed Zool in the Hotshots section last month, but being very sad thickies we didn't print any screenshots! So what do we do about that, eh? We flipin' well go and print 'em this month, because we reckon Zool could be one of the hottest home computer hits this year! Gremlin's mega fast action platform romp has been in production quite a while now, and it's really starting to look the biz!

Basically, you play this Ninja Ant-type thingy - and boy can this lad shift! He can cling to walls, slide on slopes, leap for his life and use a Smart Bomb the like of which you've never seen before! He's a hero of the Nth Dimension, a weird and wonderful place where just about anything can happen and often does! There's the Sweet World - where confectionary can be a killer, the Music World - which includes instruments of death, the Tool World - where you quickly find yourself in a tangle and the Fruit World, with tummy-aching trouble all round.

With a grand total of 21 levels over seven different graphics styles, Zool

already looks like it's going to be a bit of a winner. One thing you won't see from these shots (but we have 'cos we're hard) is the sheer speed of the game. Zool zips about like nobody's business and this little baby looks like it could set new standards on the Amiga. Rest assured we'll be giving Zool the full Review treatment just the second we can, but for now you can drool over these screenshots and start saving that cash...



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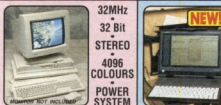
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WIN A SUPER SCOPE

READY! AIM! FIRE! Here's your chance to win one of 20 brand new Nintendo Super Scopes, courtesy of Nintendo themselves! Not content with giving away an incredible ten Super Nintendos a few issues back, CVG's gone and scooped the universe yet again to give away 20 Super Scopes - one of the hottest pieces of console kit around!

If you're a long-haired dribbling weirdo who doesn't know what the Super Scope is, we'd better put you out of your misery and explain it's one of biggest bolt-on goodies money can buy! With six games included in the pack, and a blimmin' big bazooka-size gun to swank about with, this is one fine add on for the big Nintendo and a laff riot as well! So what do you have to do to win one of these fabby bits of kit? How can you get your hands on this white hot little number and be the envy of your whole street? We think you'll like this...

On these pages we've printed a load of monsters from Super Mario Land (the game which comes free with the Super Nintendo) and invented a game of our own. Read the text next to each monster and then try and work out which square you would aim at with your Super Scope to blow it away!

(Im portant note: You can't use your scope on Super Mario world, but we're just doing it for this compo. You get six free games with the Scope anyway, so that shouldn't matter one jot!)

For example, if you think a good old rocket up the B6 would dust Monster 1 then that's what you write on your entry. Do it for each monster then complete this tie-break in no more than 10 words: "I reckon I'm hard enough for a Super Scope because..." To show you what we're looking for, here's a sad sample entry from none other than CVG crapsnot Paul Rand:

1. A1
2. A4
3. D1
4. D4

I reckon I'm hard enough for a Super Scope because: I'm in the London Karaoke Competition Finals and cacking it!

WE'RE GIVING AWAY 20!

MONSTER 1: IGGY

This specky monster is well 'ard thanks to his massive fangs and claws, but get your shot **RIGHT** and it's **FANGS** for the memory as this boyo bites the dust!



MONSTER 2: LEMMY KOOPA

Don't go cross-eyed if you want to blast this boyo back where he belongs. Who **KNOWS** what's the best way to dust him?





MONSTER 3: LUDWIG

With all that hair and a single fang, we reckon Ludwig's a **RIGHT EYEFUL** and a bit of a laugh. What's the best way to dust him?

MONSTER 4: ROY

You'll be **LEFT** with a **FISTful** of worries if you can't get rid of old Roy just the second this shady character creeps up on you!

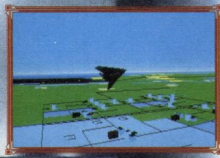
So now you know what to do, work out those weak points, complete that tie-break and fire those entries off to: **CRUMBS MUM! I WANT A SUPER SCOPE! COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FAR-RINGDON LANE, LONDON EC1R 3AU.** You'll have to get your skates on though, because your entries **MUST** reach us by Friday July 3. (Sorry overseas readers - we'll do a compo specially for you very soon!) Get blasting!



