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CARRYBAG FOR LYNX 1  
COOLING MULTI-PURPOSE CABLE CAR ADAPTOR FOR LYNX  
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REMOTE CONTROL JOYPAD FOR MEGADRIVE OR MASTER SYSTEM  
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SEGA CONTROL STICK FOR MASTER SYSTEM  
TURBO BARRI REE JOYPAD FOR MEGADRIVE OR MASTER SYSTEM (SEE PICTURE IN MASTER SECTION)  
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**MEGADRIVE EXTRAS**

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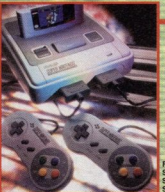
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**IN THIS ISSUE**



**BEAT EM UP SPECIAL!**

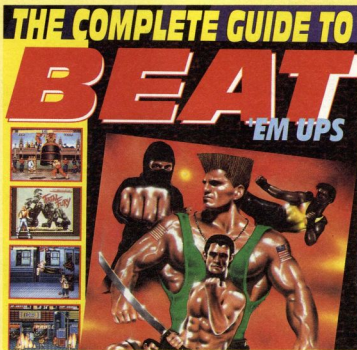
## FREE! THE WORLD'S GREATEST HAND-HELD MAG!!

They're flooding the stands faster than a hedgehog on heat, but try as they might, they just can't keep up with the most popular free mag in the world - the one and only GO! And with games like Spider-man on the Game Gear, Hook on Game Boy and Batman Returns on Lynx to check out this month, the only real guide to hand-helds just keeps on scoring again and again! Sad lads will do you out of £1.50 - but GO! gives you all you want to know for NOTHING AT ALL!



## FREE! EIGHT-PAGE BEAT 'EM UP SPECIAL!

Is Jimmy harder than Billy? Could Ryu beat Dhalism in a down-in-one competition? You won't find the answers from us - but what you will find is the CVG Complete Guide To Beat 'Em Ups! Everything you've always wanted to know about kicking heads is stored in eight pack-a-punch pages. Are you tough enough to take it? We're hard enough to dish it out!



## TOPS FOR THE HOTTEST HOTSHOTS!

We don't let you hang around waiting to find out what top games are on their way - we bloody well go out there and grab 'em for a mega Hotshot Preview! So if you're looking for a sneaky peek at Alien 3, a quick gander at Splatterhouse 2, or perhaps a nifty butchers of Nigel Mansell Grand Prix, there's really only one mag you need to buy - the utterly awesome CVG!

## ROLLOCKING REVIEWS!

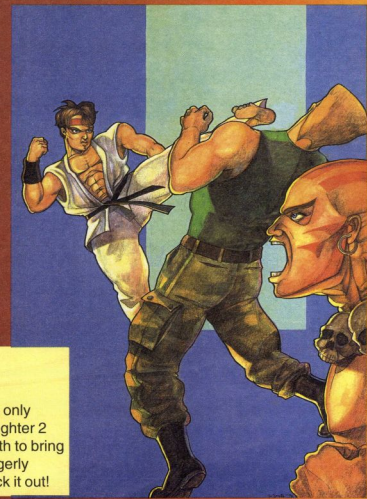
The best games with the biggest names are what you'll find in CVG! Titles like Final Fight AND Final Fight Guy on the Super Nintendo, Streetfighter 2 on the same machine, Sensible Soccer on the Amiga and Indiana Jones and the Fate Of Atlantis on PC! How do we do it? Well, when you're as big as we are the great games come to you!

## COMPOS GALORE!

Why buy the latest kit when you can win it from the most generous mag around! Hand-helds galore are up for grabs and, just for the hell of it, we thought we'd hand out a sparkling Super Nintendo with a copy of stupendous Streetfighter 2! We must be mad!

## STREETFIGHTER 2 - THE DEFINITIVE REVIEW

You want it? We've got it! Four pages full of bursting with the only review of the stunning Super Nintendo conversion of Streetfighter 2 you'll ever need! The CVG boys have played this one to death to bring you the most informed opinion of what ranks as the most eagerly anticipated cart EVER! What's our verdict? Tune in and check it out!



CVG - ARE YOU TOUGH ENOUGH TO TAKE IT?

# CVG

## BEAT 'EM UP SPECIAL ISSUE!

# CONTENTS



### 10 - NEWS

It's CES-sational! CVG's been on a wild jamboree to the recent CES in Chicago! Fun and laffs were the order of the day - and we even managed to get the lowdown on some of the hottest games coming your way in the coming months!

### 18 - CHARLES AND DI'S HAPPY FAMILY HOTLINES

Hello? Is Di there? No she's, um, out at the moment. Is she avoiding me? Not at all - she's trying to win some fabulous and truly awesome prizes with the CVG Hotlines! Oh, that's alright then - can you put my begonia back on the line?

### 30 - KARAOKE KERAZZY!

You all know that Paul, Frank and Sasha battled through to the Final of the London Karaoke Championships - but how did they get on? Read the blurb! Marvel at the pics! Laugh at the cozzies! Fall over in a dead faint because they didn't win!

### 40 - YOB'S MAILBAG

Aah, but it's not YOB this month! Britain's most obnoxious letters lad has taken an undeserved break, leaving the brightest mailbag around in the hands of his cousin SNOBI! Has he got what it takes, or will you be clamouring for your regular dose of rudeness, vulgarity and psychological problems?

### 46 - INCREDIBLE CVG POSTER

Don't ask how we do it, but we've supplied ANOTHER monster poster for your delectation. Look, I said don't ask how we do it - just be bloody glad that we do!

### 47 - BEAT 'EM UP PULL-OUT SPECIAL

You're not going to believe this - everything you could possibly want to know about beat 'em ups in one lawksalordingly brilliant pull-out guide.

How much do we charge for this quite ridiculously good item? Nothing!

### 56 - CHEAT MODE

When he's not claiming he's left phone numbers at home or picking the best seats in the house, the ladykiller they call Paul Rand is out with the lads, wearing a Meatpackers basket on his head. And that's just lunchtimes. At night he slaves away by candlelight to blast out another roistering selection of tips - just for you.

### 64 - SADIE'S SCORERS

So what's in store for the high-scoring heroes who dare to send their stuff to the lovely Sadie this month? Cheers of adoration from their peers if they manage to make it into the High-Scorin' Hall Of Fame, and a blast from sultry Sadie's big weapon if they're a scoring shambles!

### 74 - HE'S MAD! HE'S BAD! THEY CALL HIM RAD!

There's never been anything quite like him, and to be honest it's best if there never is again. The world's one and only Radion Automatic pushes pen across paper and stares at his squiggles until they make some sort of sense. Then he tries to explain it all to us.

### 76 - ARCADE ACTION

Fresh from his Chicago zillion-game adventures, Jazza Rignall returns with another slice of laser hot action from the world of the great coin-ops! Dare you join him for another voyage into the unknown? Double stitch thicc thermal undies, take a deep breath and dive in!

### 94 - HALL OF FAME

The software companies are banging at the CVG door, demanding to know why their games aren't included in the CVG Hall Of Fame. We don't mince words. We tell 'em. If it's the best, it's in. If not, it's out. Simple as that.

## MEGADRIVE

### 71 - SUPREME COURT BASKETBALL

Those dunks are simply aching to be slammed in the latest Megadrive basketball game, endorsed by apparently famous David Robinson. Check out the CVG Hotshots preview for all you need to know!

### 86 - SPLATTERHOUSE II

Friday 13th comes to your Megadrive in the sequel to the completely brilliant Splatterhouse. Miss this Hotshot preview at your peril, 'cos CVG comes up with goods yet again!

### 88 - ARCH RIVALS

Another basketball thrash, as we take a quick look at Acclaim's long-awaited coin-op convert in the red hot Hotshots!

### 90 - ALIEN 3

It's bound to be one of the biggest films ever - and we bring you a Hotshot shifty at the game! Become Ripley and kill some aliens in the fab-looking Alien 3!



## AMIGA

### 72 - SENSIBLE SOCCER

Kick Off 2 has ruled the Amiga soccer roost for ages - but there's a new player in town. Can Sensi soccer knock Amiga's classic off the top spot? Find out with CVG's definitive Review!

### 90 - CALIFORNIA GAMES

The classic sports sim gets an outing on the Amiga courtesy of US Gold, and CVG's there first to bring you yet another Exclusive Hotshots preview. How do we do it, by jingo?

### 92 - NIGEL MANSELL

The Manx Maniac might be slip-

ping at the moment, but Gremlin certainly aren't! We've seen a very early version of their new Nigel Mansell 3D racer - and to say we were impressed is an understatement! Check it out in the Hotshots

## NEO GEO

### 32 - KING OF THE MONSTERS 2

The first King Of The Monsters game was the tops - and the sequel's even better! Do we want our Y-fronts? Do we Jimmy our jockeys? Do we point Percy at the porcelain and forget to unzip our flies? NO! We bring you the Exclusive Review - 'cos that's what we do best!

## NES

### 68 - CASTELIAN

First released on C64 and now doing the rounds on Game Boy, this tale of small frogs and revolving towers makes its way to the NES. What do we do about that, eh? Review it, that's what!



## SUPER NINTENDO

### 22 - FINAL FIGHT

The Mad Gear gang is on the prowl, and Cody and Haggar are the only guys big enough to stop them! Bad seven shades out of the bad lads in this unbelievable Super Nintendo convert!

### 24 - FINAL FIGHT GUY

The game's the same, but in this special edition import cart you get the opportunity to control Guy! Want to know all about it? Check out the second half of our double whammy CVG Review!

### 28 - MAGIC SWORD

The pseudo sequel to the rip-roaring Black Tiger coin-op gets the Super Nintendo treatment - and as usual CVG does the business with a rip-roaring Review! Yahoo!

### 36 - STREETFIGHTER II

The game you've all been waiting for is here! It costs the earth, but it's the bizz! Ryu, Ken, Bison - they're all in this conversion to end all conversions! If you want to know absolutely everything about the game that's quite possibly the Best Console Game Ever, then this is the place to be.

### 62 - KRUSTY'S SUPER FUNHOUSE

He-hay! Krusty the Clown takes a break from his shtins on The Simpsons to star in his very own game! It's a bit like Lemmings - and CVG grabs the game for yet another Exclusive review!



## PC

### 26 - INDIANA JONES AND THE FATE OF ATLANTIS

The man with the hat is back in an original adventure! Smash the Nazi scourge and save the lost city of Atlantis in one of the best ever games of its kind! There's only one place you'll find all you need to know about Lucasfilm's runaway winner - another Exclusive CVG Review!

### 88 - STAR CONTROL II

The original Star Control is still a firm favourite among the CVG team - and the sequel is soon to hit the PC, Amiga and Megadrive! We take an early peek at what promises to be an even better blast than before!

## EDITOR TIM L. BOONE

When I was at school I entered this competition to do a picture of a farmyard animal, and I made a cow out of milk bottle tops which I thought was bloody clever. I won three prizes and felt well cheated when all I got was this crap certificate with my name spelt wrong. The worst thing was I had to stand next to the winner and his family and they kept going on about how great he was. I just stood there and stared them down.

## DEPUTY EDITOR

### FRANK JOHN O'CONNOR

When I was 12 I went to this big car launch where they were giving away incredible prizes like holidays and cars if you found these special gold stars hidden around the showroom. I found one stuck on a noticeboard which everyone else had missed, even though they were staring straight at it, and with my heart beating wildly I handed it in. My prize? Five litres of Castrol GTX motor oil.

## ART EDITOR

### JON SODOM BILLINGTON

I once designed this really crap T-shirt for some really rubbish charity function. It was the worst thing I've ever done and they put it up as a raffle prize. I bought a ticket and it got so guilty and sad about the whole thing. Guess what? Nobody else bought a ticket and I ended up winning it. In the end I gave it to my mum to use as a kitchen rag 'cos that was all it was good for.

## STAFF WRITER

### PAUL DAVID RAND

I've never won anything in my entire life, although I did come third in the London Karaoke Championships with the rest of the team after dying my hair jet black, wearing this bright blue Elvis suit and shuffling about in enormous boots with huge platform soles. I've never looked sillier in my entire life but all the girls suddenly thought I was fab. I must be doing something wrong...

## DESIGNER

### JENNY JAYNE ABROOK

I once won this really awful doll's tea set after drawing this rubbish advert for a radio station - and they read out my name as well. My entry read: "The Lion and The Bumblebee have come to tea. Now that you are three, LBC." I was only five and my mum had to help out. I think I did it at the end and you can blame her for the rest.

## MANAGING EDITOR

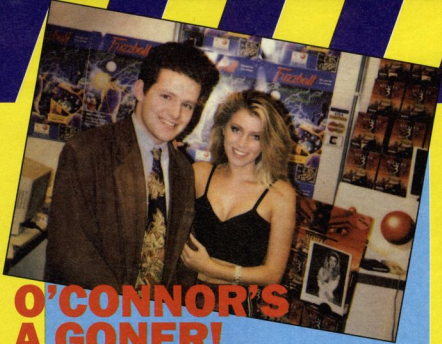
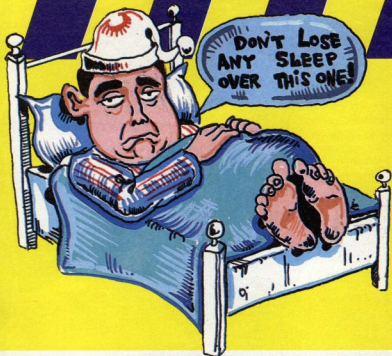
### JULIAN BUCARIA RIGNALL

When I was a kid I won a Wombles waste paper bin for completing this phrase in an apt and original way: "Whenever you go to Wimpy, You'll find the Wombles there..." My winning entry was: "It's always clean and tidy and offers such good fare." Actually, I entered the competition twice. The second entry was much better, but I didn't win anything for it:

"Whenever you go to Wimpy, You'll find the Wombles there. They like to take their knickers off And throw them in the air."

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## O'CONNOR'S A GONER!

You know what they say - all good things must come to an end. Well, Frank O'Connor's a bit of an end so it's time to wave goodbye. Yup, it's true - CVG's illustrious Dep Ed has packed up his Karry Karaoke machine and headed off to raise the dead somewhere North of Farringdon Lane. Frankie's come a long way with CVG and now he takes our best wishes to, um, wherever the hell he's off to. In fact, I think it's time we ran a mini competition. If you can guess the worst place Frank could be going we want to hear from you - and there's a free game of your choice for the winner. Fire off your entry to: **FRANKS FOR THE MEMORY, COMPUTER AND VIDEO GAMES, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.**

Incidentally, nobody's won the compo to guess my middle name beginning with L. Is it really that rare? Free game for the first to get right at the same address!



*Swish and debonair to the last, CVG's own international play-boy refused to be persuaded by the charms of these lovely ladies. He explained that he had a Jacuzzi full of them at his new job! What a guy!*

## HOTLINE HYSTERIA!

Here they are - the spawny get winners of the last batch of CVG Hotlines! The lucky blighters, who walk away with all sorts of kit, are:

**MAY** - Super Nintendo: Nigel Parker, Leeds. Megadrive: Lisa Milton, Chessington, Surrey. Game Boy: Peter Archer, Aberdeen. PC Engine: D Mills, Cardiff.

**JUNE** - Super Nintendo and year's games: Tony Kerr, Oldham, Lancs.

**SPECIAL NOTE:** CVG Hotlines can only be used by people dialling from within the UK, so those of you overseas will just have to enter all our other totally brill compos instead!

# WORD UP!

**T**his incredible issue of CVG is just so mind-bendingly brilliant I'm having trouble keeping up with it myself! Can you believe we've managed to cram so many goodies into one gobsmackingly amazing issue? What with the world's greatest hand-held mag - the awesomely cool GO! - CVG's the only games magazine which gives you two for the price of one - each and every month!

**I**nside this awesome organ you'll find some of the hottest I games EVER - and first as usual! Just check out our incredible double-whammy Review of Final Fight AND Final Fight Guy. If that's not enough, we've got an incredible FOUR-PAGE definitive review of Streetfighter 2. Crikey, it's enough to make you dribble like a loony and run around yelling "IT'S THE BUSINESS!" like we do!

**M**aybe you've guessed that we've gone Beat 'Em Up barmy this issue - and you'd be right. If all these thumping great goodies aren't enough just check out the outrageously skill Beat 'Em Up Pull-out Special we're simply GIVING away - together with the hottest games you can lay your hands on! Look, don't ask me how we do it - I just work here! See you next month...

## SUPER SCOPE SCOOP!

**LOCK AND LOAD!** Here they are - the spawny get winners of last month's Super Scope competition in all their glory! Just in case you're the sort of scruffy, shuffling and weebegone person who doesn't know what I'm banging on about, we were giving away TWENTY - yes TWENTY - of these red hot bits

of kit. We asked you to choose which squares you'd aim at to blow away a few Mario monies (even though you can't use the scope with that game) and it was a right old laugh 'cos we also asked you to tell us why you're hard enough for a Scope. Lorryloads of you entered and the correct answers were: 1. C3, 2. B2 or B3, 3. B3, 4. C2 or C4 - which will come as a great surprise to all those who managed to get at least one wrong! Moving swiftly on, the winners are:

Christopher Fell, Great Hatfield, Nr Hull.  
M Coleman, Alderley Edge, Cheshire.  
Daniel Mullen, Sunderland, L Gunn,  
Brintree, Essex. David Lovell,  
Scarborough, North Yorks. Tony White,  
Cranfield, Beds. David Wright,  
Chelmsford, Essex. Chris Long,  
Chessington, Surrey. Tom Baker,  
Cheltenham, Glos. Neil Pugh, London  
N8. James Waters, Exmouth, Devon.  
Melissa Brown, Chester. David Bray,  
Winchester, Hants. John Wilkins, Old

Basing. Joanne Shawcross, Kettering.  
Roger Broad, Winkfield, Berks. David  
Baker, Petersfield, Hants. Michael  
Motsham, Sheffield. Leslie Davis,  
London SW7. Tim Jordan, Bolton,  
Lancs.  
Congratulations to one and all - you  
should have your prizes already. Keep  
your eyes peeled for more gobsmacking  
CVG compos soon. There are gonna be  
LOADS!



# SALES HOTLINE



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# NEWS

## ● CES SPECIAL ●

**G**AMES! GAMES! GAMES! Imagine every hot console and computer game in the entire world crammed under one roof, and you can play anything you want as long as you like. That's what happens at the CES in Chicago - and to get a Golden Ticket you need vast sums of cash, stunning good looks, massive muscles or JAZZA RIGNALL's haircut. Rolled up copies of CVG and Mean Machines tucked under his arm, Jaz playtested zillions of games during this three-day feast of fun. This is what he saw...

# ALL THE GREATEST GAMES REVEALED

## MARIO'S MOTORS BACK!

Mario is soon to return to the Super NES! Not in Super Mario five, and not in a platform game. No Sir! SUPER MARIO KART is the name of the game, and the fair sport of motor racing is what it's all about. It's a split screen racing game similar to F-Zero in which players take on all their favourite go kart-driving Mario characters in an attempt to be the first past the checkered flag. Bowser's in there, as well as Koopa, Luigi, Mushroom, the Princess and, of course, Mario himself. The game is simply brilliant - and rest assured we'll have the first review!



## MEGA-CD GAMES ON THE WAY!

Surprise announcement of the show is that Sierra are to become the biggest Sega CD game manufacturers. All their best-known adventure games are to appear on CD-ROM, including the infamous Leisure Suit Larry, Police Quest and King's Quest. Sounds interesting! Other CD games coming soon include Terminator from Virgin, Terminator 2: The Arcade Game, WWF Mega Wrestling (both from Acclaim), Wonder Dog (a Sonic the Hedgehog type game from JVC), Pitfighter II from Tengen and Batman Returns - which uses real video footage from the film! Sega have managed to include quite a lot of full motion video running at about 12 frames per second, equivalent to the quality of a cartoon show. Sounds promising! The official launch of the unit looks a little closer now so expect the machine with around fifteen titles before Christmas.

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©1992 Gametek Inc. ©1992 Nintendo. Sega Inc.

**GAMETEK**

## GAMETEK HUMANS

Gametek have the console rights to the Mirage computer game, Humans. From the screenshots you might assume that this game looks quite similar to Psygnosis' classic Lemmings, but we're assured it's remarkably different - the aim being to make these Humans work as a team and jointly discover new tools. With these tools, the Humans are able to survive in a cruel world packed with chaos and carnivores! Basically, you must complete each level with your fellow tribesman alive or it's game over. Gametek have Humans ready on the Super NES and Gameboy with the possibility of a Nintendo 8-bit version arriving later on. No release dates for the game on either side of the Atlantic were available, but we'll keep you posted.

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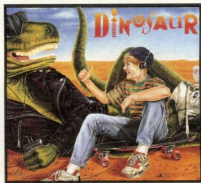


# NEWS

## CES SPECIAL

### WOT? NO MASTER SYSTEM?

The CES show was a Master System dead zone. In the US the machine has been declared history and no more software is being released for the machine. Does that mean disaster for the UK? No, not at all. There are plenty of new games scheduled for release in Europe, including Tom and Jerry, Sonic II, Batman Returns, Lemmings, Tasmania, Mickey Mouse II and Streets of Rage. So don't worry - be happy!



# THE HOTTEST CONSOLES GAMES AROUND

## AVENGERS ASSEMBLE!

Data East announced a conversion of their popular Captain America and the Avengers coin-op for the Megadrive. The game is a Double Dragon-style beat 'em up, with one or two players laying into the minions of the Red Skull in search of justice. Four of the many Avengers are available for service - Captain America (embodiment of the American Dream and pretty hard because of it), Hawkeye (ace archer with funny costume), the Vision (a married Android with laser powers) and Ironman (man in a technologically advanced suit made of aforementioned alloy). This 8-meg game is looking pretty good at the moment, with all the features from the coin-op present. We'll give you more details on the game just as soon as we can get them.

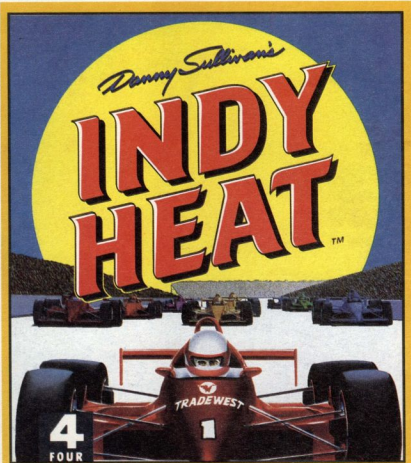


## SONIC 2 - IT'S TRUE!

An early Sonic 2 rumour confirmed at the show is that he's got a pal with two tails! Yes indeed, hedgehog fans will be pleased to know that Sonic's been joined by a two-tailed fox - but it's hard to say how they play together because nobody got close enough to look! Rest assured CVG will bring you more news the moment we have it. The game is due for release at the end of the year on Megadrive and Game Gear, with the Master System version coming a touch earlier. Watch this space!

## GAME GEAR SHIFTS UP

Loads of games are coming out for Sega's hand-held machine - including some big-name games. Aliens 3, Terminator and Robin Hood: Prince of Thieves head up the big film licences, Andre Agassi and George Foreman are two sports stars who are endorsing games for the machine and Super Space Invaders, Marble Madness, Paperboy, Double Dragon and Rampart are coin-op conversions you can expect to play soon.



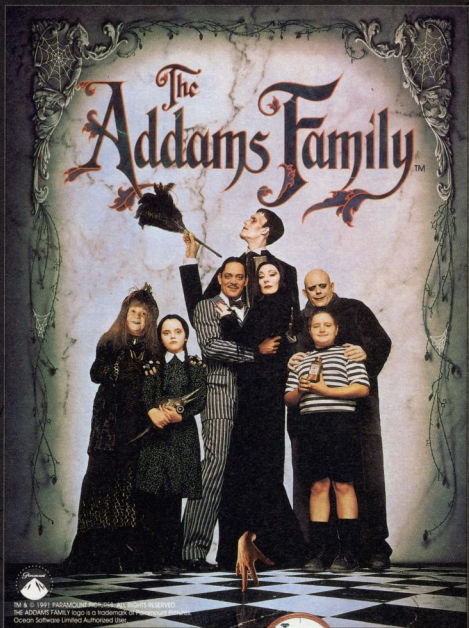
## INDY RACING A-GO-GO

Danny Sullivan's Indy Heat is an 8-bit NES conversion of the not-very-popular coin-op. It's being released by Tradewest and in case you've never heard of the game it's basically a Super Sprint variant with power-ups rather akin to the Super Off-Road coin-op. Although the graphics look fairly good in this game, it's playability that counts. We'll be looking at the game in more depth in a later issue.