FINAL BIT

Right, pay attention and stop mucking about because this is important. All the usual CVG compo rules apply, which means you can't enter if you're anything to do with EMAP or Nintendo or your name is Stuart Hodge from Redhill, Surrey, because he hasn't tidied his bedroom in eight months. Other than that you can enter as many times as you like, the Editor's decision is final and anyone who phones up to find out how they're getting on will be laughed at, instantly disqualified and forced to listen to Billington's Burps all day like we do.

Welcome to the CVG Hall Of Fame, the **ONLY** place you'll find all the truly great games listed in one place - inside the greatest games mag in the universe! This is where all the legends live, the best of the best and the greatest of the great. These are the all-time greatest games, listed together with the machine versions we recommend. Every list and the order the games are in will change from month to month, but these are the games we rate highest of all right now and if it's on these pages it's a must for your machine! So take a look, enjoy yourselves and write in if you reckon you know better! Fire those great games lists off to: **HALL OF FAME, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.** We'll be printing a selection right here in the mag, so you could be a CVG Hero too! What are you waiting for? This is your chance to be a star!



SIMULATIONS

1. **JETFLIGHT II**
US Gold - PC
2. **FORMULA ONE GRAND PRIX**
Microprose - Amiga, ST, PC
3. **F15 STRIKE FALCON II**
Microprose - Amiga, ST, PC
4. **F117-A Stealth**
Microprose - Amiga, ST, PC
5. **F19 Stealth II**
Microprose - Amiga, ST, PC
6. **FALCON IV**
Microprose - PC
7. **CHUCK YEABERG AIR COMBAT**
EA - Amiga
8. **JIMMY WHITEHEAD RUGBY**
EA - Amiga
9. **DEVIL CRASH**
Naxal - Megadrive
10. **GUNSHIP 2000**
Microprose - PC
11. **F19 INTERCEPTOR**
EA - Amiga



PLATFORM GAMES

1. **SUPER MARIO 3**
Nintendo - NES
2. **SUPER MARIO WORLD**
Nintendo - Super Nintendo
3. **SONIC THE HEDGEHOG**
Sega - Megadrive, Master System, Game Gear
4. **PC KID II**
Hudson Soft - PC Engine
5. **SUPER MARIO I**
Nintendo - NES
6. **ROBOCOD**
Miller Jam - Megadrive, Amiga, ST
7. **SUPER MARIO LAND**
Nintendo - Gameboy
8. **TASMANIAN DEVIL**
Sega - Megadrive
9. **RAINBOW ISLANDS**
Ocean - Amiga, ST, NES
10. **TERMINATOR**
Virgin - Master System, Megadrive



SHOOT 'EM UPS

1. **CONTRA SPIRIT**
Konami - Super Nintendo
2. **DATASTORM**
Visionary Design - Amiga
3. **SMASH TV**
Acclaim - Super Nintendo, NES
4. **SUPER R-TYPE**
Irem - Super Nintendo
5. **GUNHED**
Hudson Soft - PC Engine
6. **SUPER ALESTE**
Toho - Super Nintendo
7. **GYNOUNG**
ScopeSoft - Megadrive
8. **NEMESIS**
Konami - PC Engine
9. **HELL FIRE**
Toaplan - Megadrive
10. **UN SQUADRON**
Capcom - Super Nintendo

SPORTS GAMES

1. **KICK OFF 2**
Anco - Amiga, Master System, Game Gear, Game Boy
2. **SUPER TENNIS**
Tonkon House - Super Nintendo
3. **PGA TOUR GOLF**
EA - Megadrive, Amiga, PC
4. **JOHN MADDEN '92**
EA - Megadrive, Amiga
5. **SPEEDBALL II**
Irrorsol/Acclaim - Megadrive, Amiga, ST
6. **WWE**
Acclaim - Super Nintendo
7. **EA ICE HOCKEY**
EA - Megadrive
8. **WINTER CHALLENGE**
Accolade - PC
9. **KICK OFF**
Anco - Amiga
10. **THE MANAGER**
US Gold - Amiga