# Creepy, Kooky, Ooky, Spooky!



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**They've got the creepiest house in town!**  
But not now that they've been evicted! Morticia, Lurch, Granny, Pugsley and Wednesday have gone back to their creepy abode to regain possession.



**They have the Coolest friends ever!**  
But watch out for Tully - he plays mean. Tully is the treacherous lawyer intent on stealing the family fortune and who has many a dirty trick up his sleeve.



**They're the Spookiest family around!**  
But not now that they've disappeared! As Gomez you must find your loopy loved ones in their spooky mansion house.



**They dance a wacky dance!**  
And you'll be shakin', rattlin' and rollin' when the spikes, monsters and ghosts save the last one for you! If you solve the puzzles and follow the clues you might just save the Addams Family so that they can...

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SYSTEMS  
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# ocean

*Haunt like a good family should!*

# NEWS

## ● CES SPECIAL ●

# RED HOT GAMES GALORE

## VIRGIN ON THE EXCELLENT

Virgin have two cracking games coming out on Megadrive - Mohammed Ali Boxing and Mick and Mack the Global Gladiators. The first is programmed by Park Place, the people behind John Madden's 92 and EA Hockey. As you can expect, it's a stunner, with spinning camera shots and beautifully animated sprites. Mick and Mack is a platform game with a green message, with players taking control of the eponymous heroes and guiding them around the landscape. The graphics, sound and playability are all brilliant. This is definitely one to watch out for!



## JAZZA'S PICK OF THE SHOW

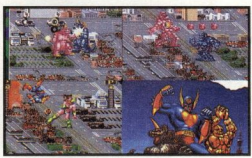
Here they are: the best games of the show. These games are so great you'll need lead-lined undies to stand the heat, so prepare yourself now...

- SHOOT 'EM UP: AXELAY (SNES)
- BEAT 'EM UP: STREETFIGHTER II (SNES)
- PLATFORM GAME: MICK AND MACK (MEGADRIVE)
- PUZZLE GAME: WORDTRIS (ALL SYSTEMS)
- CD GAME: BATMAN RETURNS (MEGA-CD)
- SIMULATION: WINGS II: ACES HIGH
- (SNES)
- SPORTS GAME: MOHAMMED ALI BOXING (MEGADRIVE)
- COIN-OP CONVERSION: STREETFIGHTER II (SNES)
- RETRO GAME: SUPER Q\*BERT
- CRAPPIEST GAME: TECMO CUP SOCCER (NINTENDO)
- BIGGEST SURPRISE: SUPER MARIO KART!

## B-MOVIE BABOONERY

A really good game at the show was King of the Monsters on Super NES and Megadrive. Converted from one of the best Neo Geo games out, it's your objective to stroll around an eight-way scrolling city, destroying everything in sight as only a hundred ton monster can. Look out

for resistance from your victims though, in the form of air attacks and artillery barrages. This game looks remarkably close to the Neo Geo version, even down to the simultaneous two-player mode of the original. Look out for this one, it's going to be a really cool game! Fatal Fury, a Neo Geo Final Fight game, has also been scheduled for conversion and it's looking tasty too!

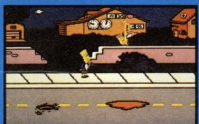
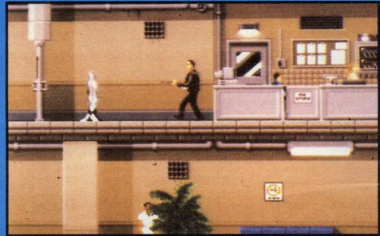


## EXCLUSIVE! TERMINATOR 2 AND LOADS MORE TOO!

Here's a sneaky peek at some of the white hot titles coming your way soon, courtesy of Acclaim. First up comes TERMINATOR 2 on the Super Nintendo, which is looking a bit alright as you can see from these shots. Acclaim claim the game (poetry - no extra charge) "will recreate many of the multimillion dollar special effects of the movie." Crumbs! T2 will be available in November - watch this space for more info!

Other top titles coming your way from Acclaim include THE AMAZING SPIDER-MAN AND UNCANNY X-MEN: ARCADE'S REVENGE on the SNES, SIMPSONS:

BART'S NIGHTMARE on the SNES and GEORGE FOREMAN'S KO BOXING on the NES. Spider-Man already looks like it could be something very special indeed, especially with plans in the pipeline for a movie directed by none other than James Cameron! Terminator 2, Alton's Cameron! Acclaim have high hopes for Bart's as well. Apparently the game will feature spiffy digitised sound and some well deep gameplay to keep you at it for ages. For now, just drool over these Exclusive screenshots and we'll be bringing more details pretty flippin' soon!



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# EVERY

## ES SPECIAL

**INCREDIBLE!** Here's the full list of EVERY console game unveiled at the Chicago CES, courtesy of Mr Memory Jay Rignall! These are the games you'll be playing for the next couple of years. Some are brilliant, some are OK and some are a bit crap - but rest assured CVG will be sifting out the best and bringing you all the news first! Take it away Mr J...

### MEGAREVOLUTION CD-ROM

BLACK HOLE ASSAULT - BIGNET; THIRD WORLD WAR - BIGNET; T2 ARCADE GAME - ACCLAIM; WWF WRESTLEMANIA - ACCLAIM; WONDER DOD - JVC; DUNGEON MASTER - JVC; THUNDER STORM - RENOVATION; POLICE QUEST II - SIERRA; KING'S QUEST V - SIERRA; WILLY BEAMISH - SIERRA; MOTHER GOOSE - SIERRA; SPACE QUEST IV - SIERRA; LEISURE SUIT LARRY I - SIERRA; MALLARD 7 - SIERRA; PITFIGHTER II - TENGEN; OUT OF THIS WORLD - VIRGIN; TERMINATOR - VIRGIN

### MEGAREVOLUTION

SUPER BATTLETANK - ABSOLUTE; AMAZING TENNIS - ABSOLUTE; ALIEN 3 - ARENA; SPYER HIGH IMPACT - ARENA; PREDATOR II - ARENA; T2: THE ARCADE GAME - ARENA; HEAVY NOVA - BIGNET; CAPTAIN AMERICA AND THE AVENGERS - DATA EAST; SIDE POCKET - DATA EAST; CHELNOVITZKOVIC RUNNER - DATA EAST; MG 29 - DOMARK; JAMES BOND 007 - DOMARK; MYSTICAL JIGHER - DREAMWORKS; BULLS VS LAKERS - EA; YOUNG GALAHAD - EA; TWISTED FLIPPER - EA; NHL HOCKEY - EA; POWERMONGER - EA; LHX ATTACK CHOPPER - EA; JOHN MADDEN '93 - EA; TONY LA RUSSA BASEBALL - EA; JAMES BOND III: SPLASH GORDON - EA; MIGHT AND MAGIC III - EA; JUNGLE TURBO CHALLENGE - EA; BLOOD AND GUTS FOOTBALL - EA; CARMEN SAN DIEGO - EA; STEEL EMPIRE - FLYING EDGE; FERRARI CHALLENGE - FLYING EDGE; KRUSTY'S FUNHOUSE - FLYING EDGE; THE SIMPSONS - FLYING EDGE; SMASH TV - FLYING EDGE; WWF - FLYING EDGE; ROGER CLEMENT'S MVP BASEBALL - FLYING EDGE; GEORGE FOREMAN'S KO BOXING - FLYING EDGE; NBA ALL-STAR CHALLENGE - FLYING EDGE; GADGET TWINS - GAMETEK; THE HUMANS - GAMETEK; AMERICAN GLADIATORS - GAMETEK; JEEPARDY! GANGETEK; WOLF DUEL - JVC; METAL GANG - JVC; DEADLY MOVES - KANEXO; GEMPIRE - KOEI; UNCHARTED WATERS - KOEI; CROSS FIRE - KYUGO; BOWLING - MENTRIX; NOLAN RYAN EXPRESS - MENTRIX; STRIKE EAGLE II - MICROPROSE; PIRATES - MICROPROSE; F-19 STEALTH FIGHTER - MICROPROSE; SPLATTERHOUSE II - NAMCO; GRAND SLAM TENNIS '93 - RENOVATION; ANNET - RENOVATION; CRANADA 2 - RENOVATION; GODS - MINDSCAPE; CHESSMASTER - MINDSCAPE; BASEBALL - MINDSCAPE; HOOK - SONY; LEMMINGS - SUNSOFT; BATMAN: REVENGE - SUNSOFT; SUPERMAN - SUNSOFT; WHERE'S WALDO - THQ; THOMAS THE TANK ENGINE - THQ; FLINTSTONES - TAITO; HIT THE ICE; TATO; CADASH - TAITO; FATAL FURY - TAKARA; KING OF THE MONSTERS - TAKARA; ANDRE AGASSI TENNIS - TECHMAGIC; FBI BASEBALL - TENGEN; RAMPART - TENGEN; ROAD RIOT - TENGEN; STEEL TALKONS - TENGEN; RAGE DRIVEN - TENGEN; BREACH - TROCO; SORCERER'S KINGDOM - TRECNO; WORLD CLASS LEADERBOARD - US GOLD; INDIANA JONES AND THE LAST CRUSADE - US GOLD; STRIDER II - US GOLD; TROUBLE SHOOTER - VIC TOKAI; MUHAMMAD ALI'S BOXING - VIRGIN; MICK AND MACK'S GLOBAL GLADIATORS - VIRGIN

### SUPER NES

SUPER BATTLETANK - ABSOLUTE; AMAZING TENNIS - ABSOLUTE; KRUSTY'S FUNHOUSE - ACCLAIM; BART'S NIGHTMARE - ACCLAIM; GEORGE FOREMAN KO BOXING - ACCLAIM; MIGHT AND MAGIC IMPACT - ACCLAIM; SHANGHAI II - ACTIVISION; MECHWARRIOR - ACTIVISION; MIGHT AND MAGIC III - AMERICAN SAMMY; BATTLE BLAZE - AMERICAN SAMMY; MIGHT AND MAGIC III - AMERICAN SAMMY; SKULLGARDER - AMERICAN SOFTWAREWORKS; SUPER POWER PUNCH - AMERICAN SOFTWAREWORKS; SUPER BOWLING - AMERICAN TECHNO; THE COMBATRIBES - AMERICAN TECHNO; DOMINUS - ASCIWARE; XARDION - ASMIK; LENNUS - ASMIK; BLAZE ON - ATLUS; TOXIC CRUSADERS - BANDAI; FACEBALL 2000 - BULLET-PROOF; HERMETICA - BULLET-PROOF; MAGIC SWORD - CAPCOM; STREET FIGHTER II - CAPCOM; SUPER BUSTER BROTHERS - CAPCOM; MASTER OF MONSTERS - CAPCOM; MIKEY MOUSE - CAPCOM; CAPCOM NFL FOOTBALL - CAPCOM; ULTRABOTS - DATA EAST; CALIFORNIA GAMES II - DTMG; BEST OF THE BEST - CHAMPIONSHIP KARATE - ELECTRO BRAIN; METAL MATERS - ELECTRO BRAIN; FIST OF THE NORTH STAR - ELECTRO BRAIN; BULLS VS LAKERS - ELECTRONIC ARTS; NHL HOCKEY - ELECTRONIC ARTS; SEARCH FOR THE ULTRA FORCE - ELECTRONIC ARTS; RAMPART - ELECTRONIC ARTS; SCOUT BLAZER - ENIX; ULTIMA - FCI; SIM EARTH - FCI; CURSE OF THE AZURE BLOOD - FCI; AMERICAN GLADIATORS - GAMETEK; JEEPARDY! FEATURING ALEX TREBEK - GAMETEK; INTRODUCING THE HUMANS - GEMATEK; KAWASANI CARIBBEAN CHALLENGE - GEMATEK; ARCANA - HAL AMERICA; VEGAS DREAM II - HAL AMERICA; HUNT FOR RED OCTOBER - HI TECH; TOM AND JERRY - HI TECH; BILL LAMBEER'S COMBAT BASEBALL - HUDSON SOFT; SUPER SHADOW OF THE COUL - IGS; OUT OF THIS WORLD - INTERPLAY; WYATT'S TERRAY - VIRGINS - INTERPLAY; GUNFORCE - IREM; DINOSAURS - IREM; IREM SKINS GAME - IREM; DUNGEON MASTER - JVC; DANGEROUS DIMENSIONS - JVC; SUPER STAR WARS - JVC; PVAL TURF - JALECO; GOALI - JALECO; SUPER BASES LOADED II - JALECO; UTOPIA - JALECO; RHANLUX - KEMCO;

DESTRUCTION - KEMCO; SUPER SHOOTER - KEMCO; TOP GEAR II - KEMCO; ROMANCE OF THREE KINGDOMS - KOEI; GEMPIRE - KOEI; NIJIA - KOEI; NFL FOOTBALL - KONAMI; BATMAN - KONAMI; BUCKY O'HARE - KONAMI; ROGER CLEMENTS' MVP BASEBALL - LIN; SPIDER-MAN/X-MEN - LIN; NBA SUPER ALL-STAR CHALLENGE - LIN; TERMINATOR II - LIN; NOAH'S ARK II - MATCHBOX; SUPER STRIKE EAGLE - MICROPROSE; KING COMMANDER - MINDSCAPE; TERMINATOR - MINDSCAPE; GODS - MINDSCAPE; MIKEY MOUSE - MINDSCAPE; STREET FIGHTER II - MINDSCAPE; WINGS II: ACES HIGH - NAMCO; SUPER BROTHER UP - NAMCO; JOE'S ODYSSEY - NAMCO; SPANKY'S QUEST - NATSUME; ROBOPUP III - OCEAN; RACIO FLYER - OCEAN; PUSH OVER - OCEAN; LETHAL WEAPON III - OCEAN; COOL WORLD - OCEAN; ADDAMS FAMILY: ANIMATION - OCEAN; MONOPOLY - PARKER BROTHERS; CLUE - PARKER BROTHERS; NOLAN RYAN'S BASEBALL - ROMSTAR; TAGGON - SEIKA; MUSSA - SETA; SUPER SHOOTER CHAMP - TAITO; HIT THE ICE; THE ICE AGE - TAITO; SUPER SONIC BLASTMAN - TAITO; KING OF THE MONSTERS - TAKARA; CYBERSPIN - TAKARA; BLUES BROTHERS - TITUS; BRAINIES - TITUS; SPACE MEGAFORCE - TOHO; SUPER DOUBLE DRAGON - TRADEWEST; SUPER BATTLETODS - TRADEWEST; PRO QUARTERBACK - TRADEWEST; SPACE FOOTBALL (ONE ON ONE) - TRIFFIX; DREAM TV - TRIFFIX; IMPERUM - VIC TOKAI; SUPER SLAM DUNK - VIRGIN; SUPER SLAP SHOT - VIRGIN; FABLES AND FRIENDS - VIRGIN

### NINTENDO

SPACE SHUTTLE PROJECT - ABSOLUTE; REAKE AMERICA - ABSOLUTE; BATTLETANK - ABSOLUTE; FERRARI - ACCLAIM; KRUSTY'S FUNHOUSE - ACCLAIM; GEORGE FOREMAN'S KO BOXING - ACCLAIM; SIMPSONS III - ACCLAIM; DE HARB - ACTIVISION; SWORD MASTER - ACTV; SUPER POWER PUNCH II - AMERICAN SOFTWAREWORKS; MUTANT VYR - AMERICAN SOFTWAREWORKS; WIZARDRY II: KNIGHT OF DIAMONDS - ASCIWARE; WURM - ASMIK; JACK AND THE BEANSTALK - ASMIK; GOLF GRAND SLAM - ATLUS; WACKY PACERS - ATLUS; WIDMIG - ATLUS; TOXIC JOURNALS - BANDAI; ROCKETEER - BANDAI; LEGENDS OF THE DIAMOND - BANDAI; ULTIMATE CARRYOVER - BANDAI; HERMETICA - BULLET-PROOF; THE LITTLE MERMAID - CAPCOM; ADVENTURES IN THE MAGIC KINGDOM - CAPCOM; MEGA MAN II - CAPCOM; TALESPIR - CAPCOM; SNOW BROTHERS - CAPCOM; MEGA MAN IV - CAPCOM; GI JOE - CAPCOM; DARKWING DUCK - CAPCOM; CAPCOM'S GOLD MEDAL CHALLENGE - CAPCOM; GARGOYLES' QUEST - CAPCOM; MEGA MAN V - CAPCOM; BASEBALL SIMULATOR 1000 - CULTURE BRAIN; FLYING WARRIORS - CULTURE BRAIN; FLYING WARRIORS - CULTURE BRAIN; LITTLE NINJA BROTHERS - CULTURE BRAIN; THE SIMULATED WORLD CHALLENGE - DATA EAST; JAMES BOND 007 - DATA EAST; MOON CRYSTAL - DTMG; DRAGON WARRIOR II - ENIX; DRAGON WARRIOR III - ENIX; DRAGON WARRIOR IV - ENIX; BIRD'S TALE - FCI; HERONS OF THE LANCE - FCI; POOL OF RADIANCE - FCI; ULTIMA: QUEST OF THE AVATAR - FCI; LUNAR POOL - FCI; ZANAC - FCI; DRAGON: THE GREAT SWORD - FCI; TALE WARRIORS OF TIME - FCI; MIGHT AND MAGIC III - GEMATEK; AMERICAN GLADIATORS - GEMATEK; HARLEM GLOBE TROTTERS - GEMATEK; FISHER-PRIE SCHOOL BUS DRIVER - GEMATEK; DAY DREAM DAVEY - HAL AMERICA; LOLO III - HAL AMERICA; VEGAS DREAM - HAL AMERICA; BARBIE - HI TECH; TOM AND JERRY - HI TECH; CHESSMASTER - HI TECH; SESAME STREET COUNTDOWN - HI TECH; SESAME STREET ABC AND 123 - HI TECH; SPEAKERS AND LISTENERS - HI TECH; ROLLERBLADES - HI TECH; MICKY IN LETTERS - HI TECH; THE BLUE MARLIN - HOT-B; ADVENTURE ISLAND III - HUDSON SOFT; FELIX THE CAT - HUDSON SOFT; METAL STORM - IREM; EMPIRE STRIKES BACK - JVC; RETURN OF THE JEDI - JVC; DEFENDERS OF DYMATRON CITY - JVC; CYBERBALL - JALECO; RAMPART - JALECO; SHATTERHAND - JALECO; BASES LOADED IV - JALECO; YOUNG INDIANA JONES - JALECO; GHOST LION - KEMCO; LOST IN LAS VEGAS - KEMCO; SUPER BLADE - KEMCO; TOP GEAR - KEMCO; GEMPIRE - KOEI; UNCHARTERED WATERS - KOEI; L'EMPEREUR - KOEI; ROMANCE OF THE THREE KINGDOMS III - KOEI; GENGHIS KHAN - KOEI; NOBUNAGA'S AMBITION III - KOEI; BANDIT KING OF ANCIENT CHINA - KOEI; TURTLES III - KONAMI; NASCAR CHALLENGE - KONAMI; LASER INVASION - KONAMI; CARMEN SANDIEGO - KONAMI; MONSTER IN MY POCKET - KONAMI; BUCKY O'HARE - KONAMI; KINGS QUEST V - KONAMI; KINGS QUEST V - KONAMI; CONTRA FORCE - KONAMI; GUN CATTON WORKSHOP - KONAMI; GRAND PRINCE - KONAMI; BATMAN - KONAMI; TINY TOONS ADVENTURES II - KONAMI; BACK TO THE FUTURE III - LIN; THE PUNISHER - LIN; BUTTEEJUEJO - LIN; VOLVERINE - X-MEN MEGA BATTLE - LIN; TOWN AND COUNTRY II - THRILLA'S SURFARI - LIN; WWF WRESTLEMANIA - STEEL CITY; SUPER BATTLETANK - SUNSOFT; SUPER BATTLETANK II - SUNSOFT; LIN; ALIEN III - MICROB; RACERS - MATCHBOX; MOTOR CITY PATROL - MATCHBOX; PYRAMIDS OF RA II - MATCHBOX; NOAH'S ARK - MATCHBOX; F-15 STRIKE EAGLE - MICROPROSE; F-117A STEALTH FIGHTER - MICROPROSE; PAPERBOY II - MINDSCAPE; FLIGHT OF THE INTRUDER - MINDSCAPE; ROUNDBALL 2: ON 2 CHALLENGE - MINDSCAPE; THE TERMINATOR - MINDSCAPE; ROCK 'N' BALL - NTVG; SCAT - NATSUME; ROBOPUP III - OCEAN; LUN CHALLENGES - OCEAN; ADDAMS FAMILY - OCEAN; DARKMAN - OCEAN; LETHAL WEAPON III - OCEAN; COOL WORLD - OCEAN; ADDAMS FAMILY: ANIMATION - OCEAN; BASEBALL STARS II - ROMSTAR; MAGIC DARTS - ROMSTAR; CHAMPIONSHIP BOWLING - ROMSTAR; F-1 HERO - SEIKA; FORMULA ONE - BUILT TO WIN - SETA; ADVENTURES OF TOM SAWYER - SETA; CASTLE OF DRAGON - SETA; THE BEYOND WILKING - SETA; DRAGON KID V - SETA; DRAGON FIGHTER - SETA; HAPPY EVER AFTER - SUPER SPOK - SONY; HUDSON HAWK - SONY; DRACULA - SONY; LEMMINGS - SUNSOFT; SIFER SHY HUNTER - SUNSOFT; WAYNE GRETZKY HOCKEY - THQ; ATTACK OF THE KILLER TOMATOES - THQ; WHERE'S WALDO - THQ; HOME ALONE - THQ; VIDEOAMATION - THQ; PETER PAN - THQ; WALDO II - THQ; SWAMP THING - THQ; THE FLASH - THQ; HOME ALONE II - THQ; HOME ALONE III - THQ; WILKING - THQ; THE FANTASTONS - TAITO; KICK MASTER - TAITO; THE JETSONS - TAITO; HIT THE ICE - TAITO; PANIC RESTAURANT - TAITO; LITTLE SAMPSON - TAITO; POWER BLADE II - TAITO; TECMO SUPER BOWL - TECMO; TECMO BOWL - TECMO; NIJIA GAIDEN II - TECMO; NIJIA GAIDEN III - TECMO; TOWER OF GODZIA - TECMO; TECMO CUP - TECMO; THE BLUES BROTHERS - TITUS; BRAINIES - TITUS; RODZILLA II - TOHO; HIGH SPEED - TOHO; TROY - TOHO; SUPER BATTLETODS - TRADEWEST; SUPER BATTLETODS - TRADEWEST; ULTRA NIGHTSHADE - ULTRA; CONFLICT - VIC TOKAI; SHOGUN MAEDA - VIC TOKAI; SILVER SURFER - VIRGIN GAMES; SPOT VIRGIN GAMES - ROBIN HOOD - VIRGIN GAMES; MO KIDS - VIRGIN GAMES; GOLF POWER - VIRGIN GAMES; CAESAR'S PALACE - VIRGIN GAMES; OVERLORD - VIRGIN GAMES; PRINCE OF PERSIA - VIRGIN GAMES - COLOUR A DINOSAUR - VIRGIN GAMES



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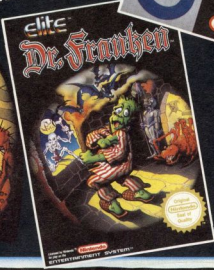
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CVG

# REVIEW

**INCREDIBLE!** One of the most popular beat 'em ups ever is about to touch down on the Official UK Super Nintendo - and it's going to be one of the biggest games of the year! So what does CVG do about that, eh? Do we fret? Do we worry? No! We grab the Official game for an **EXCLUSIVE Review -AND Review** the follow-up, *Final Fight Guy*, in this gobsmacking CVG Special because we're **THAT HARD!**

## SUPER NINTENDO

BEAT 'EM UP

BY CAPCOM  
£39.99



Poor old Cody. His girlfriend's been snaffed away by the evil Mad Gear gang and now he and Haggar the mayor have to go and rescue her. Fortunately, they're both dead hard - Cody is a martial artist and Haggar is a reformed streetfighter. The kidnapers want a million dollars ransom money, but beating them to within an inch of their lives is probably the cheapest way of dealing with the problem. Use all your skill and a sprinkling of lethal weapons to make your way through the seedy backstreets and get even!

*"Final Fight was one of my favourite coin-ops and Capcom have done a class job with this conversion. The graphics of the original have been faithfully and perfectly transferred to the SNES. The sprites are huge, the backgrounds spectacular and the action is frenetic. Music is a bit twee but the brutal sound effects more than make up for it. The absence of a two player mode and the mysterious absence of Guy let it down a little, but not a lot. Although the action is a bit simple, there's lots of it and it can be very difficult. Infinite continues make things a little easier, but real hard men don't use them. Top stuff and one of the essential beat 'em ups."*

**FRANK O'CONNOR**



## PICK IT UP FOR TOTAL VIOLENCE

Apart from using your fists and feet, there are a load of handy weapons just lying around for you to use. Some can be found hidden in crates and barrels, while others are actually carried by the baddies themselves. To get the weapon from them you have to bash their heads in, wait until they drop what they're carrying, then pick it up and use it. The most common weapon is the knife which can be thrust or thrown at the enemy. Swords also appear from time to time and these have a devastating effect and a very long reach. Cody is best with weapons, as Haggar seems to drop them very easily. Mind you, there's never one around when you really need it.



Trouble with the locals.



No Queensbury rules here...



Cody and Haggar...Well hard!



...or here!



You'll find plenty of location's for a Rumble!

## ON THE BUSES

Actually there are no buses at all. There is however a thundering tube train on which much of the action takes place. This is the most realistic section of the game as the train is full of drug-crazed psychopaths, just like London Underground on a Friday night. The train thunders along as the passengers get up and have a go at you. It's all very scary and claustrophobic - so don't poop your pants. The bad guys are particularly tough on this level, creeping up from behind when you're scrapping with some other bloke, so keep on your guard at all times!

Trouble on the tube...but what's that barrel doing there?

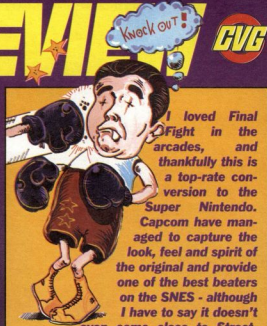




# REVIEW



For some of cody and haggars opponents this is thier final fight...of course it's up to you!

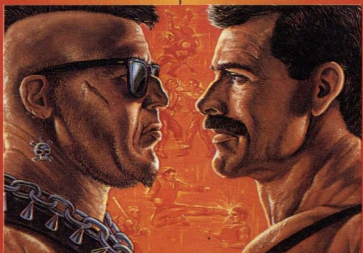


I loved Final Fight in the arcades, and thankfully this is a top-rate conversion to the Super Nintendo. Capcom have managed to capture the look, feel and spirit of the original and provide one of the best beaters on the SNES - although I have to say it doesn't even come close to Streetfighter 2! Huge sprites, great backdrops and fast action gameplay help bring home the arcade feel, and even though the gameplay can become very samey there's an enormous urge to keep going and see what the computer can throw at you next! Right now Nintendo are picking all the best SNES titles for official UK release, and this one ranks right up there with the best of them. If you're looking for a good solid beat 'em up and don't want to pay the ridiculous grey import price for Streetfighter 2 then go for this while you wait for the Big One to come down in price. Great fun!

**TIM BOONE**



# FINAL

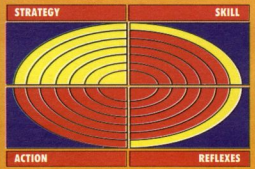


# FIGHT



## WHAT, NO GIRLIES?

The British cart is exactly the same as the American version, which is different to the Japanese original. What's the difference? Well, those limp-wrists in charge of software in the States reckoned that American kids would be upset at the thought of whacking a girl - and so the suspender-clad lovelies from the first game have been removed and replaced with sad punks. What's wrong with these people? What's so bad about smacking a knife-wielding girl in the gob? The broken bottles present in the arcade have also been taken out. Does that mean, it's OK to hit someone with a great big sword but not with a bottle? Very weird!



<b>GRAPHICS</b>	%	<b>90</b>
<b>SOUND</b>	%	<b>88</b>
<b>GAMEPLAY</b>	%	<b>89</b>
<b>VALUE</b>	%	<b>87</b>

**OVERALL 88**

## SUPER NINTENDO

BEAT EM UP

BYCAPCOM  
£45.00

**E**rm, your girlfriend's been kid-napped again. Look, I'm sorry, but that's what happened. Guy and Haggar (yup, the mayor with the ham fists) have to track her down and rescue her from the Mad Gear gang. You are Cody but you're not coming along on this one because you've got a bad leg (or something). What, no Cody? Nope. Apparently Capcom didn't have enough memory to put all three characters in the game so they released two versions. The first features Cody and Haggar, while this version has Guy and Haggar. Bizarre! To all intents and purposes though, the games are absolutely identical. Rescue the girl, beat up the baddies and generally destroy everything in your path.



## THROWING A STROP

It's all very well you running around punching people in the teeth, but you're going to have to use a bit of strategy if you want to do well. It's possible to throw baddies around the screen, but also quite tricky to do. You walk up real close, grab them, choose a direction, hit the fire button and throw them! If you chuck a baddie at a wall or an object you'll double the damage done to him. Better still, you can throw him at the other fighters, knocking them down in the process! Throwing is far more destructive than punching, but combinations of both work even better.



## MID LEVEL CHALLENGE

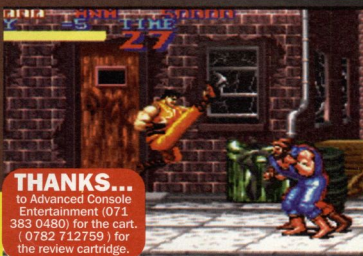
Every now and then you'll come across a bonus round. Some contain end of level baddies, others are just there for points. A car (the same kind as in Streetfighter 2) just lies there waiting for you to destroy it and the faster you wreck it the more points you get. At one point you're thrown into a boxing ring with a sword wielding Samurai and you have to fight him! The evil goon comes charging at you and he's almost impossible to avoid. Fortunately there are loads of handy swords just lying about waiting to be picked up. Pheui!

## WHAT'S THE DIFFERENCE

Although there's the obvious addition of the Guy character (at the expense of Cody) there are a couple of other minor differences. For one thing there seems to be less slowdown than the original. The programmers have tweaked and refined the game and although the changes are minimal, they help the action flow that little bit better. Because this is a Japanese gear import, it hasn't been subject to Nintendo of America's strict moral evaluation, and as a result, the suspender clad women are still there. There's also a tiny bit more blood and guts when you smack and slice the baddies. Hurrah!

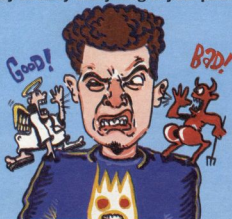


Look, it's trouble on the tube!



## THANKS...

to Advanced Console  
Entertainment (071  
383 0480) for the cart.  
(0782 712759) for  
the review cartridge.



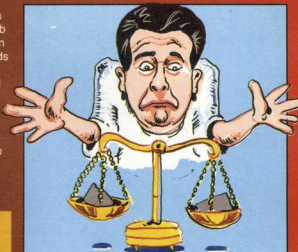
"Wow! What a sense of Deja Vu! It's all so familiar. Final Fight Guy is exactly the same as the first one! Owners of the original Final Fight would have to be drooling fanatics to even consider purchasing this one. I think what it all boils down to which character you prefer. If you like Cody, get the original and if you like Guy, get this. The graphics as before are superb, with brilliant sprites and amazing backdrops. Music is a bit cheesy with a weird mixture of haunting melodies and throbbing rock anthems. The sound effects are brutal and effective and the overall feel is one of awesome violence. That's about all there is to it, one of the best beat 'em ups around but a complete no hoper for anyone who has the original."

CVG 024 FRANK O'CONNOR





Who needs a first in the gob when you can throw bad lads over your shoulder and really teach 'em who's King of the Streets? So do it and stop mucking about...



## FAMOUS FIGHTERS

Here are a few famous fighters you may or may not have heard about:

**KING DAVID:** Biblical boyo who got challenged to a scrap with some enormous bruiser called Goliath and took the sucker out with a catapult. Hurrah!

**SPARTACUS:** A well 'ard gladiator who lead a massive slave revolt against the Roman Empire in AD something or other.

**PETER THE GREAT:** Massive Russian Emperor who stood about seven feet tall, could dust anyone and even pulled out people's teeth for fun!

**BRUCE LEE:** Finest exponent of the Martial Arts and a true CVG hero. Rent his films and be blown away by his fighting skills!

**OLIVER REED:** Excellent actor who's off screen exploits and legendary After Dark appearance have earned him cult hero worship in the CVG office!

SODOM 98kg



DAMND 201kg

ABIGAIL 265kg



## SPECIAL MOVE MAYHEM

Guy and Haggar are both very skilled fighters but each has his own special move. Guy can perform an incredible spinning kick which takes out baddies on all sides. You activate this by pressing jump and kick at the same time. Haggar too can deal with loads of baddies at once as he whirrs around, arms outstretched. The price you pay for all this destruction is energy. Every time you use the special move, your energy bar drops a fraction. When your energy is very low you can no longer use the special moves. Use them carefully though and you'll be laughing!



"First things first - this is NOT the follow-up to Final Fight. In fact it's not even a follow on. What we're talking here is Final Fight with Guy in it and, um, that's all! The idea is that both games complement each other to form the coin-op, and you buy whichever one suits you best. Well, that's the theory anyway. Everything you could reasonably want is here, but anyone who's already got the original Final Fight will be sorely disappointed because it's just more of the same. Great graphics, excellent gameplay, good sound, fab game. Trouble is, with the official Final Fight just around the corner there's not going to be that much point buying this. Still, this game never claimed to be the sequel - so we can't complain. Just decide which one's right for you before shelling out the dosh!"

TIM BOONE

STRATEGY	SKILL
ACTION	REFLEXES

GRAPHICS	%	90
SOUND	%	88
GAMEPLAY	%	89
VALUE	%	87

**OVERALL 88**

PC

ADVENTURE

BY LUCASFILM  
GOLD £39.99



Indiana Jones, everyone's favourite archaeologist makes yet another appearance in Lucasfilm's latest graphic adventure. The Fate of Atlantis tells the tale of the mysterious sunken city and a bizarre doomsday machine that lies therein. As usual, the Nazi's are after it and it's up to Indy and his new girlfriend to stop them. The machine is capable of unleashing a force of enormous destructive power and there's no guarantee that the Nazis will be able to control it.

Only guile, cunning and good use of your whip will save the day. Sophia can help, her mysterious psychic powers will come in more than handy, but her claims about an invisible spirit have you worried to say the least...

most excellent dudes!



Yoiinks! I like a bit of Nazi bashing, treasure finding, whip-cracking action and who better to do it with than Indiana Jones? Licenses come and licenses go, but seldom do you find one with such incredible depth of gameplay. The graphics are stunning, even better than Monkey Island and the brilliant iMUSE music adds tremendous atmosphere to the game. The puzzles are difficult but there are plenty of clues and the arcade sequences break things up nicely. Lucasfilm games are always user friendly and there's no way to get trapped or killed in the game, something which ruins so many other adventures. Just watching someone else play it is enormously entertaining and you'd be a mad, blubbering idiot if you didn't think this was ace. Definitely the best Indy game ever and the only thing that even comes close to beating Monkey Island!

CVG 026 **FRANK O'CONNOR**

Indy takes the raft along the underground Atlantean river. Where it leads though, only true adventurers will find out. Just as long as there's no snakes...



You can see Sophia alright, but just how do you get across to smooch?



It may look like a quiet fishing village, but those Nazis are everywhere.



## WHAT A BALLOONATIC!

Indy gets the chance to fly a balloon during the game and the darn thing is very tricky to handle. The wind steers the craft and you have to move the balloon up and down to catch a wind which will push you in the right direction. As you soar through the air, you may spot points of interest and want to land. It's a lot easier said than done and you have to vent hydrogen to lose altitude and land. The problem is, you could miss your target entirely and land miles off course. Once you get used to it though, the balloon is a fun and speedy way to get around and it makes a nice change from brain-teasing problem solving.

## GOODIES GALORE

As Indy goes on his travels through the game he'll discover all sorts of weird and wonderful objects. Well, he is Indiana Jones after all - and you wouldn't expect to find him browsing around the pick 'n' mix mounter at Woolies, would you? Anyway, some of these items are well useful and a few are about as vital as itching powder in the Y-fronts. Trouble is, you never quite know for sure! Just wait until you find out hat the bubble gum's for...

## CARS AND CAMELS

Navigation plays an important part in Indy's life and only skill and cunning can help you avoid capture by Nazis. There are two sections where your navigational skills are pushed to the limit - the car chase and the camel run. The car chase is very odd, you have to guide a car around a maze of streets in an attempt to stop a Nazi scientist before he escapes with some vital information. You use the mouse to point and click your car in the right direction and tear through the streets. The camel chase is very similar but there's a lot more open space and it's much easier to shake off the opposition.

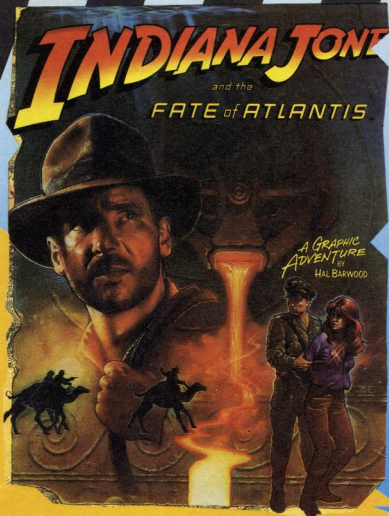
## PATHS A PLENTY

One fine feature of Fate Of Atlantis is the ability to choose the type of game you want to play. You can either team up with Sophia (which is a bit of a laugh), go it alone and use your brain (not recommended for sad thickos and That's Life fans) or thump everyone in sight and go for hell for leather mode in which you get to beat up all sorts of interesting people! Don't know about you, but I know which one I like! Well, actually all three are pretty good so what you get is three games in one. Cracker!



Give Pick up Use





## WHAT'S ON THE MENU

Graphic adventures come and go, but ever since the Pawn on the ST, they've almost all been controlled with a mouse. This method has varying degrees of success but the control method on Indy is a top treat. Using a similar system to Monkey Island you have two main areas on your control panel. One is a list of verbs allowing you to look at, use, move or even talk to any object or person you encounter. The other area has a list of stuff you've picked up. When you find an object on screen, say for example a person, the menu bar will highlight a suitable verb such as "talk". Pressing the second mouse button activates that option and saves loads of time.



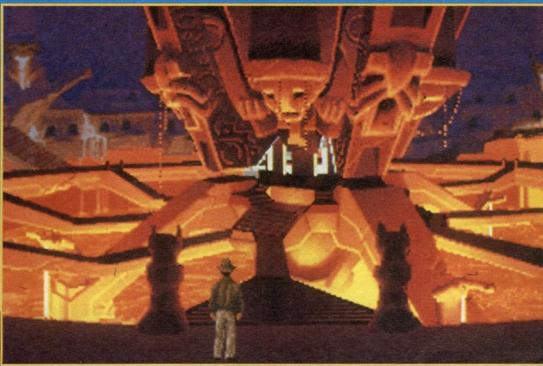
It may look like an ordinary amber fish on a string, but...wait a minute!



Our hero in his full archaeological glory, what a guy!



Indy steps out on the town but the threat of Nazi danger is constant!



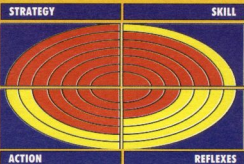
# REVIEW

CVG



Forget The Lost City of Atlantis. What about The Lost Nights Of My Sleep? This is where you get to stay up all night and ponder the mysteries of the Indy's latest adventure - because that's how good this is! Lucasfilm are making a habit of turning in utterly brilliant arcade adventures, and this one is no exception. Puzzles, laughs, thills, spills, exotic locations and loony tune characters to interact with - they're all here. Graphically brilliant, the game features the superb backdrops and animation we've come to expect from these games. Sound scores a double plus, though. Fantastic soundtracks spur you on through the game with some of the best music you're likely to hear on a home computer. Indy is the perfect character for this type of game, and Lucasfilm make full use of all his talents to provide a game which will have you engrossed for weeks. Highly recommended - so buy it NOW!

## TIM BOONE



<b>GRAPHICS</b>	%	<b>94</b>
<b>SOUND</b>	%	<b>94</b>
<b>GAMEPLAY</b>	%	<b>92</b>
<b>VALUE</b>	%	<b>93</b>

# OVERALL 93

## SUPER NINTENDO

ARCADE

BY CAPCOM  
£45.00

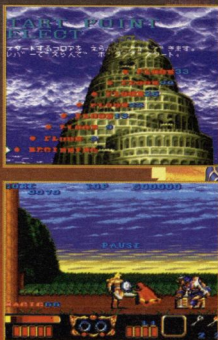


Dragons, sorcerers, warriors and barbarians. They've all got one thing in common - they always turn up in video games. The world has been taken over by the evil Dragon Emperor or something and it's up to you and a band of brave fighters to save us all. Using techniques ranging from swordsmanship to wizardry, you must seek out the evil warlord and destroy him once and for all. You and your gang are armed to the teeth, but the dark tower where the evil one lives is packed full of danger and pants-wetting excitement. This is no trip to Tesco's, this is a battle to the death..

The game is almost identical to its arcade counterpart - so if you liked that you're in for a treat. Graphics are neat and detailed with some impressive if repetitive

backdrops. The game taxes a load of ideas and style from an earlier Capcom game, *Black Tiger*, but it's fast and playable nonetheless. Music is really outstanding with loads of spooky and atmospheric organ pieces and some really scary tunes. The sound effects are good too, with loads of sampled noise and the odd scream here and there. The game can be a little samey but there's still that urge to see what's on the next level. If you're good, it won't take you too long to finish but beginners will reap a load of fun from this one. A good solid hack 'em up with loads of bells and whistles.

CVG 038 FRANK O'CONNOR



Go on, whack 'em!



Lots to see and lots to do.

Most excellent graphics...



# Magic Sword

## THE REAL MAGIC SWORD

Starting the game as a lone warrior, you are armed with a sturdy but rather small sword. As is the case with all real men, you want a bigger weapon. Hacking and slashing with the pointy end of your little sword is all very well, but you should start looking for something a bit more dangerous. Killing certain end level baddies rewards you with a bigger sword and the more of them you kill, the bigger your sword gets! Apart from giving you more power and a longer reach, the swords can fire beams of ever more powerful energy, wiping out most on screen menaces. If you are hit, the sword will fly out of your hands and sometimes it falls in an impossible to reach corner of the screen. Bum burps!



## TOWER OF TERROR

There are fifty levels in the tower, so there's quite a lot of hacking and slashing to be done before you reach the final confrontation. You don't have to fight your way through all fifty levels though, because the option screen allows you to start at level thirty. Of course you'd have to be a sad shuffling zomboid to do that and a particularly poor gamesplayer. If you do reach the top and defeat the final baddie, you'll be faced with a very difficult choice. The source of the evil power is a jewel known as the black orb and you must choose to either keep it or destroy it. Smashing it will restore peace and harmony to the world, but keeping it will bestow ultimate power to you, turning you into a bad guy in the process. No choice, eh? Smash the bloody thing...

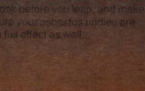
## THE GANG OF NINE

Although you start this perilous mission on your own, you have another eight pals to help you on your way. They have been locked up in the castle by the Evil One and when released, they will aid you in your journey. You can only have one helper at a time, but they effectively double your firepower anyway! There's a magician, a sorceress, an Arabian warrior, a ninja, a knight, a gorilla, a lizard and a priest. They all use different weapons and fire them at the same time as you. All of them are about the same strength, but some are faster and some have a wider range. It's up to you which hero you want to use and it really does make a difference!



## CHESTY MORGAN'S BOX OF DELIGHTS

Scattered willy nilly around the towers of the castle are loads and loads of treasure chests. These will open when shot to reveal a variety of goodies and baddies. You may open a chest and discover a weapon or an energy potion, but if you're really unlucky it'll be booby trapped. The chest will spring open and a pillar of fire will spread out from it, generally toasting you and your pal in the process. Even worse, sometimes an opened chest will cause a massive rockfall which is almost impossible to avoid. Some chests are hidden and will only be revealed by a slight flickering near their location. To open it, stand where you think it is and fire. These usually reveal extremely useful items and are not to be missed - so don't miss 'em!



Jeepest!




Capcom are the brains behind some truly awesome arcaders, and Magic Sword is no exception. This is an excellent conversion of the coin-op, and everyone who pumped too much silver into the original should be on Cloud Nine right about now. Visually the game is nothing new - even though the graphics are excellent - but sound is outstanding. There's a real sense of dread running through the game and you have to keep going just to prove you're hard enough to do it - even if the background graphics can become incredibly samey after a while. I enjoyed Magic Sword in the arcades and I like it even better now it doesn't slurp my silver. It's not a classic and certainly doesn't

rank up there with other Capcom killers like Street-fighter 2, but it is great fun and comes with a solid thumbs up from me! Well worth a good slash.



TIM BOONE

STRATEGY	SKILL
	
ACTION	REFLEXES

**GRAPHICS** % 88

**SOUND** % 89

**GAMEPLAY** % 83

**VALUE** % 84

**OVERALL** 84

# KARAOKE KERAZEE!

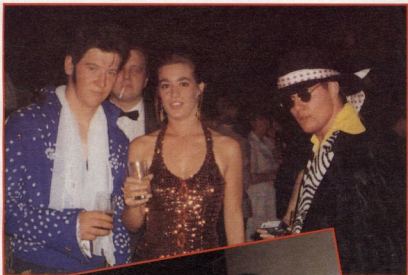
## CVG BOYS IN SING-SONG SHOCKER

Everyone knows the CVG boys are top international playboys and masked Ninja vigilantes... but did you know they SING as well? And did you know they won their way through to the Grand Final of the London Karaoke Contest - beating more than 400 teams in the process? Crikey, John! Here's the full uncensored story...

After driving the rest of the crew crazy with their wonky warbles, Paul, Frank and the lovely Sasha Creasey entered themselves for the contest - First Prize a dream trip to Japan! Incontinent underpants at the ready, they fought their way through the heats and made it through to the last 12! Sheer talent is OK, but they needed something extra to impress the judges. After trying in vain to bribe them with a job lot of unsold Zeros, the team decided to get some spunky costumes...

Randy, Britain's Most Ridiculous Elvise Impersonator (he's blonde, for Cliff's sake!) kitted himself out in the blue Las Vegas Too Fat To Live outfit and managed to look a dead ringer for Sonic The Hedgehog. Sasha got a dress so tight Paul couldn't breathe and Frank opted for a tasteful crushed velvet suit with zebra-skin lapels and height-of-fashion platform shoes.

Virtually the whole of EMAP turned out, drinking loads of orange squash and listening to the sad efforts of the other teams. Sasha had to sing first and she belted out a stunning rendition of Flashdance by Irene Cara. The crowd went wild, especially when Sasha's dress threatened to give way on a particularly high note, and she left the stage with a nine on the Clap-O-Meter.



Frank was up next and needed some help getting up the stairs with his awesome platform shoes. His soulful crooning of Otis Redding's Dock O The Bay had the girls screaming and swooning, while the boys just laughed at his sad outfit. He had a bad moment at the end when he did the whistling bit and his chewing gum flew out and landed in a rugby player's beer but the minders helped him safely from the stage. Ten out of ten on the Clap-O-Meter! Hooray!

Last up and the moment everyone had been waiting for, Randy Presley! His entrance caused a near riot as his portly frame was silhouetted by the stage lights. Girls fainted, grown men cried and all he did was ask where the stage was. When he actually opened his gob the place nearly fell apart! Nobody could hear a word he sang above the roar (just as well, really) and he screamed in with another ten!

Sadly though, when the results were announced, the CVG boys were placed a shocking third. Dignified in defeat, Frank hugged Sasha, Sasha hugged Frank and Paul wandered off to throw a strop and take a fit lass to the pictures. THAT'S SHOWBUSINESS!