PUZZLE GAMES

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

CVG FAVE FIVES

- TIM:**
TETRIS - Gameboy,
SUPER TENNIS -
Super Nintendo
- STREETFIGHTER 2** - Amiga, PC, MULA ONE - Amiga,
TOP RACER - Megadrive
- FRANK:**
STREETFIGHTER 2 - Arcade,
SUPER MARIO WORLD - Super Nintendo,
STEEL EMPIRE - Megadrive, **SUPER ALESTE** -
Super Nintendo,
F-ZERO - Super Nintendo.
- JON:**
STREETFIGHTER 2 Arcade
F-ZERO Super Nintendo
SUPER CUP SOCCER
Super Nintendo
- TAZMANIAN DEVIL** Megadrive
RANMA Super Nintendo
- PAUL:**
KICK OFF 2 - Amiga;
FORMULA ONE - Amiga;
EYE OF THE BEHOLDER 2 - Amiga;
SUPER MARIO 3 - NES; **SUPER MARIO WORLD** - Super Nintendo.
- JAZ:**
SUPER MARIO 3 - NES;
SUPER MARIO WORLD -
Super Nintendo, **STREETFIGHTER 2**
- Arcade; **TIME BANDITS** - ST;
DEFENDER - Arcade.
- JENNY:**
KILLER TOMATOES
Game Boy
MEGAMAN 2 Game Boy
MONSTER WORLD 2
Game Gear
TINY TOON ADVENTURES
Game Boy
POPEYE 2 Game Boy

FAME

BEAT'EM UPS

- 1. INTERNATIONAL KARATE** -
System 3 - Amiga, ST
- 2. STREETS OF RAGE**
Sega - Megadrive
- 3. FINAL FIGHT**
Capcom - Super Nintendo
- 4. SUPER SHINOBI**
Sega - Game Gear
- 5. STRIDER**
Capcom - Megadrive
- 6. TWO CRUDE DUDES**
Irons - Megadrive
- 7. BUDOKAN**
EA - Megadrive
- 8. FIRST SAMURAI**
Mirrorsoft - Amiga
- 9. BEAST WARRIORS**
Sega - Megadrive
- 10. GOLDEN AXE**
Sega - Megadrive



DRIVING

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



STRATEGY/ ADVENTURE

- 1. HUNTER**
Activision - Amiga, ST
- 2. STAR TREK**
Interplay - EA - PC
- 3. RAILROAD TYCOON**
Microprose - PC
- 4. DAMOGLES**
Novagen - Amiga, ST
- 5. SIM CITY**
Maxis - Amiga, ST, Super Nintendo
- 6. ELITE**
Firebird - Amiga, ST, PC
- 7. POPULOUS 2**
EA - Amiga, ST, PC
- 8. LASER SQUAD**
Blade - Amiga, ST
- 9. DEUTEROS**
Activision - Amiga, ST
- 10. SIM ANT**
Maxis - Amiga, PC

ARCADE

- 1. STREETFIGHTER '92**
- Capcom
- 2. STREETFIGHTER 2** - Capcom
- 3. STARGATE** - Williams
- 4. DEFENDER** - Williams
- 5. STARBLADE** - Namco
- 6. TOTAL CARNAGE** - Williams
- 7. SMASH TV** - Williams
- 8. STAR WARS** - Atari
- 9. KLAX** - Tengen
- 10. FINAL FIGHT** - Capcom



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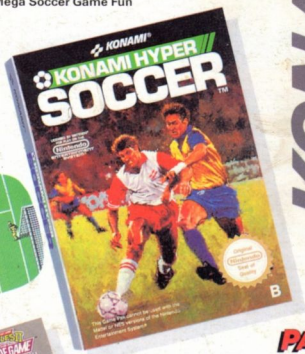
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