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AS REVIEWED IN THE SUN NEWSPAPER!!!



## NEO GEO

BEAT 'EM UP



BY SNK

£120/20p play

The world is in peril (again) and alien monsters have invaded! The Earth monsters have taken great offence and, in order to prove their superiority, they decide to take on the twisted alien space fiends. The Earth monsters are a trio of real weirdoes - Atomic Guy, Super Geon and the absurdly named Cyber Woo. Using their incredible and mostly stupid fighting abilities, they must defeat a series of ever more dangerous things, smacking them around and destroying cities as they do so. The fight will take them across the globe and cause untold death and destruction. The question is, who will cause the most destruction to the planet, you or the forces of evil. Ah, who cares? Kick ass!

"King of the Monsters 1 is still an office favourite so we all got dead excited when this sequel turned up. Fortunately for us and our newly filled pants, it was ace.

The graphics have improved a bit over the first game and the music is even funkier. Gameplay-wise, nothing much has changed. The adventure element is a bit smoother and more structured and the whole game moves at a much faster pace. The addition of scrolling levels gives it a nice feel and there lots to see and do. With one player it could get a bit dull (although it'll take you ages to complete) but with two players you'll probably never get bored. A graphical treat and a brilliant drop dead stop the traffic rock 'n roll arcade bonanza. If you've got a Neo Geo you need this like food and water."



## ATOMIC GUY

The leader of the pack is Atomic Guy. Standing seventy feet tall he really is an amazing sight. His bright yellow costume is a real fashion disaster but his amazing atomic powers more than make up for it. The fastest of the three he can punch and kick like a real kung fu hero and can beam up a spectacular R-Type weapon to waste the enemy. The more pick ups you collect, the more powerful the beam will become. Atomic Guy's speed gives him a considerable advantage over the bad guys but he's not too hot against his mates.

## CYBER WOO

Apart from his silly name, Cyber Woo is a real force to be reckoned with. Armed to the teeth with the latest cybernetic hardware, he has more than a few methods to murder alien scum. Having grabbed an opponent, Cyber Woo opens a hatch on his back and unleashes a spectacular volley of homing missiles, causing great damage to his trapped foe. The payoff for all this power is that he's incredibly slow. His sweep kick comes in handy though, as most baddies aim for the head.

## SUPER GEON

Looking more than a bit like Godzilla, Super Geon is a massive blue Dinosaur with a big horn and a bad attitude. He can use his horn to impale bad guys or swipe them with his tail. His flailing punches are a bit weak because of his stumpy arms but his special attacks more than make up for it. He can throw baddies into the air and catch them on his spikes when they land, and with the help of a power up he can cause massive earthquakes - toppling the baddies on the ground!



# KING OF MONSTERS





THANKS...  
...to DGM for the  
cartridge used in  
this Review.



*King Of The Monsters* was one of my all-time fave arcades because it was so brilliantly simple - control one of these mighty suckers and kick the crap out of everything around you! Naturally the sequel was a big event, and it's a great game, but I did come away just a touch disappointed. Somehow all the bells and whistles bolted onto the sequel manage to detract from the gameplay just a tad and there's so much going on you can almost forget what you're supposed to be doing - kicking ass. The game hangs together very well, and first impressions are gobstopping, but play for a while and you realise why you liked the first one so much - it was so damned simple! Superb graphics and awesome sound, but be aware that the original is actually the better game - so give this one a few spins in the arcade before shelling out the big bics for the home version.

**TIM BOONE**



## HIDDEN GOODIES

The cities are the best place to have a fight. Walking around tramples all the small buildings and they disintegrate in a cloud of smoke and falling masonry, but you can actually pick up a skyscraper and use it as a weapon! Hitting punch while you're holding the building will throw it in the direction you're facing. Sometimes a building will reveal a power up or bonus points, but even more useful than those are the extra energy pods.

## TWO PLAYER TRAUMA

Like the first *Monsters* game, you can play two players simultaneously. Although their moves are fairly limited in one on one combat, you can still cause unbelievable destruction to the countryside as you battle for supremacy. Teaming up to destroy the aliens is much more fun, and you can always attack each other when there's nobody else to attack. Actually, smacking your mate when he's not expecting it is a good way of building up bonus points. Hurray!



STRATEGY	SKILL

ACTION	REFLEXES

**GRAPHICS** % **92**

**SOUND** % **92**

**GAMEPLAY** % **88**

**VALUE** % **80**

**OVERALL** **90**

# OF THE STERS 2



Win!

# STREET FIGHTER



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All entries must be received by 15th August 1992.

## Questions

- ① Which country is Blanka originally from?
- ② What is the name of the brand new street fighter Arcade?
- ③ You can only choose to be one World Warrior, of how many can you choose from?
- ④ Street Fighter II will be released on the Super Famicom, which other console is Street Fighter I already available on?

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② A Δ B Δ C Δ

③ A Δ B Δ C Δ

④ A Δ B Δ C Δ

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## SUPER NINTENDO

BEAT 'EM UP

BY CAPCOM  
£90.00



You've waited long enough! You've been hammering at the doors of CVG Towers for months in the hope of the tiniest titbits of information. Well, the wait is over because it's here: *Streetfighter 2* - the most eagerly anticipated video game of all time! The plot is so simple, but the game is far from that. Ryu, the world's strongest fighter, has entered the *Streetfighter* tournament hoping to regain his crown. Money and glory don't interest him, he just fights to test himself against the world's best. Ryu is prepared for the fight of his life, but the other contestants have their own reasons for joining the fray. Every one of them has strengths and weaknesses, and the only way to discover everything about this awesome beat 'em up is to play it, and play it and play it!

### FULL OF CHARACTER

There are a total of twelve characters in *Streetfighter 2* and you can choose from eight. The list is as follows:

Ryu - a karateka with a zen attitude

Ken - a karateka with silly hair

Chun Li - a top Kung Fu mistress

Honda - a sumo wrestler who likes his grub

Blanka - a green skinned brazilian mutant

Zangief - a massive Russina wrestler

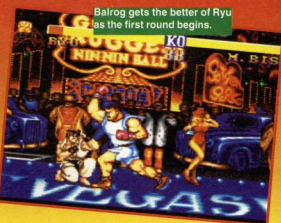
Gulle - a soldier with hair trouble

Dhalsim, a Yoga master with stretchy legs and arms

Each fighter has their own strengths and weaknesses but they're generally equal. There are four that you can't use, but you do have fight them - Balrog is a Spaniard with razor tipped fingers. Bison is a Mike Tyson lookalike with an incredible punch. Sagat is a Thai boxer and finally there's Vega, the most fearsome fighter



Balrog and Honda square up for a right good punch up.



Balrog gets the better of Ryu as the first round begins.

## 16 MEGS? I DON'T BELIEVE IT!

Yes indeed, Capcom have pulled out all the stops on this one and manufactured the biggest cartridge in video gaming history. 16 Megs! Most cartridges are about four Meg and bigger games are eight. But 16? It's unheard of! All this memory is used to hold the huge amount of animation required to bring the characters to life. Huge sprites with dozens of moves can be very greedy as far as memory is concerned. To top it all, Capcom have included all but one word of the sampled speech and screams of pain. The backgrounds, the music, the control method, it's all here!



## YOU PAYS YOUR MONEY AND TAKES YOUR CHOICE

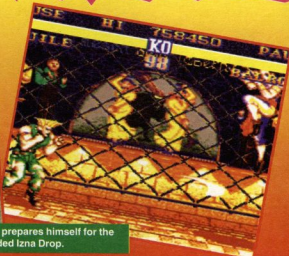
The only bad news about *Streetfighter 2* is the price. Most grey importers will be charging around the £90 mark for the cart. We checked with our Japanese sources and discovered that *Streetfighter 2* costs 3800 yen in Japan. This is only a little more expensive than standard SNES carts with about five quid put on to pay for the extra memory. Oh well, you can't have it all I suppose.



Ryu stomps on Gulle's immaculately combed head.



Vega prepares himself for the dreaded Izna Drop.



Chun Li hits Balrog with a devastating high kick.



Balrog smacks Chun Li right in the gob, what a cad!



4 PAGE REVIEW

## SIX BUTTON BONANZA!

As you're probably well aware, the arcade game has six fire buttons, representing three strengths of kick and punch. On any other machine this might have detracted from the game, but the Super NES control pads are blessed with six buttons - including the L and R pads on the top of the unit. Although this calls for some considerable dexterity on the part of the player, it's perfectly fine once you get used to it. You can swap the buttons around on the option screen and choose the setup that suits you best. Capcom are soon to release a nifty bit of kit called the Competition Stick, which has all six buttons in the perfect layout and a nice responsive stick. If that's not available soon enough, you could always try Halken's J.B. King - a very similar unit to the Competition Stick - and use that to kick the crap out of the competition.

CROUCH, JUMP & DIRECTION.

SOFT/ HARD PUNCH.



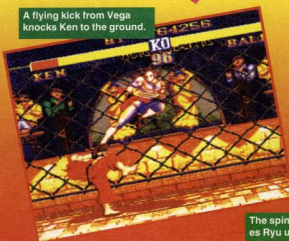
BLOCKING AND SPECIAL MOVES

SOFT/ HARD KICK

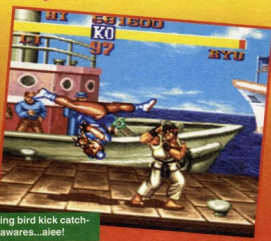
## SUPER SPECIAL MOVES!

Each of the fighters is blessed with at least two special moves. Ryu and Ken can perform three. They can loose off a fireball, do a spinning cyclone kick and, if they're clever, the amazing Dragon punch which kills just about anyone. Zangief can do a spinning punch, arms outstretched, while Chun Li has the spectacular spinning bird kick as well as the hundred foot kick. Honda does something similar with a punch and Gulle can loose off tremendous Sonic Boom fireballs. The secret moves are all incredibly difficult to perform on the joypads, requiring feats of dexterity far beyond the capabilities of normal human beings. Getting it right is a real thrill and can help you complete the game.

A flying kick from Vega knocks Ken to the ground.



The spinning bird kick catches Ryu unawares...aiee!



# REVIEW

most excellent students!



Cor blimey! It's not often we get so excited about the arrival of a game, but this one had us peeing our pants with sheer nerves! Would it be perfect? Would it be the conversion of the decade? Would it be the best thing since the Big Bang? The answer to all these questions is YES! Streetfighter 2 is the most accurate arcade conversion of all time. No doubt about it. Every single thing that was in the original game has been faithfully translated. The graphics are perfect, some of the best ever in fact. The music is awesome, the sound effects superb and the gameplay matchless. If it wasn't for the price, this would be in the running for the coveted title of sexiest video game ever. If you have a SNES, you must get this, it's as simple as that. This game has more latability than any other title and you'll be playing this five years from now. As a one player odyssey, this is unbeatable, but with two players this will stop the traffic. Even at ninety quid, this is almost a bargain. With advance orders at 1.5 million, this will almost certainly be one of the best selling games of all time and rightly so.

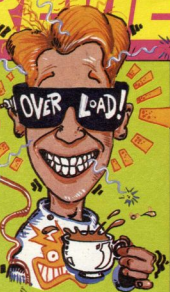
## FRANK O'CONNOR

**JON SAYS:** What a laugh! This cart actually manages to make me even more hot and sweaty than a real scrap. A hoot and a half and no mistake!

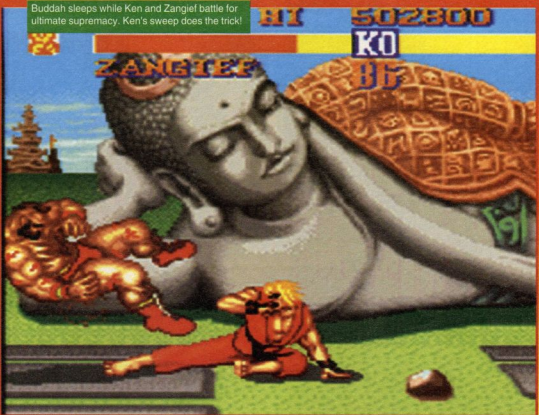
**JENNY SAYS:** I don't like fighting, but you just can't resist a scrap like this! Even if you've never played the arcade game, I guarantee you'll go gaga over this!



# REVIEW



Being a somewhat unfortunate case when it comes to Street-fighter II, I wasn't looking forward to being thrashed left, right and centre on the Super Nintendo version. That all changed, however, when the cart went into the machine and the SNES was turned on. Cor blimey, gunnor, if this isn't one of the most awesome conversions you could ever hope to lay eyes on! Every single aspect of the arcade machine has been crammed into all sixteen megs, from the massive, detailed and brilliantly animated fighters to the all-action gameplay that knocks spots off all other beat 'em ups! I was also rather chuffed to find the two-player mode that lets you choose both characters and scenarios - and the fact that, after a few goes, I found that I was getting gradually better at using the special moves, timing attacks and such. Street-fighter is up there with the best of them; it's without a doubt the best beat 'em up on any machine and only the extortionate ninety quid price tag puts a downer on things. But Streetfighter II is a game you simply cannot be without - so get saving!



# STREET FIGHTER II

## PAUL RAND



## ALTERNATIVELY...

If you don't like the look of Streetfighter 2 and you want to play a top beat 'em up then you're obviously a drooling halfwit. To date, there is absolutely no alternative to this game in terms of sheer excellence and total fabuliciousness. If you can't afford it however, try Ramna or wait until the official release sometime next year when it's bound to be cheaper.

Choose your favourite hero and get ready for the fight of your life. And don't get hit in the teeth.



## BARE NAKED LADIES

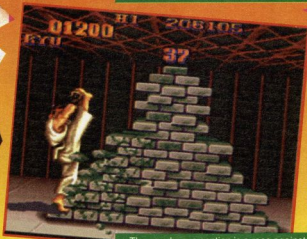
There aren't actually any bare naked ladies in the game but it would be good if there were. What you do have in the game though is a load of sampled speech and amazing music. The tunes have been taken straight from the coin-op and tweaked slightly. As a result the music is truly better than the arcade original. The speech, battle cries and groans of agony, have also been lifted from the coin-op. Identical apart from the lack of the word "perfect" and slightly clearer than the original. Top of the tunes is the first Thailand level. A sonic treat and no mistake

## THANKS...

...to Advanced Console Entertainment, care of the Advanced Games Club, for the Streetfighter 2 cartridge used in this review. Call them on 071 383 0480.



Honda takes out Zangief in a crippling rib-crusher, can the giant Russian survive?



The new bonus section is a race against time to destroy the towering pile of bricks.



Dhalsim hurls Ryu to the ground with amazing skill, but Ryu still has a chance!



Vega gives Ryu the kicking he so richly deserves and he's handsome too!

Ryu beats up his old training partner in a show of superiority.

# REVIEW



Knock out!



My gob was well and truly smacked by an early demo of Streetfighter 2 six months ago, but even then I didn't think the finished version would be anywhere near as good as this! Streetfighter 2 on the Super Nintendo IS the

arcade game - and in some ways it's marginally better! Absolutely everything from the coin-op has been crammed onto this 16 Meg cart. All the characters, all the moves, all the graphical touches, all the backdrops and all the sound are there. Quite simply Capcom have delivered everything we could have asked and turned in a flawless conversion of the perfect game. When the CVG boys ignore the office Streetfighter 2 machine and spend all their time on the SNES with this cart then you know you've got something very special on your hands. The only drawback is the price - £90 for any cart just doesn't cut it with me, and this game would be scored even higher if not for this drawback. Nevertheless it has to be said that this is a Must Have for any SNES owner and you'd have to be a shambling dribbler to miss out!

**TIM BOONE**

STRATEGY	SKILL	
		
ACTION	REFLEXES	
<b>GRAPHICS</b>	%	<b>96</b>
<b>SOUND</b>	%	<b>97</b>
<b>GAMEPLAY</b>	%	<b>96</b>
<b>VALUE</b>	%	<b>80</b>
<b>OVERALL</b>	<b>96</b>	

CVG 039

# SNOB'S MAILBAG

**IVEGOTAPORSCH!** Welcome to an extra special edition of the one and only Yob's Mailbag, hosted this month by none other than his big brother, SNOB! That's right, you annoying little oiks, yours truly is in the chair for more of the rubbish you plebs keep choosing to send. If you think you can do better than this sub-standard stink pile of puke then fire your own efforts off to: **YOB'S OUTRAGEOUSLY HILARIOUS MAILBAG, COMPUTER AND VIDEO GAMES, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.** Remember cretins, there's £100 up for grabs for the best letter Yob gets, and naff all for anything else except a good old insult up the jacksie. **HOORAY!**

## LIONEL BLAIR

Dear YOB,  
I have a few queries that I have been losing sleep over. I would be grateful if you could please answer them as I have nobody else to turn to. They are: 1. How many colours can the Megadrive have on screen at one time and what is the Megadrive's colour palette number? 2. Same question as above except for the Atari ST. 3. Is Xenon II better on the Megadrive or the ST? 4. Is it true that Lemmings is coming out on the Lynx and if so when? 5. Is Lemmings excellent on the Lynx? Please please answer as well as you can the questions I have just stated.  
Nick Surtees,  
Ascot, Berks.  
**SNOB: Losing sleep, old boy? Huge prob, what? Have you tried hitting yourself over the head with a large iron bar and counting the stars before you drop or? It's better than a crateload of champers for making sure you get forty**

winks, especially if you're a weak and pathetic pile of poodle poo, which I suspect you are. Anyway, I looked through Yobbie's crusty old almanack and here are the answers you so desperately seek: 1. 64 and 512. 2. 16 and 512. 3. They're about the same. 4 and 5. It's the topper and it's coming soon.

## PATRICK MOWER

Dear YOB,  
I have been reading CVG for quite a long time now and I am disgusted at these evil minded fermenting cretins which write in to you with all the abuse and insults. I think you are the best person to have landed on this Earth. These certins should be sewed into a little tiny ball, chucked into a vat of molten lava and smashed to bits with a six-foot sledgehammer.  
Yours forever faithfully,  
James Denman,  
St Leonards  
East Sussex  
**SNOB: Good show, old man, good show. Need to show these**



uncouth chappies who's boss, what? Trouble is, I can't quite work out who's going to do this sledgehammer business. Can't be you, after all - you're just a shambling mockery of a moron with a skid stain for a brain and an uncouth little oik who's no use in a decent scrap. Oh well, can't complain. At least everyone in St Leonards will give you a damned decent duffing when they read this...

## TOMMY STEELE

Dear YOB,  
I am a very lonely Spectrum 48K owner. I love my computer loads and loads and I play on it every

spare minute. All of my friends say I am thick because I think Spectrums are better than Amigas. Are they right or am I? Just because Amigas have the best graphics and more types of games, does that really make them best? Please will you answer my questions? 1. Do Amigas have better playability than Spectrums? 2. Are the makers of Spectrum bringing out a hand-held? 3. What is the best Spectrum game?

John Burns  
Sunderland

## SNOB:

Dear John old chap,  
1. I'm sorry to tell you this.  
2. About what your friends said.  
3. They were right.

## NORMAN COLLIER

Dear YOB,  
I was wondering if I was the only one who's noticed, but are you getting younger or is Jon Billington getting lazier? Now unless you've been using Oil Of Ulay twice a day I don't see how this reversing process can be justified. No answer, eh? Just as well I've got a few questions. 1. Are Commodore planning to release a hand-held? 2. Which hand-held has the best speech capabilities? 3. Don't you just feel sorry for all those Amstrad owners out there? (Ho! Ho!) 4. Don't you just feel sorry for all those suckers who bought the C64 games console (Hal Ha! Hal). Kwasi Mensah  
Brixton, London  
**SNOB: Looking through Yob's sack of goodies this month one has seen a few letters that have**



made one laugh, a few that have made one cry and a few which made one throw up. Then one finds yours, and all one can say is you have a very fitting surname because you must be the first person in Britain with an IQ less than zero who doesn't know that Question 1 is ridiculous, Question 2 is a travesty beyond words, Question 3 is a festering pile of bat crap and Question 4 is almost as useless as your sense of humour



#### WAYNE DOBSON

Dear YOB,  
Your magazine was excellent and it has just become even better. As Computer magazines go CVG looks the best, has the most information, has the most variety and is most definitely the best value for money. CVG is the only decent mag that covers all computers and consoles. I have a few questions for you: 1. Are there going to be any price drops for the Neo Geo, machine and games? 2. Will NEC ever release any of its hard-ware officially in Britain? 3. Are any companies developing consoles with more than 16 bits? I've heard rumours about Atari's Jaguar and Sega's Gigadrive. 4. Will CVG ever do a feature with information about all the machines available from all the companies? 5. Please will you run competitions with straightforward answers because I am sure that there are many people like me who are too hopeless at drawing to enter your current competitions. 6. Does CVG run a subscriptions service? Oh well, that's that. I'll go back to playing my Megadrive until the next issue of CVG comes out. Keep up the good

work!

Yours happily  
Colin Foote  
Happyland  
PS Knock Knock.  
Who's there?  
I need ap.  
I need ap who? (When spoken sounds like I need a poo. Quite funny, don't you think?)  
SNOB: Knock Knock.  
Who's there?  
Colin.  
Colin who?  
Colin that cretinous globule of sadness. Oh, don't let him in then.

#### JOHN INMAN

Dear YOB,  
Why do you give the names of the letters in your letters page eg You Only Get Four Fingers in a Kit Kat? Please can I have £100 to get a new ruler? I am ruler you are glue.  
Richard Craig  
Formby, Merseyside  
PS I am not an Australian.  
SNOB: Are you sure? You sound stupid enough to me.

#### ANDREW O'CONNOR

Dear YOB,  
I am the writer of the letter sent in two weeks ago about wanting to know if Chuckie Egg would work on the A500+. Before I wrote another letter and everyone made fun of me in school. Please could you not print this letter in the magazine.  
Yours hopefully,  
Mohsin Choudry  
Sheffield  
PS PLEASE DO NOT PRINT THIS LETTER IN THE MAGAZINE



#### STAN BOARDMAN

Dear YOB,  
I need your help as you're my idol. The other day my five-year-old sister asked me if I would play this game with her. It sounded quite good. Whoever jumped off the highest stair was the winner. My sister jumped off the third stair from the bottom. I decided to end this crazy little game by jumping off the top stair. Whilst in mid-air I noticed that I had quite a long drop to the bottom so I tried to save myself by grabbing onto the lampshade. But the wire ripped out of the roof and I landed right on top of my little sister. Along came my mum with a rolling pin. She gave me a right old bang over the head. Now I don't get any pocket cash. My mum thinks I've got all my stupid ideas from you. Well, I have but who cares anyway? Please send me the hundred quid (in used fivers) so that I can buy the mag and bribe

#### RICHARD WHITELY

Dear YOB,  
If you give me 100 quid I won't show The Sun these pictures of you. Graeme Connolly  
Clydebank, Glasgow.  
PS Your Y-fronts have more skid stains than Heathrow Airport.  
SNOB: My dear chap, have you considered donating your brain to medical science? Just think, some leading international surgeon with lots of letters after his name could use it as a doorstep or a football or something...



my mum into letting me take the karate lessons so that I can kick my little sister's head in for coming up with stupid ideas like that. Keep up the good insults, YOB.  
Patrick Harvey  
Rotherham  
SNOB: My favourite game is called Laugh At The Losers. A crowd of us drink far too much ginger pop and swan about town wasting cash on complete rubbish while talking like somebodys just shoved a bowling ball into our gobs. We never do anything worth a light, never amount to anything in our whole lives, and every so often one of us gets to be a Cabinet Minister or something just as useless.



#### LENNIE BENNETT

Dear YOB,  
Hey you British nut, let's see you answer this letter.  
Babak Bayani  
Barcelona, Spain.  
SNOB: Spaniard.

## BOBBY DAVRO

Dear YOB,

I am a proud Amiga owner and a friend has asked me for some advice. As I don't know the answer to his question I came to you. What is the difference between a Super Famicom and a Super NES? I do hope you can make a look a complete brainbox in front of my mate.

Colin Mackie  
Aberdeen

**SNOB:** The differences between a Super Famicom and a Super NES are many and varied, so I've consulted YOB's detailed files for the full blueprint and will take you through the changes one by one. First there's the *N*, which stands for No Brain. Then there's the *E*, which stands for Entirely Crap. Finally there's the *S*, which stands for Stupidly Moronic And Utterly Useless Cretin Who Ought To Know Better. If your chum thinks you're a complete brainbox his head must be as devoid of intelligent life as Aberdeen generally is.

## PETER PURVIS

Dear YOB,

Every time I get CVG I always turn to your Mailbag, which I find amusing. The thing I don't get about you is the fact that you find Aussie lard so saddening. I come from Down Under but have emigrated just to get your mag faster. By the way, quite a large percentage of Brits travel Down Under each year and enjoy it. I've got a Game Gear and am finding it hard to get any good challenging games at all. Please send me a hundred quid to get a bus up to Computer Concepts to get a game and the rest would be for a five-year subscription to your ace mag.

Sad Man  
Forgothisname

**SNOB:** This Australian walks into an English pet shop with a koala bear on his shoulder.

"Where the hell did you get that thing?" asks the shopkeeper. "Down Under," says the bear. "There are loads of these fellas there..."

## LESLIE CROWTHER

Dear YOB

1. When will these games come out on the U.K. SNES - Final Fight, UN Squadron, Smash TV, Super Gouls and Ghosts, WWF and Contra Spirits? 2. When will the SNES Super CD be coming out? Will it be any good?

Jamie French  
Barnet, Herts.

**SNOB:** 1. Later. 2. Later. Yes.

## LARRY GRAYSON

Dear YOB,

You wouldn't let it lie!  
Andrew Inkson,  
Bitterne, Southampton.

**SNOB:** YOU wouldn't let it lie!

## SIMON GROOM

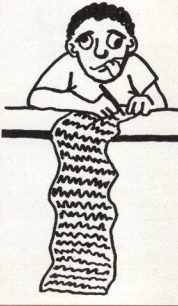
Dear YOB,

You said you would put up a sackful of software for the person who says I Am Stupid Stu And I'm Thick I Am as many times as possible. Alright - I Am Stupid Stu And I Am Thick I Am X 1000,000. I know your answer will be that I am a thick idiot. Just one more thing - will Robocod be out on the Game Gear. If yes, when will it be released?

James Granger  
Wells, Somerset.

PS Your car is totally crap.

**SNOB:** Jim old boy, I'd love to give you the goodies - but unfortunately you failed to get the line right because you are a cretinous gob of pigeon spit after all. No, you're not a thick idiot. You're a brain-dead waste of water if you can't even read the mag properly and Robocod on the Game Gear will be released the very day you start making some sense



## JIMMY CRICKET

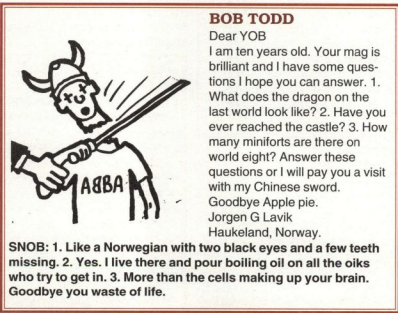
Dear YOB

I am a new proud owner of a Sega Megadrive and I think it is brill, could you answer a few questions for me?

1. Are there any plans to convert Contra Spirit, on to the Megadrive as the game looks absolutely brill?
2. Is there going to be a sequel to Streets of Rage. 3. I couldn't wait for Two Crude Dudes to come out, but after seeing your review on it I have my doubts, what do you think of it?
4. Is the Simpsons coming out on the Mega Drive? If so will it be like the coin-op version or the Amiga and NES versions?

John May  
Cardiff, Wales.

**SNOB:** 1. No plans as yet, old man. 2. Topper news - SOR2 is definitely on the way and should be out later this year. 3. It's a fine old laugh, but there aren't enough tramps or socialists to duff over. 4. Yes indeedly. Amiga and NES.



## BOB TODD

Dear YOB

I am ten years old. Your mag is brilliant and I have some questions I hope you can answer. 1. What does the dragon on the last world look like? 2. Have you ever reached the castle? 3. How many miniforts are there on world eight? Answer these questions or I will pay you a visit with my Chinese sword.

Goodbye Apple pie.  
Jorgen G Lavik  
Haukeland, Norway.

**SNOB:** 1. Like a Norwegian with two black eyes and a few teeth missing. 2. Yes. I live there and pour boiling oil on all the oiks who try to get in. 3. More than the cells making up your brain. Goodbye you waste of life.

## BILL TREACHER

Dear YOB

I've got a Sega Master System game (cartridge) up for sale but no one wanted it. It's called F-16 Fighter. I would like to have sold it half price but no-one wanted it. I don't want to sell it too cheaply because I only just got it for Christmas for £24.99 and I was wondering if you wanted to buy it half price? If so who shall I contact and please would you leave the telephone number?

PS How much would you pay for it.  
PPS I'm Stupid Rob And I'm Thick I Am.

Robert Thorpe  
Brintree, Essex.

**SNOB:** F-16 Fighter! The rarest game of all time! When I read this I just couldn't believe my eyes! It's the game I've always wanted - and I couldn't get it anywhere! I was willing to pay a thousand pounds for the game and toured Britain trying to find a copy. All to no avail. Then you write in and my prayers are answered. F-16 Fighter! I was all set to offer you a thousand pounds, but then I found about a thousand copies under a dead kipper in the dustbin so now I don't need yours after all.

## RONALD ALLEN

Dear YOB

I have a Nintendo and a Megadrive, so I read a couple of sad mags and CVG. In one of the sad Sega mags they had a feature on Sonic V Mario to see who the best games character in the whole world was. They said Sonic was, but Sonic is Sega so they would have been biased. Being as you represent both why don't you do a feature on Sonic and Mario because you won't be biased.

Liam Barlow  
Bishop Auckland  
County Durham.

**SNOB: The best games character in the whole world is actually a cross between Mario and Sonic - Moronic. He lives in this weird world called County Durham where everyone witters on about tabs, pets, hinnies, haways and other garbage and nobody there amounts to anything. Moronic's job is to generate a bit of excitement and save the day before it all goes horribly wrong and somebody calls him Liam**



## NORMAN WISDOM

Dear YOB

I was observing your literary article last month and read of your implication that if a personage wrote querying a game they would be given the sum of £100. Could you please tell me if one applies the en couple rule of croquet to the first or third arch? Terribly grateful for a reply.

Gareth Hordyck  
S.E.X.Y.

**SNOB: The game of croquet has a protocol all of its own and some finesse is necessary to master the rules of the game. Regarding the en couple rule: I generally choose the third arch because by the time I'm usually just about ready to shove the mallet down his throat unless he lets me win. Incidentally, you haven't won the money.**

## CLAIRE RAYNER

Dear YOB

Now I've got 500 quid for a console I don't know which one to spend it on. The Mega CD and Megadrive or NEO GEO? So will you please answer the following questions? 1. I heard that the Mega CD is a 16-bit processor and will work with the Megadrive's own, which makes a total of 32-bit. Is this true? 2. The Neo Geo is only a 24-bit. (No it isn't - YOB). Does this mean that the MD and Mega CD is better? 3. If I have dosh left I would be buying a hand held. Which do you think I should buy? The Game Gear or Atari Lynx? 4. Is it worth buying the JVC wonder Mega or the Mega Drive and Mega CD separately? 5. Which do you think I should get Mega CD and Megadrive or Neo Geo?

James Robi  
Cardiff, Wales.

**SNOB: 1. Have you been drinking the Domestos again? 2. Or just eating too much Vapurub? 3. Whichever takes your fancy, old boy. 4. Depends whether you're a sad man. 5. Why not have loads of money and get the lot, just like me?**

## NICHOLAS PARSONS

Dear YOB

I have read the huge look CVG cover to cover and have to say that I was very impressed. For £1.75 the improved mag is outstanding. Anyway, by the end of May I will be the proud owner of a SNES and would appreciate it if you could answer the following questions. 1. After hours of arcade bashing I have to say my two faves were Final Fight and Street Fighter 2. When will these games be available in the UK? 2. The mystery SNES product mentioned in February's mag - was it the Super Scope? 3. When will Super Adventure Island be released? 4. When will Super WWF be released? 5. Can I have £100?

Keep up the good work.

Paul Brindley,  
Southampton

**SNOB: 1. Ya. 2. Na. 3. Later. 4. Later. 5. Of course not.**

## DON ESTELLE

Dear YOB

I (as an Amiga owner) wondered if there are any championships? If so where? And how much is it to enter? If there are no championships why not set one up of your own?

Steven Daley  
Speke, Liverpool.

**SNOB: Championships? Oh yes, you mean the ones held at my house. It costs £1000 to enter and all cheques should be made payable to the Campaign Against Sad Halfwits (C.A.S.H. for short) and we'll let you know when your entry's been accepted.**

## ANDREW RIDGELY

Dear YOB

I felt that after reading your insulting, uninformative replies to faithful CVG readers, I had to tell you what I think of you. YOB, you're poncy pavement polluting puke with about as much to say as a carton of orange juice and the brain capacity of a dead rat. Brain deficient diseases like you should be disowned and shot at birth. You're so sad you make Mr Bean look like the coolest most important human being ever to walk the face of the Earth. You're so sad you make Timmy Mallett look sophisticated. As for your dress sense, you make Mary Poppins look fashionable. You think you're tough, don't you YOB? Well, you're about as tough as a ladybird with a paintbrush, about as rough as a brain deficient monkey and as dangerous as Mickey Mouse with a pump action shot gun rammed up it's posterior. Don't bother sending me 100 quid because if it's been handled by you YOB, you bargain beggins, kerb scrubbing bum it will probably smelt so bad that I'll die from the odor. I hope I never have to encounter you're foul smelling breath, cheapskate bum-scrubbing kind ever again.

William Shields  
Somewhereiland

**SNOB: Fair points my good man, but I am the one who gets paid oodles of cash for writing such replies. What do you get? Why not write in and tell me and waste even more of your time and money!**

## SASHA DISTELL

Dear YOB

Here I am writing from "backward" South Africa to compliment you on a spectacular, successful and popular magazine. Here in SA we are very much "tuned" into the latest in entertainment world. The biggest hits here are on VGA PCs with titles like The castle of Dr Brain, Conquest of the Longbow and Police Xpert III. Unfortunately the new releases take quite a while to reach us, as only a few stores have overseas contacts. Hopefully the situation will change. Thanks for your "Stupid Thickie Special." It made me count my blessings that I have a brain. Norman Gallaway  
South Africa.

**SNOB: How far did you get?**

## UNA STUBBS

Dear YOB

Can I have a hundred quid as my mother hasn't been well lately. Anyway if you gave me the £100 I could go to Oxfam and buy your clothes for you. Oh well, got to go. A cheque would be fine for the £100. Richard-what-a-fluke-Penfold  
Lyndhurst  
Hants.

**SNOB: How about a cannonball up the backside? Then you wouldn't need to bother Oxfam at all.**

## CLAIRE RAYNER

Dear YOBB

Now I've got 500 quid for a console I don't know which one to spend it on. The Mega CD and Megadrive or NEO GEO? So will you please answer the following questions? 1. I heard that the Mega CD is a 16-bit processor and will work with the Megadrive's own, which makes a total of 32-bit. Is this true? 2. The Neo Geo is only a 24-bit. (No it isn't - YOBB). Does this mean that the the MD and Mega CD is better? 3. If I have dosh left I would be buying a hand held. Which do you think I should buy? The Game Gear or Atari Lynx? 4. Is it worth buying the JVC wonder Mega or the Mega Drive and Mega CD separately? 5. Which do you think I should get Mega CD and Megadrive or Neo Geo?

James Robi  
Cardiff, Wales.

**SNOB:** 1. Have you been drinking the Domestos again? 2. Or just eating too much Vapurub? 3. Whichever takes your fancy, old boy. 4. Depends whether you're a sad man. 5. Why not have loads of money and get the lot, just like me?

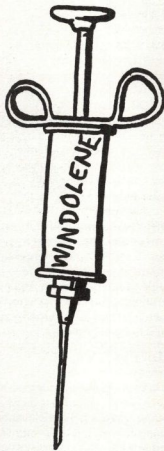
## KENNETH CONNOR

Dear YOBB

I want £100! Do you hear me? We have just completed our biggest project ever. The T6000 is ready. A totally invincible and highly lethal T. "What has that got to do with the price of cheese?" I hear you ask. Well, this baby happens to be carrying 64 YOBB stench-seeking missiles and an M16000 that fires super smart bullets which will never stop till they make you holy. This terminator is programmed to never rest till your guts and brains are spread across CVG HQ floor. Hand me that £100 or face the ultimate T. Just send the dosh to the above address and your guts will be spared.

John Connor,  
Royal Cornwall Hospital, Cornwall.

**SNOB:** Dear Royal Cornwall Hospital, Regarding patient Connor, J: this man is a waste of bed space and can I recommend a quick injection of the correct fluid to put us all out of his misery. Many thanks.



## ARTHUR MULLARD

Dear YOBBness,

I am selling a lot of stuff from my house to buy a brand spanking new Super Nintendo. I would like to point out that I already own the Amiga. I would like to ask some questions about these two fine machines. 1. Which has the best graphics - Nintendo, Amiga or Megadrive? 2. Do you want to buy a ghetto blaster? 3. When will Wrestermania be officially released on the Super Nintendo? 4. What's the train fare to Rochdale? 5. What's your fave game on Amiga and Super Nintendo? John Stephenson  
Co Durham

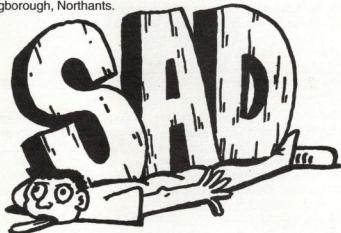
1. Amiga. 2. No thanks, I already own a few ghettos and make loads of cash charging extortionate rents. Hooray! 3. Later. 4. Nothing, if you're clever. 5. Amiga: Formula One. Super Nintendo: Streetfighter.

## JULIA MCKENZIE

Dear YOBB

Why don't you just get a life, you sad loser? You are one major pillock. In issues of CVG that I have read, you have only said one thing that has been funny, and that was when you said that the aussies are a bunch of sadooes. I'd like to like you to cut down your all too regular use of the word "sad" as you have obviously just discovered it and we all think you are an arrogant fool applying it to all who contribute to my mailbox. The word "sad" has been being used by people with lives for many many months, so wise up! Just like to say my piece on the Amiga/Megadrive debate. They are both totally excellent and their owners should be proud to have either. Comparing them is a bit of a waste of time as they are really different machines altogether. In favour of the Amiga, it has many more uses than the Megadrive, but the Megadrive is the top games consoles at the moment and anyone who buys their machines solely for the games mustn't be all there if they invest in an Amiga. I know you'll take some serious mickey out of my letter so go for it. I've made my point. Get a social life. Love and kicks up the bum.

Bill S Preston  
Wellingborough, Northants.



**SNOB:** There's one thing I like about people from Wellingborough. Unfortunately I can never remember what it is.

## ANITA HARRIS

Dear YOBB,

I have to let out a bit of stuff I've been boiling up for ages. Well, I won a Megadrive because Super Nintendos aren't out in Australia. Sega are not taking enough time or putting in enough effort in games. Also they are not getting great coin-ops like Final Fight, Street Fighter II, Smash TV etc. The SNES has beaten them to the goods. I've heard that the SNES has got Streetfighter II ready and it has 16 megabits (now that's time and effort!) It will sell billions! Couldn't Sega just get say Final Fight and make it 16 megabits? I don't care if it costs double. I bet lots of other Megadrive owners would agree. Come on Sega! Mark Hodsman  
Melbourne, Australia

**SNOB:** What do the rest of you oiks out there think? Why not write in and let YOBB know your views. Who knows, he might award the hundred to the best of the lot. Or then again, he may not.

## KENNY LYNCH

Dear YOBB,

Ha Ha Ha Hardy Ha Ha. Ho Ho Ho. Hee Hee Hee. Ha Ha. Ho Ho. You may be wondering why I'm laughing so much. It's because I've just written a tremendously funny rhyme about you Yob. It goes like this:

Yob is in the office  
Got a belly ache  
Needs to use the toilet  
Crap!! Too late!

Here's my address so you can quickly send me the hundred quid without using too much of your limited brain power. By the way I think CVG is totally and pants fillingly great.

Tom King  
Dronfield, Sheffield

**SNOB:**

Tom was in his bedroom  
About to have a nap  
Instead he penned a note to YOBB  
And wrote a load of crap.

## BOB WILSON

Dear YOBB,  
Who do you think you are? I'll tell you. You're a greasy no good sly beast who has got nothing better to do than insult people and keep the £100 loot for yourself and if that's the case you'd better give the booty to me to clear your conscience. How do you like a dose of your own medicine?  
Someone  
Reigate, Surrey.  
**SNOB: Whatever your own medicine is, you're obviously not taking enough. Next contestant please...**

**SNOB: There's one thing about an Altered Beast cartridge that you won't find with any other game. You can jump up and down on it, set it alight, throw it from the top of a multi-storey building and you still won't get rid of it. It just keeps coming back to haunt you like the zombiefied game it is. If anyone can think of a foolproof method of getting rid of their Altered Beast cart then write in and let YOBB know. There might be a topper old prize for the best!**

## WILLIE RUSHTON

Dear YOBB,  
I think you are the saddest person that I have ever heard of. You think you are totally cool just because you insult people.  
Anyway, please answer my questions: 1. Why are you so sad? 2. Will Super Mario 4 come out on the Amiga? 3. Will you be able to trade in your old Game Boy for a new colour one? 4. Can I have a T-shirt?  
Christopher McGuire  
Harwood, Bolton  
**SNOB: 1. Because you're not here for me to punch your lights out. 2. When hell freezes over. 3. Only if you live in Never Never Land. 4. Why should I?**

## GARETH HUNT

Dear BOY,  
Seeing as you always slag people off for being illiterate, you could at least set them a good example. As I idly scanned the letters page of your June issue I noticed a spelling mistake that would have put the grammatical abilities of a concussed bee to shame! I have enclosed the incriminating evidence. I am, however, not surprised as your magazine is as full of mistakes as your string vest is full of holes! By the way, I've spelt your name backwards because you're probably dyslexic and will find it easier to understand.  
Katy James  
Pocklington, York

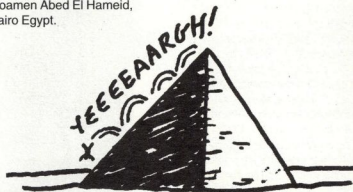
**BONS: eHt das gnihT tuoba ytaK semaJ si taht s'ehs hcum oot diputs of krow tu taht siht si nettirw sdrawkcab, dna nehW ehs seod yllanif giwt I'ew lla eb hcum oot ysub gnivah a doog dlo hguat esuaceb I syawla hguoht notgnilkoP saw eht epiwssa fo eht nretseW dltrow dna of dna dloheb ehs sevorp taht ti si.**

## MIKE READ (BOTH OF THEM)

Dear YOBB,  
I have a sad story to tell you. A year ago I invested in a Sega Megadrive (wise choice eh?) I got a selection of games including the brill Rainbow Islands. Then for some reason (probably a Nintendo demon possessed me) I swapped it for the cruddy Altered Beast and the really sad thing is I can't get Rainbow Islands back. Can you help me? I hate asking people for things but can you send me 100 quid?  
Richard Henderson  
Rawcliffe Bridge  
Near Goole

## PATRICK MOWER (AGAIN)

YOBB (without the dear)  
Writing to you from the big pyramid in a dark room with a slight on the body of Khofo (that guy who built the pyramids I think). He is sitting besides me now, what he is saying to you "High from the land of the lost horizon (till now we didn't find it). I have something to say to you Yobby, since you are trying to look like a real jerk and a creepy buster, you must be of the Heavy Metal fans or I think you love hearing New Kids. If you love pop I will send you to (man o' war) to savatage you with his anthrax on your eyes in your Halloween night as to send you to the White Snake to put on your skin his sting of the W.A.S.P and off to Iron Maiden and if you love heavy metal please send me £100 to buy a cool Judas Priest album. I have a question are you blind please tell me to send you a stick and a cat to head you to the fastest truck and what about your head? Is mammy still frightening you to sleep. What about you and Sadie, I read your last story with her in the Mickey Mouse mag that you send me.  
PS I will smash your had while you are taking your yearly shower (like the American movies) if you don't of supremacy on Amiga Lavig III.  
Moamen Abed El Hameid,  
Cairo Egypt.



**SNOB: Two thousand years ago they erected great pyramids towering into the sky, built vast battlements and sailed the high seas in search of adventure. Befriended at first by the Romans, they ruled the East for centuries before finding themselves cruelly stabbed in the back and fighting to the last in one of the great epic battles in the history of the Earth. Nowadays they can't even string two words together and spend all their time trying to impress people like me. Somewhere, sometime, something obviously went terribly wrong.**

## (AND AGAIN)

Dear YOBB,  
I don't suppose you get many letters from young mums (I'm 38) but I think your mag is great. Adam, my son, has it delivered now! It is much more interesting than the women's magazines - have you ever read one?! Anyway, Adam is getting a Master System II for his birthday with Alex Kidd included. Please can you tell him which are the best games for him to save for? I've read that Sonic is good, but what about the others? Your knowledgeable advice would be greatly appreciated. I know you are a bit nasty to your correspondents but I bet your mum thinks you're a little angel. I would if you were my boy.  
Love and kisses  
Michelle Gibbons  
Offerton, Stockport  
**YOBB: Right, bog off big brother. Go and run the country or something, because I'm answering this question myself.**  
Dear Mrs Orantung,  
Who knows, I might just be your boy. Let's face it, your guess is as good as mine. Do you have greasy skin, an ugly face, a chin stubble, hairy legs and a big mouth? You do? MUM!



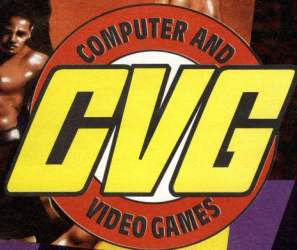
# FINAL FIGHT



# THE COMPLETE GUIDE TO

# BEAT

EM UPS



ARE YOU HARD ENOUGH?



## THE HISTORY OF BEAT 'EM UPS.

Ever since man first climbed down from the trees, he's been smacking people in the teeth. For several thousand years after that there were pub fights and wars all over the place. Eventually computer technology caught up with weapons technology and took most of the fun out of it all, but after about 1980 computers put all the fun back in. Thanks to the miracle of modern science, even spotty weirdoes with anoraks can kick ass in downtown Shanghai. Video games were made for beat 'em ups.

Shoot 'em up fans might dispute this, but let's face it - even ripple lasers and homing missiles can't compete with the satisfying smack of a fist in the gob...



# STREETFIGHTER 2

**CAPCOM ARCADE/SUPER NES**

The Mother and Father of all fighting games, Streetfighter 2 is virtually faultless. Eight characters to choose from, tons of moves and quite possibly the best graphics in any video game - ever. The range of techniques at your disposal is incredible and the strategy this creates is awesome. As a one player game, the challenge is enormous but with two players, this is the only video game that never, ever gets boring...ever. The basic plot is that a tournament is being held to decide who the world's greatest Streetfighter is. Ryu, the last winner has returned to try for the crown but so have many others. The fight has been controlled from the start by the mysterious M. Bison. Many of the fighters have a score to settle with Bison but Ryu is only there for the fight. An epic of a game and one that redefines the genre it's part of and sets all the standards for the future.

▲ Zangief's screw pile-driver is the strangest attack in the game, so keep him at arms lenght or suffer the consequences!

▼ Destination Thailand to face the might of Vega, the mysterious ruler of Shadolae!



▲ Guile's mid-air attacks leave E.Honda chewing tarmac. Besides Guile, only Chun Li has the ability to throw opponents in the air, so watch out!







# FATAL FURY

**SNK**      **ARCADE/NEO GEO**

This title blatantly plagiarises Streetfighter 2 but with a couple of nice features that just about approach Capcom's classic in terms of playability. The story goes that SNK hired loads of Capcom programmers in an attempt to outdo the Japanese game giants. Fatal Fury is reasonable proof that this strategy might have paid off. Easily the best Neo Geo game available, it's more one on one action. There are two levels on the playfield so you can jump into the background to avoid blows. The other new feature is that two players can fight a computer opponent at the same time, ganging up on him to give him a pasting. The graphics are ace, the sound is fobby and all in all it's a decent stab at copying Streetfighter 2.

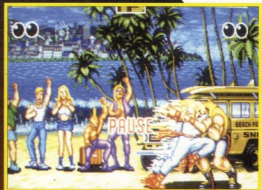


**TERRY BOGARD**  
An expert of Martial arts



▲ Joe lay's one on Tung Fu Rue. Tung is an expert of chinese kick boxing so don't get him angry...

▲ Select one of three hero's.



▲ Andy uses one of his many special techniques to finish off Michael Max.

## JOE HIGASHI

A young champion of kick boxing.



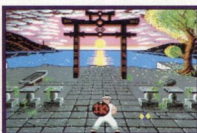
**ANDY BOGARD**  
A Master of the punch

# CALLING ALL STRONG FIGHTERS!

## REVENGE OF SHINOBI

**SEGA**      **MEGADRIVE**

One of the first releases on the Megadrive and to date it's still one of the best! The game is a sort of sequel to the Shinobi coin-op and it takes the theme a whole lot further. Shinobi is Japanese for 'stealer' which obviously means the art of stealth. Joe Musashi is the Ninja hero of the piece and has to stop some evil dictator or something. What this means to the player is that you get to smack loads of baddies in the gob. There are weapons galore to collect and loads of mysterious Ninja magic to use. A superb mixture of platform antics and martial arts.



## INTERNATIONAL KARATE

**SYSTEM 3**      **AMIGA/ST**

If you've got a 16 bit machine you need this game more than you need a disk drive. The best Karate simulator ever and the sequel to the second best. You control a Karateka as he makes his way through tons of ever harder opponents. If you get bored doing that (and you won't!) you can play a two player game against a pal. The computer controls a third fighter just to make life a little more difficult for you. The animation is perfect and there are loads of interesting and amusing features. The addition of the third fighter is excellent and this must surely rank as one of the most playable games ever. A masterpiece and totally unmissable.



▲ The Super Shinobi in action against the machines in the Sega classic.

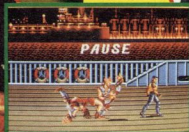
# COMPETITIVE!

## STREETS OF RAGE

SEGA

MEGADRIVE

Sega sold a lot of Megadrives by releasing this ace Final Fight clone. Again you can choose from three heroes, although this time one of them is a girl. The graphics are impressive and this has one of the best soundtracks on the Megadrive. The gameplay is simplistic but incredibly addictive and you'll be playing this one long into the night. With two players working as a team you'll save the city in no time at all...unless you want to make things difficult for your pal.



## KARATE CHAMP

DATA EAST

ARCADE

The game that started it all off. This brilliant twin joystick simulation is a fast and furious Karate game. You and a pal can slog it out or you can go through the various stages of a tournament against ever better fighters. The graphics are sharp and the gameplay is faultless. The addition of bonus rounds, including one where you have to fight a bull, are interesting diversions. A bit old and crusty but a real laugh. This is a bit of video game history and you might have to hunt the arcades to find a machine.

## KUNG-FU MASTER

IREM ARCADE/GAMEBOY/NES

This very simplistic looking arcade game was a real biggie when it was launched and had arcade fans waiting hours in line to play it. The object of the game was simple, walk to the end of each level, kick the baddies in and fight the end of level boss. Loads of jumping and kicking and a really addictive title that still holds up well today. NES and Game boy owners don't have to go as far as the arcades to play it because versions of the game are available on both machines.



## FINAL FIGHT

CAPCOM ARCADE/SUPER NES



▲ Damno takes it easy.

The streets are full of scum and it's your job to clean up the city. Cody, Guy and Haggar are the three hardest dudes in town. Cody's girl has been kidnapped and she also happens to be Haggar's daughter. Guy is just along for the ride. Kick ass as you head into the streets of New York, killing villains and stopping crime. The graphics are slick, the action is fast and this is a bloodfest of epic proportions. Easily the highest bodycount of any beat 'em up and an unmissable treat!



▲ Haggar cleans the street's of scum on level one...



▲ ...then continues the job down in the subway!



▲ The first bonus stage involves the destruction of a car belonging to one of Mad Gear's Cronies!

## DOUBLE DRAGON

TECHNOS ARCADE/NES

Final Fight got a lot of inspiration from this rather old arcade game. Billy and Johnny Lee are the heroes of the piece and they're out to rescue Billy's girlfriend. There are quite a few moves to discover and loads of traps to avoid as you walk through the horizontally scrolling city. Pick up knives and other weapons as the baddies drop them and kick ass all over town. Nobody messes with the Lee brothers and lives to tell the tale! An ace coin-op and a cracking NES conversion.



## GOLDEN AXE

SEGA ARCADE/MEGADRIVE

Not strictly speaking a beat 'em up but worthy of a mention nonetheless, Sega's amazing coin-op has a medieval world of swords and sorcery as its setting. You play the part of a barbarian killer as he storms across a barren wasteland to take on the mysterious Death Adder. Aiding him in his fight are a little dwarf bloke and a delectable barbarian she-bitch. Lots of kicking, head-butting and hacking as you slice through hordes of undead warriors. Three player simultaneous action is the order of the day and what a treat it is.



HAVE SOME!

**WHEN DID IT ALL BEGIN?**

Despite anything anyone sad will tell you, Data East started the beat 'em up phenomenon when they introduced us to **Karate Champ**. Considering it was probably the first proper beat 'em up, it was surprisingly complex. The graphics were brilliant for the time, with big sprites and smart animation. The game was for one or two players, each fighter had two joysticks (like **Smash TV**) and you used combinations of movements to perform the most well-known Karate moves. Top stuff and a smash hit in arcades up and down the country.

Next up was an Irem coin-op which arrived just in time for the huge arcade boom in the early eighties, and some say it was responsible (along with Pac Man) for that boom. **Kung Fu Master** was the name of the game and it was a hoot. You only had a few moves to use but there were literally hundreds of baddies to defeat. The game combined fast pace martial arts with some limited platform antics and it was a staggering success.

Konami tried to emulate Karate Champ's appeal with **Yie Ar Kung Fu** - more one-on-one action but with attractive cartoony graphics. There were loads of baddies to beat and each used a different fighting technique so real strategy was called for. For the next few years there were loads and loads of scrolling beat 'em ups of little or no merit. The beat 'em up had a bit of a dark period with loads of crap and nothing worthwhile. Then, from nowhere came the game that would change all that and start a chain-reaction that still hasn't stopped.

**Streetfighter.**

Capcom unveiled this beauty with a custom built machine that featured spring mounted rubber pads instead of fire buttons. The harder you hit the pad, the harder your character punched or kicked on screen. It was a roaring success and Capcom followed it up first with **Final Fight** and then ultimately with the impossibly brilliant **Streetfighter 2**. **Streetfighter 2** used exactly the same gameplay as the first game but with more moves, more characters and stupendous graphics. To date it's the most successful arcade machine ever and it's still selling.

Home computer games and consoles have cloned and licensed every single game listed above and with varying degrees of success. The best of the bunch included **Way of the Exploding Fist**, **International Karate Plus** and now **Streetfighter 2** on the Super NES. What's next? Capcom recently unveiled a tweaked version called **Streetfighter '92**, but rumour has it that **Streetfighter 3** is in production and that it's going to blow our bums off.

And where will you read about that first, eh? Where do you think? Right here!



**COMING**



**GOLDEN AXE 3**

▲ Everyone's favourite fantasy hack'n'slash has returned for a third episode. Developed by Sega using their 32bit CPU, Golden Axe 3 has amazing graphics and sound. Add to this, four-player simultaneous action, plus three times as many levels as the original coin-op you had better start saving your pennies!

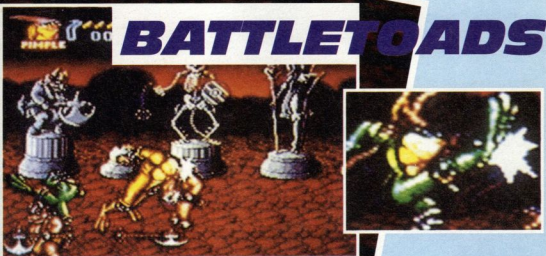
**POWER ATHELETE**



**T.M.N.T. IV**



# SOON..



## BATTLETOADS



## GOLDEN FIGHTER



▲ 12-meg fighting action courtesy of Culture Brain. Choose one of eight characters and battle against a friend or the computer. From what we've seen Golden Fighter looks ace so keep your eyes glued to CVG for the definitive review soon.

## THE CVG GUIDE TO MARTIAL ARTS

In case you want to learn how to do all this stuff for real, here's a guide to real martial arts for top hard men.

**KARATE:** This art was developed in Okinawa when the island's people were banned from using weapons by the Japanese. As a result they got dead hard and the Japanese decided to adopt the art. Lots of scientific punching and kicking with a good dose of zen discipline thrown in. Fairly easy to learn but difficult to master, Karate is good way to keep fit and be dead hard. There are loads of different styles but they're all very similar.

**KUNG FU:** Chinese through and through, most Kung Fu styles rely on low kicking and punching and many tend to use animal movements for inspiration. Tends to avoid blows to the head regarding legs and body as more important targets (as well as naughty bits). Very tricky to learn and more emphasis on technique than physical fitness. Quite good fun but very time consuming. Bruce Lee did it though, so it must be good.

**AIKIDO:** A real cracker this one and it's the art used by Steven Seagal (out of Nico and Marked for Death). Aikido uses throws, locks, kicks and punches and looks spectacular. You can flip a bloke over, break his arm and knock him unconscious just by twisting his wrist (probably) and girls love it. It can be very dangerous if used in the wrong hands and it's dead hard to learn but the results are groovy. Even fat blokes can do Aikido.

**JUDO:** The sad lad of the pack, Judo was invented by the Japanese version of Baden Powell who reckoned that JuJitsu was too violent. He took out all the good bits like stamping and biting and punching and concentrated on the wrestling parts. That said, most judo enthusiasts are dead fit and well hard, so they don't care.

## FATAL FURY COMBATTRIBES



SNES owners are in for a treat as a flurry of excellent coin-op combat games are being converted as we speak. These include SNK's Fatal Fury and Combatribes, a fabby Double-Dragon style game from Technos.



**"LIVE OR DIE!  
EXPERT FIGHTERS  
ARE WAITING TO  
FIGHT YOU!"**



**"EXCITING ACTION!  
USE THE LETHAL  
BLOW!"**

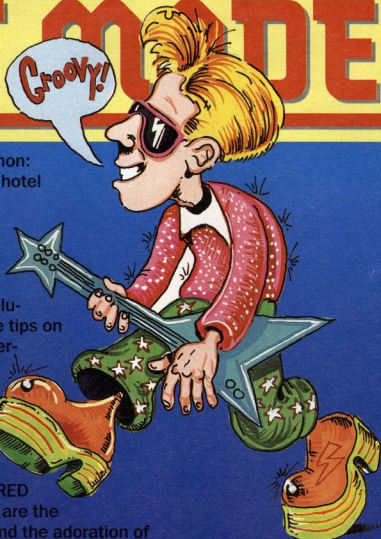


**"CONTINUOUS  
MULTI-FIGHTER  
BATTLES = GREAT  
EXCITEMENT!"**

Author: Frank O'Connor  
Editor: Tim Boone  
Design: Gary Harrod  
Cover Art: Gary Ward  
Special thanks to: Chun Li  
and the boys



# CHEAT MODE



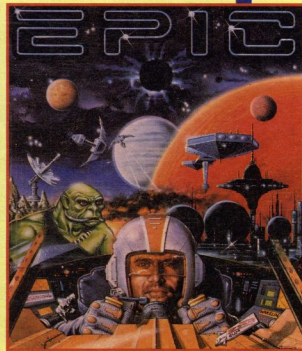
**C**an you work out what these have in common: fizzy pop, garlic-bread, basket headwear, hotel lifts and expensive cinema tickets? If you can, chances are you're Paul Rand, Britain's one and only cheating superstar - back to tantalise us with his wit, humour, raw animal magnetism and, erm, tips. Paul would dearly love to include your hints, cheats, maps and solutions in his weighty column. He'd especially like tips on Super Aleste, Taz-Mania and Terminator, and perhaps the odd well-drawn map of the game starring that Tasmanian Devil himself! Whatever you have, send it to: **PAUL RAND'S PHONE HER TOMORROW CHEAT MODE, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.** You'll get an utterly awesome ONE HUNDRED AND FIFTY POUNDS worth of games if your tips are the best of the lot, and a hearty slap on the back and the adoration of CVG readers for anything else. Hurrah!

CHEAT MODE

## AMIGA

### XENON 2

An oldie-but-goodie, Xenon 2 has been played to bits by Amrik Sohal of London E15, and Cor Blimey he's found this great cheat! Pause the game and type **RUSSIAN AIR** (with spaces). Then unpause and hit **N** to skip a stage.



## EPIC

Mixed opinions all round for this Ocean 'epic', but Jason O'Keefe and Tim Moggeridge from Dorchester, Dorset seem to have enjoyed playing. They have, after all, completed the game and come up with a most excellent players' guide!

### MISSION ONE - MINEFIELD

Shoot the mines by zooming up to them and using your lasers. You need to score 100 per cent while making your way to the planet. If you get through the minefield before making 100 per cent, turn around and shoot some more. One Rexus ship must also be destroyed. When you get 100 per cent, if it is green, you need to head for the planet. It will then go red, signifying mission complete.

### MISSION ONE - TRACKING STATION

Fly towards the purple target dot at top right. This is the generator. Shoot and destroy this first (both parts) and then go back for the Tracking Station - the purple dot toward the centre of the map. NB: The generator creates a field around the station to protect it.

### MISSION TWO - CPU/SPACEPORTS

Fly toward the centre of the map, then find the road system. This is like the spokes of a wheel heading toward the hub. Follow one of the

roads to its end, away from the hub, and destroy the large buildings there (Mineheads or CPU). Fly back to the hub following the road, and take the next road to the left. Repeat the process until 100 per cent is achieved. There are five spokes, but not all of them need to be completed to reach 100 per cent.

### MISSION TWO - MINING COMPLEXES

The main percentage on this mission is given for destroying the MCP's, which are tall, octagonal buildings that turn black when destroyed (make sure you hit the top part as well) - there should be three of these. To find them, follow the double road that runs around the complex (not the monorail). Also, shoot low octagonal buildings with white flames above them. If desperate for the odd 1 per cent, fighters can be shot down.

### MISSION THREE - 'GLORY'

This is the first Epic space battle. To complete this you must shoot enough enemy ships to get 100 per cent. These are the ones with downward-pointing wings, blue canopies and orange guidelines. Look for larger ships with necks, as these give a higher percentage when destroyed. Try to get as close as possible. Pressing **HELP** tends to direct you to larger ships. Try to attack waves of enemies instead of picking out individual ships. To locate them at a distance, look for orange dots (their afterburners).

### MISSION FOUR - MAGMA CANNON

Head for the two black dots on the map near the top, then press **HELP** to get a bearing (approx 210). Follow this heading, at low alti-



tude, and destroy cannon. Do not mistake steel-looking mountain tops for the gun, and ignore enemy fighters, as time is precious.

#### MISSION FIVE - GALACTIC STORM

This is the next big battle and, again, you must get 100 per cent by reading and look for the purple dot on the radar, which is your objective.

#### MISSION SIX - COMMAND CENTRE

The target is almost straight up the map. Use the HELP key for a reading and look for the purple dot on the radar, which is your objective.

#### MISSION SEVEN - 'THE MOTHER OF ALL BATTLES'

This is a lot easier than the other space battles, as there is plenty of time. Tactics should be the same as those in previous battles.

#### MISSION EIGHT - COMMAND SHIP

Fly to the large, purple target that appears on the radar after taking the heading lots given by pressing HELP. Use PHOTON 1 (self-targeting missiles) to shoot the ION VENT (little yellow box) above the afterburners. When this has been hit, a message will tell you to use the COBALT weapon. Fly away from the mothership to a safe distance before firing the Cobalt. Once you've fired, run like hell.

#### GENERAL TIPS

1. Fly low over planet surfaces.
2. Use lasers to destroy small enemy fighters.
3. Get as close as possible to all targets.
4. Use photon torpedoes to shoot large buildings.
5. Use torpedoes if running out of time in the minefield.
6. On mission seven, there is plenty of time to go sightseeing.
7. Don't forget that you can refuel/re-arm by pressing ENTER on the numeric keypad.

And if you're such a sad blaster that you can't get anywhere even with these fine tips, then try the following codes to each level, courtesy of someone in Rowlands Gill, Tyne and Wear, who's forgotten to send his name.

- 1 - AURIGA
- 2 - CEPHEUS
- 3 - APUS
- 4 - MUSCA
- 5 - PYXIS
- 6 - CETUS
- 7 - FORMAX
- 8 - CAELON
- 9 - CORVUS



## MEGADRIVE

### FINAL BLOW

Not the finest title ever to grace the Megadrive, but at least Robert Morse of Rochdale, Lancs, has found it in his heart to send a fair-to-mid-dling cheat. On the Game Over screen, press UP then START for an extra credit.



### DESERT STRIKE

Oh what a lovely game! Gulf War fun and hilarity abounds in this fine EA cart which has been played to death by Adrian Leung of Brentwood, Essex - and he's found a useful tip during play, too! Go to Campaign on the main menu and enter the password TQQQLOM. You will start the game with five lives instead of two.

### TIGER HELI

Nettleton's top tipster, Ben Wilson, comes to the rescue of all those who seem to lose their lives faster than England lost the European Championships! At the start of the game, press B to select Hard. Hit START two times. You will be asked to press the START button. Instead, keep pressing A until the credits in the bottom-right hand corner have increased to 99.

### QUACKSHOT

Robert Halsey of Chatteris, Cambs, is here to astound and amaze lovers of Sega's Donald Duck spectacular, with a clever way of getting points and lives-a-plenty! On the Viking level there is a section where you travel up a crow's nest, collecting money bags each worth a num-



ber of points. You will find yourself running down a length of rope, at the bottom of which is an extra life and a lethal drop. Collect the life and allow yourself to fall off the edge. You shall then find yourself repeating the process of going up the nests and down the rope, collecting more and more points. Your lives are not affected because of the spare at the end of the rope and, every time you collect all the money bags, you receive 22,000 points - and there's an extra life to be had for every 100,000 collected. Quacker!

### JOE MONTANA II

Thirty two! Forty eight! Hut! Hut! Haven't the foggiest idea what that means, but that hasn't stopped James Ford, who hangs his hat in a residential zone near Gainsborough, from rattling off a few passcodes and sending them to moi!

CHICAGO VS DALLAS WEEK 16 - CQSQS999KC  
CHICAGO VS SAN FRANCISCO QUARTER FINAL - CQSRSSZZKC  
CHICAGO VS NEW YORK SEMI FINAL - CQSSZZZ1KC  
CHICAGO VS PITTSBURGH SEGA SUPER BOWL - CQSTZZ5KC  
DYNAMITE DUKE

The coin-op wasn't tip of the top, but at least the Megadrive version was a bit of laugh. And now there's a cheat for it, courtesy of Melvin Wong from that roistering part of the world they call Malaysia. Press START on the title screen to access the options screen, then press C ten times and push START to enter Super Options mode.

### TWO CRUDE DUDES

They're crude! They're dudes! There's two of them! And dainty Daniel Creser of Northampton knows how to use one of them in a none-too-nice way! Select two-player mode and, during the game, keep on picking up the second character and throwing him at the enemy. This saves nearly all of your lives and enables you to complete the game with ease. If player two dies, simply continue his game.

## MEGADRIVE

### ALISA DRAGON

George Nagata did the biz with his Super Nintendo cheats - now he's aiming to do the same with the absolutely tipstastic piece of codery! After the Sega logo has disappeared, hold button A until the Game Arts logo disappears, then hold down the B button until 'Gainax' disappears. Next, hold down button C until the message 'Music Composed By...' disappears. When the stars come out of the crystal, press START. There should be a sound to indicate that the cheat has worked correctly. Now, while playing, press the C button on the second joy-pad. The screen will black out. From here hit the following on pad two:

- C - to jump to stage one.
- B - to jump to stage two.
- B and C - to jump to stage three.
- A - to jump to stage four.
- A and C - to jump to stage five.
- A and B - to jump to stage six.
- A and B and C - to jump to stage seven.
- START - to jump to stage eight.

When playing, press the A button on pad two to stop the game, then hit:

- Button B, pad two - to continue.
- UP, pad one - to maximise hit points.
- LEFT, pad one and B, pad two - to raise the lightning level.
- RIGHT, pad one and B, pad two - to raise monster level.
- Lightning button, pad one and B, pad two - to power up lightning.
- Monster Select button, pad one and B, pad two - for immortality.



## SUPER NINTENDO

### CONTRA SPIRITS

George Nagata is a fine young man who came down Cheat Mode way to drop in a spiffy selection of top tips for some hot hot! SNES games! Here's his offering which should please all you Contra buffs! On the title screen, quickly push DOWN, DOWN-RIGHT, RIGHT, START for thirty lives!

### F1 EXHAUST HEAT

Another hot tip from jaunty George Nagata, for this rather enjoyable racing thrash! When your speed is at its highest, hit L and R for speeds in excess of 400 kilometres per hour. What a boy!



## SUPER EDF

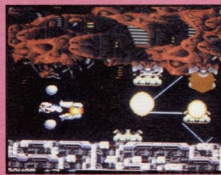
Unbelievable! The boy George Nagata has cracked the cheat for this above average blaster and, lo and behold, he's ready and willing to share his knowledge with you. Take it away, George! While playing, pause the game and hit A, B, X, Y, L, R, UP, DOWN, LEFT and RIGHT to become immortal.



## SUPER R-TYPE

The last cheat of the month from George Nagata, which should work on both imported and official versions of this excellent shoot 'em up. On the title screen, press DOWN, R, RIGHT, DOWN, RIGHT, RIGHT, DOWN, RIGHT, DOWN, DOWN then, while playing, hit START, RIGHT, DOWN, Y, DOWN, RIGHT, DOWN, LEFT, RIGHT, DOWN, RIGHT, RIGHT to get full power-up. Then press for the following:

- A - for anti-air laser
  - B - for anti-land laser
  - X - for reflecting laser
  - Y - for split laser
  - R - for shotgun laser
- then, either of:
- A - for homing missile unit
  - X - for anti-land missile unit



## SUPER GHOULS 'N' GHOSTS

That George Nagata has certainly been a busy young lad this month! Give this cheat a go if you can't get Sir Arthur past the first stage. On the title screen, press L, R, SELECT and START on pad two, followed by START on pad one to enter the stage and sound select screen.

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## TOP RACER

Whether you know it as Top Racer, Top Gear or simply the SNES version of Lotus Esprit Turbo Challenge, this is a great game. So thinks Roger Wright of West Bromwich, West Midlands, who's found the password to the last level. What is it? Try entering VALHALLA.



## NES

### GI JOE

Our Man In Malaysia, Melvin Wong, has had the common decency to impart all his GI Joe password knowledge onto an unsuspecting Cheat Mode readership. What a guy!

MISSION ONE - PSON5XG24

MISSION TWO - NSPN5DPZD

MISSION THREE - N36HN5XGB

MISSION FOUR - 5369N5XGG

MISSION FIVE - DRBJVD8H

MISSION SIX - ZND39N5XF

To restore your life, just press SELECT and then START.

### SILVER SURFER

Melvin Wong again, with yet more password-related nonsense on the NES! Take the floor, Melv.

Enter KJTIJK for invincibility.  
Enter CKWJT4 for full weapons.  
Enter SJM333 for 'free play'.

### POWER BLADE

He likes his passwords, this Melvin Wong feller! But who's arguing? Not us, that's for sure! Enter the password 77KD10GJ to start on the last level.

## ARCADE

### RAD MOBILE

It's about time you started sending arcade cheats again! Stuart Cameron from Glasgow, Scotland sets the ball rolling with a handy hint for Rad Mobile! At two points during the game you will find yourself driving along for about ten seconds in-between stages. The timer will stop and nothing will happen until you start the next stage. When this happens, the left-hand side wall will turn brown. Simply drive into the brown wall to skip approximately seven stages. This happens after stage three and another point later into the game.

### STREETFIGHTER 2 AND '92

CVG's been getting a load of weird and wonderful hints and tips for Streetfighter 2 and Streetfighter '92 in the arcades. Some are ridiculous, but the ones you'll find here have each been confirmed so we're going to print them. First to get them to us was Mark Hankin of Truro in Cornwall. Take it away that man!

1. If you complete the game on one credit without losing or drawing any rounds, you'll get to see pictures of the programmers instead of the characters kicking each other in. Don't know about you, but I know what I prefer...
2. If you complete the game on one credit and score two perfects on Balrog, Vega, Sagat and Bison, then on the next credit you'll be able to select one of them to play.
3. Guile has a secret move which completely protects him against computer controlled opponents Zangief and Vega. To activate the move, first jump at the opponent using a medium power kick. As soon as Guile lands on the ground, push left and heavy kick so that he kicks upside down. As soon as this kick hits the opponent (and it doesn't matter if it was blocked), push right and heavy punch. If you've done it right Guile should now be standing on one leg and the computer's playing will go nuts, without any success. To get out of the move just somersault Kick. This tip only seems to work when you're facing right.



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## SUPER NINTENDO

PLATFORM



BY ACCLAIM  
£39.99

Hey everyone - you know me! I'm Krusty the Clown (out of The Simpsons) and I'm a cynical old comic who rips off the kids with blatant scams and a low quality TV series. Bart Simpson idolises me, but something's gone horribly wrong! Krusty's amazing Fun House, has been overrun by foul smelling purple rats. Naturally I'm furious. I'll pound 'em, fry 'em and Krusterize 'em! The rats must be stopped at any cost and I'll have to build bridges, make steps and lead them to their doom with my patented Krusty The Clown's Crazy Krusterizer! Bart, Homer and the rest of the gang are happy to destroy the rats, but it's down to you to get them to the machine. Flying pigs, aliens and snakes are just a few of the baddies standing in your way, so get Krusting as fast as you can!

"Bart's hero is one of my fave characters and his scheming money making plans have me in stitches. Fortunately though, Acclaim have done him justice with a brilliant mixture of platform action and Lemmings-style puzzles. Don't be fooled into thinking this is a Lemmings rip-off because it's entirely different. Some of the puzzles are real brain-teasers with amazingly difficult problems to solve. As far as the platform action is concerned, the Krusty sprite handles just right and he's a dream to control. The music is very similar to the Simpsons TV themes and the amazing sampled speech makes the game a laff riot. The graphics are simple throughout, but the backdrops on later levels are spectacular. All in all this is a top treat for platform addicts and puzzle fans alike. One of the most addictive games on the SNES and worth its weight in Krusty Brand Cereal Products".



# KRUSTY'S SUPER FUN HOUSE



FEATURING THE SIMPSONS!



SEGA GENESIS FLYING EDGE

Good gosh! Krusty gets lost!

## MEET THE SIMPSONS

Krusty is a TV character in the fictional world of Bart Simpson. He's Bart's hero and spends his after-time hosting a kids' TV show with his apprentice, Sideshow Bob. Also featured in Krusty's show are Itchy and Scratchy, who have a cartoon slot where they spend their time throwing bite-size bombs down each other's throat. Krusty, meanwhile, is raking in the cash as he sells Krusty brand products to gullible kids. Bart cares not a jot and wants more than anything to appear on Krusty's show and in Bart Versus the World, he gets to do just that.

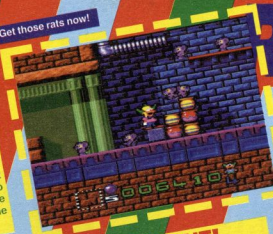


Bart takes out a hairy fiend!

## CRUELTY TO ANIMALS

Here at CVG we recommend that you have a mature attitude and don't really kill rats. The instruction booklet tells you just the same thing. The machines do all manner of terrible things to the rats - like bash them on the head, electrocute them and blast them to ashes with a cute massive laser cannon. This is all very funny but it makes you wonder why Krusty doesn't just lay a few traps or put down some poison. The worst thing that can happen to the rats is that they get trapped and you don't have enough blocks to get them out again. At this point you have to use the Last Resort button, which abandons the level at the cost of one life.

Get those rats now!



## BLOCKOUT!

Strewn among the various levels are different kinds of block. The most common are Mario style bonus blocks which, when kicked, reveal all manner of amazing goodies including extra weapons, bonus points and occasionally the lives! Other blocks can be kicked along the floor to make stepping stones for the rats. The best kind of block however, are the most useful kinds of block however, are the ones you can pick up. You can carry one at a time and drop it anywhere you like. You can use these as steps or even complicated ladders and most screens require them to lead the dreaded rats to the machine.



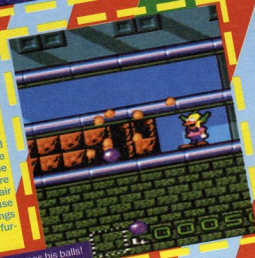
In the pipe and off to their deaths!



## PIPES, SPRINGS AND OTHER THINGS!

There are loads of useful gadgets in Krusty's house and you can use these to get the rats closer to the machines. Pipes are the most common and if a rat walks into one he'll be sucked through a maze of tubes and ejected at the other end. Sometimes this backfires and the rats are trapped, but most of the time they are very helpful. Springs catapult the rats into the air while blowers, well, blow them! Krusty can use all of these to his own advantage and the springs and blowers can help him jump higher and further. Hurray!

Krusty uses his balls!



# REVIEW

TOP ONE!

CVG



"Nobody knew quite what I claim were hiding up their sleeves when they announced that Krusty's Fun House was on the way, and it's certainly not what anyone

expected! This game is a real treat, containing some fiendish puzzles and finely balanced gameplay to keep you superglued to the joystick for hours. Easy to get into and very hard to put down, the sheer variety of the puzzling action will keep you coming back again and a gain. People are bound to compare this with Lemmings, but that's unfair because they're actually very different games and any similarity comes from coincidence more than anything. For me, the game's only bummer is its sound - the music is so repetitive it can become annoying and sound effects can be very basic at times. That aside, this game is a winner. Krusty's Fun House may be a right old laugh, but it's a seriously good game for puzzling platform fans and ranks right up there with the best of them. Bart fans will freak over this!"

TIM BOONE

STRATEGY		SKILL
ACTION		REFLEXES
<b>GRAPHICS</b>	%	<b>85</b>
<b>SOUND</b>	%	<b>80</b>
<b>GAMEPLAY</b>	%	<b>89</b>
<b>VALUE</b>	%	<b>89</b>
<b>OVERALL</b>		<b>87</b>

## Dear Wimp's...

WELCOME to another voyage into stardom with the Official UK High Scores - the Hall of Fame for gaming glory boys and girls who want to show the world how great they are, courtesy of your hostess with the mostest - the one and only me! This is the place you'll find all the high scoring heroes of today, the gamers great enough to merit a mention on these awesome pages. Trouble is, most of your scores are such shambling travesties it's a wonder you dare deliver them before my eyes. So buck up those ideas and send in some spanking scores or I'll have to get strict. So what are you widdling around here for? Get away and rack up those winning scores before you bore my bits off with second rate scores and other wimpy let-downs. Get to it!

# Sadie



### AMIGA

Quite a few new entries in this month's chart and one which caught my eye is **Graeme Veitch's** quite amazingly hard exploits on WWF. But what about the rest of you losers? Can't you rack up any scores better than the fair-to-middling selection listed below? What's wrong with you?

**PINBALL DREAMS (STEEL WHEEL) -**  
27,025,049

Richard Wilkinson, South Anston.

**DOUBLE DRAGON 3 - 150005325**  
Stuart McGillivray, Fife.

**WWF WRESTLEMANIA - COMPLETE, ONE CREDIT**  
Graeme Veitch, Tyne and Wear.

**LOTUS 2 - 96,728,910**  
Steven Thomas, Painswick, Glos.

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

**KICK OFF 2 - 42-2 France V Holland**  
Leigh Ramsay, Cwmbran.

**FIRST SAMURAI - 275,205**  
Mike Splendow, Hull.

**SPEEDBALL 2 - 270 Super Nashwan**  
Daniel Gallop, Epping.

### ARCADE

**Leigh Ramsay** screams home with a respectable racking on Streetfighter 2, as does **Martin Dimpleby**. Trouble is, the rest of you are just a bit of a sad shambles when it comes to cracking those coin-ops - so shove in that silver and get those high scores in or there's going to be trouble...

**BLOOD BROTHERS - 505,170**  
Samantha Crone, London.

**STREETFIGHTER 2 - 1,273,101 COMPLETED**  
Leigh Ramsay, Cwmbran.

**STREETFIGHTER 2 - COMPLETED ALL FIGHTERS**  
Martin Dimpleby, Newark, Notts.

**ALIENS - 683,200 COMPLETED ONE CREDIT**  
Ross Blair, Ferrybridge, W. Yorks.

**TERMINATOR 2 - 6,839,500**  
Lloyd Wright, Kidderminster

**WRESTLEFEET - LEGION OF DOOM (1 CREDIT)**  
Tim Crossford, Chichester, W. Sussex.



# TOP HIGH SCORES

## RAD MOBILE - COMPLETE ONE CREDIT (-31 SECS)

Stuart Cameron, Mosshead.

## GAMEBOY

A fair sprinkling of half decent Game Boy scores this month, but I get the impression you're just not fiddling with your hand-helds fast enough - apart from **Damian Major**, who's a bit of a lad really. What about some of the latest stuff coming out? Are you really such wimps that you can't rack up decent scores on those?

**BATMAN - COMPLETED**  
James Taylor, London.

**GAUNTLET II - LEVEL 426**  
Damian Major, Woking, Surrey.

**SUPER MARIO LAND - COMPLETED** 99 lives  
Cyrus Buadi, London E8.

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

**WWF WRESTLEMANIA - COMPLETED ALL WRESTLERS**  
Gary Collins, West Yorkshire.

**TETRIS - 264 lines**  
Ross Carr, Newcastle.

**WWF SUPERSTARS - COMPLETE ALL WRESTLERS**  
James Worsley, Huddersfield.

**TERMINATOR 2 - COMPLETED** 6020  
Adam Bowen, West Midlands.

**REVENGE OF THE GATOR - 48,964,810**  
Jamie Fox, Rothwell, Northants

## MEGADRIVE

Top of the Megadrive mountain this month is **Steven Lee**, whose quite outrageously high Desert Strike score throws down the gauntlet to the rest of you wimpos out there. Sonic gets a good old dusting courtesy of **Stephen Garland**, and Mercs is murdered by **Michael Tanousis**. Can and of you sad lads or lassies beat them? Get scoring!

**DESERT STRIKE - 3,567,400(!)**  
Steven Lee, Nuneaton, Warks.

**TWO CRUDE DUDES - 983,200**  
Lloyd Wright Kidderminster

**SONIC THE HEDGEHOG - 1,091,510**  
Stephen Garland, Cwmbran, Gwent.

**MERCs - 364,600 (HARD)**  
Michael Tanousis, Surbiton.

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

**ROAD RASH - \$4,842,300**  
Mark Jameson, Whitby, North Yorks.

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

**HARD DRIVIN' - HARD-205,602**  
Steve Challis, Milton Keynes.

**STREETS OF RAGE - 999,995**  
Paul Noble, Bedfordshire.

**QUACK SHOT - 521,000**  
Paul Noble, Bedfordshire.

**STRIDER - 88,000**  
Matthew Bickham, Australia.

## NES

What's happened to all you NES owners this month? Are you really so weak and pathetic that you can't lift pen to paper and write down your scores? Do you all support Portsmouth or something?

**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.

**DUCK HUNT - ROUND 92**  
Scott Haines, West Midlands.

## MASTER SYSTEM

**Benjamin Willetts** is obviously your main man on Golden Axe, but that's the only score worth a list in this month's chart. Obviously Master System owners are too shy to come out of the darkness

with their high scores and spend most of the day hiding in dark caves or something. Get those scores to me NOW!

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

**DONALD DUCK - 595,650 COMPLETED**  
Chris Henson, Flookburgh.

**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, Flookburgh.

**GOLDEN AXE - 300,582**  
Benjamin Willetts, Ipswich.

**GHOSTBUSTERS - 777,220** Dean Williams  
, Peterborough.

## SUPER NINTENDO

Well now, what can I say? **Michael Jung** is still riding high in the chart with no less than two entries! What about the rest of you slackers out there? **FINAL FIGHT - 2,580,650**. **Michael Barmy, Wakefield.**

**AREA 88 - 1,277,600 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 Sainy, Canterbury, Rd

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

**SUPER ADVENTURE ISLAND - 161,200**  
Robert Nathan, Middlesex.

**CONTRA SPIRITS - COMPLETED**  
Giles Hill, London.

**SUPER FORMATION SQUEE - 33-3**  
Jordan Brady, Ireland

**F-ZERO - 70,991**  
Ben Mcadam Childwall Liverpool

**JOE AND MAC - 265,000**  
Michael Jung, Dorset.

# 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 those 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	



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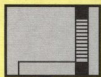
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## NINTENDO

PLATFORM


 BY STORM  
 £39.99

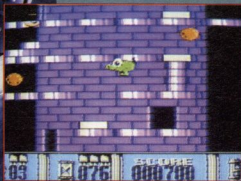
In a land of darkness there lies a city of towers. Here, the evil masters of the land of Castellian live. You are a small green blob with a big nose and not exactly the kind of bloke you'd expect to save the world. You can jump about one inch in the air and shoot harmless little globs of phlegm - which isn't really too much use against the Legions of Doom. Yup, I'm afraid you're all going to have to use your brain. You'll have to figure out the best route to the top of the castle, using elevators, platforms and stairways to aid you. The rewards for reaching the top of the tower are vast, you might get some bonus points or even a high score. Hurrah!

I remember this game on the C64 and what a treat it was. Revolutionary graphics (literally) and amazing sound effects combined with an original game concept.

The good news is that the NES version is almost identical, the bad news is that it hasn't aged well. The game really isn't suited to a console. Console gamers want smooth, fast action with loads to see and do. Castellian leaves no room for error and exploration is completely impossible. You either finish it in one sitting, or not at all. Sudden death happens all the time and once you've learned all the hazards and routes on a level, it gets dead boring. Walking through a door and dying instantly is not my idea of a challenge. This game may have been an old classic, but nowadays it's just very sad. If you want to be frustrated and annoyed, buy it. Very poor indeed.

 CVG 068 **FRANK O'CONNOR**


Steps, steps and erm... more steps.



# Castellian

## USE IT, DON'T ABUSE IT

The little green bloke has a very nasty challenge ahead of him and it's going to take a lot of wit and cunning to escape from the monsters and reach the top of the tower. You can walk up stairs as long as there's nothing on them - because a collision with a baddie is invariably fatal. You can jump onto high platforms and use them as stepping stones, but the timing and coordination required may put you off a bit. Elevators will lift you to useful places (and sometimes dangerous ones) and often end in a doorway. The doorways, when walked through, take you to the other side of the tower and more often than not they lead to trouble. Some platforms have a very nasty habit of disappearing as you walk over them and you'll probably fall to your doom. Bum fluff!



## BONUS LEVEL BONANZA

Between each tower, you get the chance to rack up masses of bonus points and, if you're lucky, the odd free life. The screen format changes to reveal a horizontally scrolling platform game. Jewels litter the screen and you have to collect as many as you can while avoiding traps and baddies. These screens are slightly different every time you visit them and the theory is that you're travelling between towers. This is a bit different from the original home computer version where you had to drive a submarine through a hazard infested undersea world.



STRATEGY

SKILL

**GRAPHICS** % **90**
**SOUND** % **76**
**GAMEPLAY** % **53**
**VALUE** % **50**
**OVERALL** % **51**

ACTION

REFLEXES





# AT LAST!



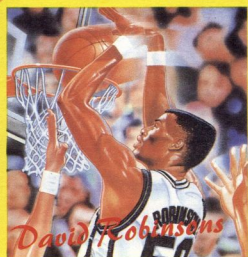
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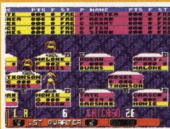
## SUPREME COURT



### BASKETS OF BALLS

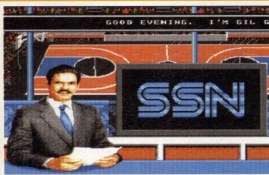
There are quite a number of other basketball games available on the Megadrive including Arch Rivals from Acclaim, Jordan Vs Bird and Lakers Vs Celtics from EA and a few odd Japanese efforts. So if basketball's the game that does it for you you're a hell of a lot better off than, say, horseshoe throwing enthusiasts - who haven't got anything at all.

David Robinson is the best on the team... what a guy!



### TOO MANY RULES

Although the object of Basketball is quite simple, the game is almost ruined by loads of seemingly unnecessary interruptions. If you take more than two steps without bouncing the ball, you get booked for travelling and the opposition gets possession of the ball. If you hold onto the ball for more than five seconds without moving, you get booked for the Five Second Penalty - and the other side gets possession. If you barge into a player, accidentally or otherwise, you get done for Charging. Guess what, the opposition get possession again. How's about this winning tactic - just stand around a lot and wait for the ref to give you the ball...



## MEGADRIVE

SPORT SIM

BY SEGA  
£39.99





Who's David Robinson, eh? One of America's hottest new basketball players, that's who. The only ones we've ever heard of are Magic Johnson and Michael Jordan - and that's only because they have training shoes named after them. Sad fact is, we just aren't tall enough. All the big British teams are populated almost entirely with American and Canadian players. Basketball, in case you didn't know, is a non-contact team sport, the object being to drop the ball in a basket at either end of the court. You can't kick the ball, you bounce it instead. There are more fouls and penalties in Basketball than in any other game and as a result there's lots of stopping and starting. So get bouncing!

"The trouble with Basketball is that it's"

never ever made a good video game, ever. This is no exception. The game should be fast and smooth but the court area is so small that you have very little time to make decisions. There's no way around it, that's just the way Basketball is. Having said that, Supreme Court is a fairly impressive try at recreating the thud of rubber on wood and the spang of balls on a backboard (ouch). The graphics are neat and detailed with well animated sprites, while sound is limited to a slow but funky tune and the odd sound effect. Supreme Court plays well enough, but the way the screen switches when you reach the centre circle is very annoying. Despite all that, this is one of the better basketball games for the Megadrive - but only because the others aren't worth the effort. A nice try, but that's that."

**FRANK O'CONNOR**

STRATEGY	SKILL
	
ACTION	REFLEXE

GRAPHICS	%	78
SOUND	%	73
GAMEPLAY	%	71
VALUE	%	70
<b>OVERALL</b>		<b>71</b>

## AMIGA

SPORT SIM

BY RENEGADE  
£25.99



Okay, so England were a load of old tosh in the European Championships, but that won't sour our love of the national game, will it? Renegade and Sensible Software hope not, because they want big things with this! Sensible Soccer has been hailed as the one to knock the all-conquering Kick Off 2 from its lofty position of Best Footy Game Ever. Well now it's time to squash the hype and speculation and concentrate on the facts.



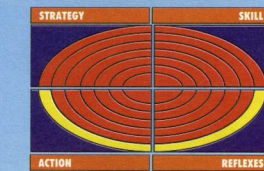
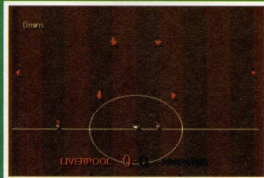
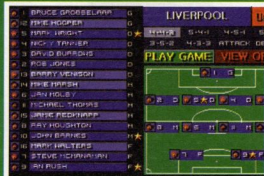
This really is one awesome football sim, which takes some elements of Kick Off 2 and mixes them with new ideas to create a sensational mix of strategic planning and raw arcade action. The fact that there's more of the pitch on-screen than in Anco's all-time great allows for a more tactical game, with the ability to plan intricate passing moves simply because you can see more players. The control system is far less difficult to learn than Kick Off, making Sensisoccer more appealing to those who pick up the stick and play for the first time. The sheer amount of options included is stunning, and what really impresses me is the fact that the Sensible lads have even managed to slot in the England European Championship squad. The big question is, of course, whether Sensisoccer manages to steal Kick Off 2's crown. No it doesn't, simply because it shouldn't. The two are different games that sit side by side on the computer football throne. Kick Off 2 scores on its breathtaking pace whilst Sensisoccer equalises with its strategic superiority. If only Graham Taylor could turn out something of this quality...

# SENSIBLE SOCCER

**TONS OF TEAMS**

Want to play as your favourite team? No problem - Sensible Soccer features a bank of one hundred European club and national sides, with each team made up of real players. In each side are a number of stars, determined by a star next to their name, and it's these lads who really make a difference to your chances of success. And, to keep your squad up to date, there's the option to change the name of every player there!

Your fave players are at your disposal!



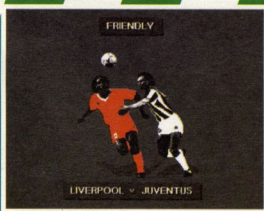
**UP FOR THE CUPS**

If you don't fancy playing in friendly matches all the time, don't get into a tizz - there's a load of different league and cup competitions to participate in. Club sides can enter for the UEFA, Cup Winners and European Cups, while international teams can boot the ball about in the European Cup, League Of Nations and Euro Cup. And if that's not enough for you, then enter the Sensible Cup and tailor the entire competition to suit your requirements - rounds, competitors, type of pitch - the lot.

**A BLINDER OF A BENDER!**

You must all know what Aftertouch is by now. Just in case, we'll tell you anyway. It's a system of bending the ball on-screen by moving the joystick left or right at exactly the same time as taking a shot. Kick Off 2 pioneered the system, and Sensible Software have paid homage to its success by using it in their game. Sensisoccer's aftertouch works in the same way as that of Kick Off 2, so fans of Anco's fine title should have absolutely no trouble getting to grips with it!

A cross to the right and it's a goal!



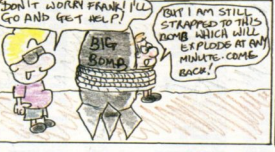
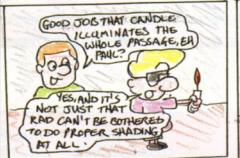
<b>GRAPHICS</b>	%	<b>87</b>
<b>SOUND</b>	%	<b>89</b>
<b>GAMEPLAY</b>	%	<b>95</b>
<b>VALUE</b>	%	<b>95</b>
<b>OVERALL</b>		<b>94</b>





# TRUE STORIES

OF CVG



IS THIS TRUE? HAS FRANK REALLY BEEN BLOWN UP AND TURNED INTO HOT DOGS FOR THE SAKE OF A POOR QUALITY PUN? WELL, YES ACTUALLY. TUNE IN NEXT MONTH FOR "WHOEVER REPLACES FRANK HAD BETTER BE EASY TO DRAW".

He's back, he's bad, he's back and said! He's Radion Automatic out of Mean Machines and here he is again with a joke, a smile, a laugh and, um, bills. Radicon you can match Rad's cartoon frolics? Tons of you have already sent in your strips and we were due to print the best this ish - but ran out of space at the last moment! Oh well, definitely next month - and keep sending 'em if you haven't done already 'cos there's STILL a Megadrive for the best! Until then, here's another alicia Rad's finest efforts, whatever they are...

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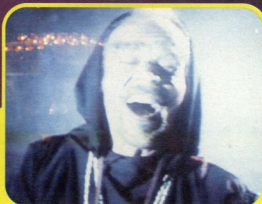
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# ARCADE ACTION!



**OUTRAGEOUS!** Arcade King Jazza Rignall's got so much coin-op stuff to strut this month you won't believe your eyes! With all these goodies on the go, it's lucky he's got a pocketful of pound coins, a 12-volt battery, set of jump leads and anti-static boxer shorts to stand the excitement! Take it away that man!



## SPACE PIRATES

### HAMMING IT UP

Anyone who's played Mad Dog McCree will instantly recognise the format of Space Pirates. In fact, they'll also more than likely recognise the "actors" - many of them have swapped their cowboy boots and six-shooters for space suits and laser rifles to star in this new laser disk shooting game! It's basically exactly the same as Mad Dog McCree and its sequel Who Shot Johnny Rock. But instead of the western and gangster themes the action is set, as the title suggests, in space. The big problem with the game is that the sets and acting are both awful, and it's like watching Blake's Seven with a plastic gun in your hand. The other thing is that the game plays basically the same as the previous two, and the format just isn't as much fun as it was when it first appeared. Something definitely needs to be done to spice up the action, because this most certainly isn't worth £1 a go!





## UNDERCOVER COPS

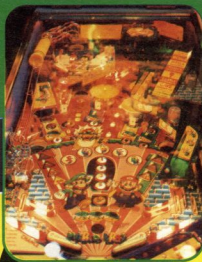
Irem have been very quiet of late, and certainly haven't captured the brilliance of some of their earlier coin-ops like R-Type, Dragon Breed and Hammerin' Harry. Well, I'm glad to say that things are looking much better with the release of Undercover Cops - an everyday story of your average future rozzer sent in to the bad side of town to take on a gang of complete psychopaths. As you might have guessed from the less than original storyline is that this is a horizontally scrolling beat 'em up in which one or two players take on the crazed loonies in true Final Fight fashion. Okay, so there are loads of games like this, but where this sparkles is in its action and excitement. There's loads going on and the marvellous graphics and sound really give this a very distinct character. Definitely the best beat 'em up of this type since Final Fight. If you see it, play it. If you don't, don't worry - a Super Nintendo version will be released later on next year. You heard it here first!



## SUPER MARIO

### MARIO'S BALL ACTION!

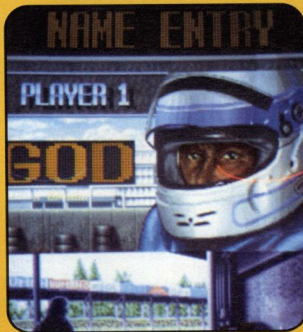
You've played his games, watched his TV programme, eaten his breakfast cereal, worn his underpants (ugh!)...now play his Pinball game! Yes, Mario mania continues unabated as Nintendo get together with Gottlieb and produce the first ever Mario game with balls. It's a pretty neat pin table and features a variety of ramps, drop targets and trick shots - plus all the familiar Mario tunes and sound effects. If you're a fan of the silverball who's dying to give his flipper fingers a workout, check this out!





# FRONT ROW

Human's latest coin-op is a split screen racing game in which you drive a fast Formula One car around a series of race tracks. It's quite good fun, but the graphics aren't exactly brilliant and there are some handling flaws in the car which really shouldn't be there. Up until recently I've always taken playtesting at arcade level for granted, but these days with Megadrive and Super Nintendo games looking as good as, if not better than some arcade games, coin-op manufacturers really need to take a good, long, hard look at what they're doing and make sure that the games they produce are better than the games we can play at home. This one certainly isn't much more exciting than something like Road Rash or F-Zero...



Banpresto are certainly plumbing the depths of mediocrity this month with the release of Macross, the most yawnsome, bog-standard vertically scrolling shoot 'em up I've played since the last one! The action is dull, the graphics bland, the end-of-level bosses completely and utterly predictable and the extra weapons about as exciting as a wet weekend in Wrexham. Think I'm being harsh? Then play it and see if you don't fall asleep before you get the second level boss!



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**MASTER SYSTEM** with games, light shaver, Maverick joystick, 2 pads all wires, boxed with a rapid fire unit thrown in. Ring 081-743 2825.

**ATARI 520 FT SM** for sale, over 200 games, plus blank disks, joystick and mouse. Only £325 one. Contact 094 588000.

**SEGA MEGADRIVE** for sale with 2 jypoys and 3 games. Will sell for £130 one. Phone Eddie on 081-949 4087.

**SWAP SPECTRUM**, with loads of games, joystick, manual. Tel 0296 27179.

**SEGA MASTER SYSTEM** plus 6 games, 2 control pads and light Phaser, £100 one. Phone Gary on 0223 233562.

**SUPER FAMICON**, 1 game, £150. Phone Philip on 081-691 7582.

**UK SEGA MEGADRIVE**, new Japanese games, 2 controllers, 2 games, 6 months old, as new, boxed £150 one. Call James on 0488 583434 after 6pm.

**SWAP NINTENDO** with 3 games, double player, joystick, jypoys or a Megadrive with 2 games or will sell for £150. Call 0223 633743 ask for Bruce.

**PC ENGINE** games for sale. For information contact Michael on 0538 34595.

### THE MICROSELLS cont.

**ATARI 800 XL** with disk drive, cassette recorder, loads of software and disks, £160 one. Telephone 049 4816489.

**ATARI FT 520 FM**, joystick, mouse all boxed plus 70 games all for £240. Call 0474 322661.

**FOR SALE NINTENDO** with 9 games and light gun. All for £150, ring Gavin on 0908 567493.

**ATARI 530 FT SM** double sided 1 megabyte disk drive, immaculate condition. Word processor, joystick, mouse. Worth £700 sell for £270. Contact 0425 279940.

**NINTENDO NES** for swap for a Megadrive or sell for £100, inc. 3 games, 1 controller and all leads. Phone 0483 505597.

**COMMODORE 64** for sale, over 50 games, plus 2 joystick and cassette player, worth over £250, sell for £100 plus 2 WWF videos. Contact 08-572 0629.

**MEGADRIVE SUPER NES** and Neo Geo games for sale, swaps considered. Please ring Mike on 021-459 7576.

**MEGADRIVE** for sale inc. 6 games, worth £300 sell for £150 one. Please call Russell on 0628 21384.

**AMIGA GAMES** for sale. Megadrive games also for sale. For details contact 081-453 0145.

**COMMODORE 64** for sale, inc. light gun, joystick, disk over 60 games. Phone 0933 315623, Adam.

**ATARI 520 FT SM** for sale, black and white TV, lots of games, 2 carry cases, joystick, lots of magazines only £200. Call Anthony on 051-339 0733.

**MEGADRIVE FOR SALE**, with Sonic the Hedgehog, boxed as new, perfect condition £150. Telephone 0734 424156.

**AMSTRAD CPC 464** with colour monitor, disk and over 60 games. Phone 0933 315623, Adam.

**FOR SALE** Amstrad CPC 464, monitor, 40 games, joystick inc. £75. Telephone Matthew on 0257 268548.

**MINT CONDITION** Megadrive plays all games, £150 or will swap for PC Engine. Telephone 0792 653294.

**NEO GEO** games wanted urgently. Phone 0509 415055.

**GAMEBOY** with cables, earphones and 4 games and Tetris, 2 carry cases, magnifier. All for £100. Ring 081-569 4663.

**FT FIGHTER** and Kid Cameleon desperately wanted for the Megadrive, swap for Alterred Beast, Forgotten World, Crack Shot, Electronic Ice Hockey, Tobocop and Bare Knuckle. For details phone Matt on 0744 26914.

**FOR SALE** Nintendo Entertainment System, 4 games, 2 controllers, 2 joysticks. Telephone 0242 810068.

**FOR SALE** brand new Megadrive game, Desert Snake £35. Contact 081-673 7376.

### THE MICROSELLS cont.

**ATARI FT** for sale, and 30 games, 2 joystick and a mouse all for £220. Megadrive also for sale, 4 games £190. Contact James on 0580 891977.

**SWAP SEGA MEGADRIVE**, with games, 1 jypo, 1 joystick, 3 year guarantee will swap for an Amiga or Atari FT with games. Call on 0580 891977.

**SPECTRUM 128K** -> for sale £600 worth of games, £100 of magazines, plus 2 joystick, art package all for £310. Contact Martin on 0332 861766.

**JAPANESE** Megadrive games, very low price. Contact Michael on 0962 862667.

**SEGA MASTER SYSTEM** 2 plus 7 games for £160 brand new. Contact Sharlan on 0758 612305.

**SEGA MASTER SYSTEM** 2, 5 games inc. Sonic with 2 jypoys, boxed. Worth £177. Sell for £110. Tel. 0472 851157.

**ATARI LYNX** for sale, still under guarantee with 5 boxed games, sell for £100 one. Please call David on 081-969 1686.

**BRAND NEW C64** over 50 games, worth £500 sell for £160 one. Phone Chris on 0734 668904.

**MEGADRIVE GAMES** for sale, for details please contact 081-942 2879 ask for Barry.

**SWAP JAPANESE** Megadrive in excellent condition with 4 great games, for a Japanese Pal Super Famicon with one good game. Call 051-228 6534.

**AMIGA 500**, 1 megabyte, extra disk drive loads of games for £300. Contact Neil on 0532 577760 5pm.

**SEGA GAMEGEAR** with 2 games, Mickey Mouse & Joe Montana. Also with Mastergear and Ac Adaptor. Boxed with instruction only £110. Phone Daniel on 081-691 2339 after 6pm.

**SEGA GAMEGEAR** for sale 5 games, TV adaptor, also NES for sale with 10 games all for £250. Contact 0634 2102 ask for Wayne.

**UK SEGA MEGADRIVE** with 9 excellent games, extra turbo jypo, joystick. Sell for £300 one. Telephone 0203 412295.

**SEGA MASTER SYSTEM** for sale, 3 great games, all wires and boxed, extra controller £30. Phone 091-251 4610 ask for David.

**AMSTRAD CPC 464**, colour monitor £150 of games, also user manual and joystick £220 one. Telephone 0472 851760 after 5pm ask for Robert.

**ATARI 520 FT** comes with over 25 games, only 1 year old, price £245. Phone Robert 768798 ask for James.

**GAMEBOY** for sale, 12 games, carry all case, game case, magnifier, amplifier rechargeable battery, £150. Telephone Christopher on 0380 725666.

**MEGADRIVE GAMES** needed. Phone Fiscal on 061-881 5686.

# 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.

**JAPANESE MEGADRIIVE** with 4 games, dust cover, 2 jypoads and carry case, only 4 months old, £215. Phone 081-395 4537 after 4.30pm ask for Robert.

**SPECTRUM 128K plus 2** with manual, built in tape deck over £400 of games will accept £130 or swap for Gamegear with 2 games. Phone 081-395 4537 after 4.30pm ask for Robert.

**SEGA MASTER SYSTEM** for sale with 26 games, 1 joystick, 2 laser guns. Will sell for £200. Contact Anthony on Bromley, Kent G62347.

**4 IBM PC games** for sale. £10 for each or £35 for the set. Telephone 0634 408633 after 5pm ask for Jonathan.

**SEGA MASTER SYSTEM** with light lazer, 2 control sticks and 2 jypoads, 1 cartridge game and 3 built in games, sell for £65. Call Hannah on 071-500 3280.

**COMMODORE 64**, hardly used, still boxed well over 100 original games, plus disk drive, sell for £150 ring on 0923 778919.

**COMMODORE 64** with lots of games, will sell for £35. Phone Faisal on 061-881 5686.

**COMMODORE 64** for swap for Gamegear or Megadriive, will also sell. Call 0234 713097.

**JAPANESE SEGA MEGADRIIVE E**, 3 games, boxed, £150. Telephone 0702 584524.

**WILL SWAP Atari FT and Gameboy** for a Megadriive. Phone 0222 229187.

**SPECTRUM 128K plus 2** with built in tape recorder, 1 joystick 42 games, in perfect working condition, will sell for £50 or will swap for a Gameboy. Contact 081 657 3550.

**NINTENDO** for sale with 8 games 2 jypoads, light gun and joystick. Will sell for £160 or will swap for a Megadriive. Interested call Mathew on 0787 277785.

**FT over 50 original games, 70 demos** and hundreds of magazines, 2 jypoads only 12 months old in excellent condition, worth over £600, will sell for £295 only. Telephone 0765 607384 after 6pm.

**SWAP SUPER FAMCOM Pal** with 1 or 2 games for an English Megadriive with 8 games and a quick joystick. Contact Simon on 0629 734 676.

**SEGA GAMEGEAR** with mains adaptor plus 5 games, 5 months old, good condition will sell for £200 only. Phone 0268 656625.

**NINTENDO NES** for sale, hardly used with 3 games inc. Super Mario Bros 2, £100 only. Phone 0235 848533 call Corrie.

**FOR SALE** Gamegear with 6 games all boxed, adaptor worth £250 will sell for £160. Phone Nick on 0623 799074 after 6pm.

**AMIGA's** for sale with all the bits, loads of games. Phone 0252 617399 and ask for Martin or Chris.

### THE MICROSELLS cont.

**ATARI 520 ST FM** for sale, games, joystick, mouse, £230 only. Call Chris on 0704 897221.

**SWAP GAMEBOY** with 4 games, inc. WWF Bart Simpson and Mario Land for Super Famcom with games. Call Russell on 021-551 7756.

**SEGA MEGADRIIVE** for sale with joystick, 2 games. Will sell for £80. Call Dean on 0992 319933.

**SUPER FAMCOM** for sale includes Fox Wings, sell for £150 only. Or will swap for PC Engine hand held and 1 good game. Telephone 0733 571283.

**FOR SALE** hundreds of Spectrum games, prices range from 10p to £5. Or 10 Spectrum games for 1 Megadriive game. If interested contact 0708 867480 after 6pm.

**AMIGA 500**, extra drive 150 disks, games, only 2 months old, boxed worth £540 bargain at £380. Telephone 0203 412870.

**COMMODORE 64** for sale, with light gun 88 games. Also data sets and a quality joystick. Will sell for £145 phone 0462 504858 after 5pm.

**FOR SALE** Megadriive games. Telephone 0438 812169.

**AMIGA 500** for sale, 11 months old, 1 megabyte, 2 jypoads and over 20 games, sell for £250. Or will swap for Famcom with 5 games. Phone Vinny on 0661 25776.

**COMMODORE 64** with joystick, 18 games. Sell for £60 Call after 4pm 071-263 5655.

**SEGA MEGADRIIVE** in excellent condition will all jypoads, wire and leads plus 3 top games, inc. Mickey Mouse, Spiderman and Strider. Will accept £120. Call Al on 071-790 4086.

**SEGA MEGADRIIVE** with 8 games and joystick will sell for £180 or will swap for Super Famcom Pal with 1 games. Phone Simon on 0629 734676.

**SPECTRUM 48K** with over 60 games and all leads, willing to swap for Gamegear or Geagear. Phone, 0603 628708.

**ATARI ST FM** for sale with 40 games, 81 programs and computer design programme, word processor. Call John on 0288 816462.

**SPECTRUM 128K plus 2** will swap for Gamegear or sell for £50 contact Barry on 0670 519267.

**JAPANESE MEGADRIIVE** for sale, 3 games, Sonic and Golden Axe, boxed £100 only. Call 0921 420295.

**WANTED** Nintendo Entertainment System game, willing to pay £10-£15. Interested call 0924 466336.

**AMIGA** games for sale, inc. Robocop, Turtles, Days of Thunder, Lemmings and Falcon Mission etc. Call Dan on 01-238268.

**NINTENDO NES** for sale inc. 2 jypoads, 1 joystick and 3 games. £160 only. Call on 081-640 6803 ask for Terry.

### THE MICROSELLS cont.

**MEGADRIIVE** for sale, with 2 control pads and 3 games for £150, all Japanese games. Also selling games separately for £25. If interested call Neil on 071-607 2676.

**ATARI FTSM**, comes with over £700 worth of original games, mouse, will sell for £260. Phone Andrew on 0495 307636.

**FOR SALE** Nintendo Entertainment System will 2 control pads, 5 games, £120 quick sale. Telephone Paul evening on 081-851 9874.

**FOR SALE** Sega Megadriive, still boxed, mint condition, 2 games, 1 control pad, £90. Phone 0726 812019.

**NINTENDO NES** system with 6 games, 4 controllers for £200 only. Contact Lee 0462 61179.

**FOR SALE** Sega Gamegear. £80 Contact Dave on 0954 274515.

**SEGA GAMEGEAR** plus 5 games, £125. Phone Steve, daytime only on 0732 458 452.

**FOR SALE** Nintendo Gameboy, includes 7 games, game light magnifier, carry case, 2 player cable batteries. Will sell for £135 or swap for a Gamegear with Sonic the Hedgehog and games adaptor. Call 0522 366708.

**SWAP** Bart Simpson on Gameboy for Kick Off on the Gameboy. Call Lee on 0222 793752 after 4pm.

**GAMEGEAR** for sale £70 with 3 games, case and 2 player lead for £90 will throw in another 3 games and a stack of magazines. 3 Megadriive games also for sale, £30 the lot. Ring 071-482 7374 after 5.30pm ask for Sid.

**SEGA MEGADRIIVE** with 8 games and joystick will sell for £180 or swap for Super Famcom Pal with 1 game. Contact Simon on 0629 734676 after 6pm.

**GAMEGEAR magnifier** for sale can be used with Master Gear new, unwanted gift, boxed £10 call Ben on 0244 383474.

**SEGA MASTER SYSTEM** in mint condition. Interested call Toby 0742 891083.

**SELL GAMEGEAR** with 2 games, for £90, or will swap for a Gamegear. **GAMEGEAR** for sale plus 2 games worth £155 selling for £80 still boxed, mint condition including 0562 866584 ask for Michale.

**GAMEBOY** for sale, 3 games, headphones and 2 player connection lead inc. £90 only. Call 021-705 9684.

**LYNX** games bought and swapped, I especially need a carry pouch, I also will buy Super Nintendo games and have brand new Megadriive games for sale. Phone Guy on 081-693 3545.

**SWAP** Sega Master System only 6 months old, still in original box, Alex Kidd built in, plus 4 games, 2 unboxed and 1 control stick, for Lynx with at least one game. Contact David on 081-595 7636.

### THE MICROSELLS cont.

**GAMEGEAR** with 12 games including Sonic, Pacman, batteries and a charger, worth over £400, will sell for £260. Phone 0384 575370 Birmingham area after 6pm.

**GAMEBOY** for sale with 9 games including Mario Land, WWF Superstars, Batman, plus game light, amplifier and carry case, offers over £150. Please call 0322 554369.

**NEW MODEL COMMODORE 64** cassette deck with 1 joystick, 50 games with an action replay utility cassette, plus cartridge, altogether worth £500, will sell for £150 only, all offers considered. Phone Lee on 0633 258252 after 4pm.

**PC ENGINE GT** and Gamegear games for sale, will also swap for other Gamegear, Famcom or NES games. Call Nick on 061-960 3537.

**GAMEBOY FOR SALE** with 5 games, inc. Ghostbusters 2 and Double Dragon, also amplifier, magnifier and light, all in excellent condition, for only £130. Call John on 0604 862999.

**ATARI Lynx** 2 hand held, colour game console with 4 games, Slim World, Viking Child, Gauntlet 3 and Pygar. Also with carry case and power adaptor, all boxed with receipt. Recommended retail price, £230, will sell for £150. Phone 061-449 0038.

**GAMEBOY** for sale with 5 games, inc. Mario and Double Dragon, Luby boxed and in mint condition, carry case with leads and headphones. Worth £180 sell for £120 only. Will swap for a Gamegear with mains adaptor with games. Contact Paul on 0438 352702.

**FOR SALE** Atari Lynx 2 with kit case, mains power supply and 3 games. Paperboy, Flax and Slim World. Little used. Less than 6 months old, cost over £200, for sale at £150 only. Phone 081-426 518 after 5pm.

**HAND HELD Lynx 2**, about 5 months old, brilliant condition, carry case, a game and a plug. Sell carry case separately for £5, Flax/Paperboy for £10, and altogether £65. Call Jonathan on 081-332 6270.

**ATARI Lynx** with carry case, 2 games, Viking Child and Chips Challenge, will swap for Sega Megadriive and 1 game. Phone Jonathan on 0854 2612103 after 4pm.

**SWAP** Sega Megadriive with 2 great games, 2 control pads and a carry case, for Super Famcom with 1 game. If interested telephone 0953 87761 ask for JB.

**4 GAMEBOY games** for sale, £50 for the lot or £15 each. Phone Carl on 081-538 2559.

**NES FOR SALE** with 2 good games in excellent condition or swap for Gameboy with good games, call Derek on 071-254 6375 after 4pm.

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

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### THE MICROSELLS cont.

**SWAP NINTENDO** with 6 games inc Super Mario 2 & 3 and many more for a Gameboy with 6 games. Phone 0494 673981.

**SEGA MASTER SYSTEM**, fully boxed with light Phaser and joystick, also inc. are 5 top title names, £90. Telephone 0332 517689.

**FOR SALE** Sega Master System with 4 games, 2 control pads, £90 ono. Call Richard on 0952 248851.

**SWAP Super Famicom** and Super NES games, selling for between £20-£30, swapping and buying. Please phone 081-954 4944 ask for Paul.

**FOR SALE** Spectrum 48K with interface, joystick, carry case nearly as new. If interested contact Edward on 0332 664 394.

**FOR SALE** PC Engine super graphics, plus 2 games, £175 the lot. Also PC Engine GT Fariel, £150. Also games for various systems for details contact Alan Chapman on 0277 822793.

**NINTENDO Entertainment System** for sale with 3 games, any offers considered. Call Dave on 0772 746935.

**SPECTRUM 128K** plus 3 for swap for a Super Nintendo or Megadrive. Call Simon on 0843 851966.

**MEGADRIVE** for sale, 1 joystick, 10 great games, inc. John Madden 92 and Sonic 2 £500 if interested call 081-876 5064.

**SWAP** Sega Master System with 5 games for a Gameboy with 3 or 4 games, must be boxed. Interested call 0442 254448.

**NES** for sale, 4 games inc. Super Mario Bros 3 and Megaman 2, also includes a Zipper, very good condition, sell for £110 ono. Please ring Tim on 023 592520 after 5.30pm.

**FOR SALE** NES with a brilliant games. Willing to sell games separately. Phone Chns on 0358 24067.

**NES** for sale, with games, 2 joysticks and a joystick. Sell for £200. Phone 081-883 2441 after 6pm.

**COMMODORE 64**, games inc. Shadow Warriors, all leads, joystick and data cassettes for £130. Telephone 021-772 5089.

**GAMEBOY** for sale, 7 games, 4 player adaptor, carry case, game light and 4 sets of batteries, boxed and in perfect condition sell for £150 contact Richard on 0292 74476.

**AMIGA 500** with meg upgrade, nearly 100 games, 2 mice, 3 joysticks, boxed as new. £300. Also Megadrive, 5 games worth £290 sell for £200 ring 0377 46878.

**WANTED** Megadrive or NES with at least 5 games. I am willing to give you a colour TV and remote control worth £250. Call 0292 77117 ask for Stephen.

**SWAP NINTENDO** with 4 games, inc. one with Megadrive. Contact Damien on 0532 450510.

### THE MICROSELLS cont.

**WANTED** Megadrive and Megadrive games, willing to pay £20 for Megadrive games and £10 for Gamegear games. Please telephone Amy 7837 24329.

**SEGA GAMEGEAR** plus mains adaptor and earphones with 3 excellent games inc. Sonic the Hedgehog. Brilliant condition, only £130. Phone 0952 247337 after 5pm.

**SPECTRUM** plus 2 with 100's of games plus Great joystick £70 ono. Will swap for Gameboy/Megadrive preferably with games, call Jamie on 0977 676497.

**1 MEG AMIGA 500**, 10 games and a joystick, sell for £200 or will swap for a British Super NES. Call Dai on 01-471 2910.

**WANTED** Famicom and Megadrive games, will pay £10-£40 each. Phone Gary on 0423 563646.

**GAMEGEAR** for swap or sale, AC adaptor, gear to gear cable including games. Swap for Gameboy with 3-5 games or sell for £130. Telephone 0319 88953 ask for Marton.

**FOR SALE** Sega Master System 1 with 12 games and light gun (not working), £150. Telephone 0845 578107.

**WANTED** NES with Mario 1 and controller, will swap for Spectrum plus 3, 20 games on tape worth £150. Call Simon on 0843 851966.

**COMMODORE PLUS 4**, joystick and cassette plays 9 games altogether worth £250. Selling for £90. Ring on 0323 460 576, ask for Rowen.

**AMSTRAD** with 60 games and joystick, quick sharp fire. Phone 021-320 3071.

**FOR SALE** Nintendo Entertainment System with 4 games and 3 control pads, very good condition. Telephone 0865 515844.

**ATARI 520 FT FM** for sale, inc. 40 games, a mouse and 2 joysticks, sell for £260 worth over £500. Call 0925 754248.

**COMMODORE 64**, new shape, tape recorder, 2 joysticks 150 games, boxed £90. Phone 0732 62178.

**FOR SALE** Famicom SCart with games, boxed, handy use, £170 ono. Telephone 0924 223561.

**SEGA MASTER SYSTEM**, game, light Phaser, £50 ono. Telephone 0372 744959.

**MEGADRIVE** for sale, inc. top titles, perfect condition, price nice. £230 ono. Contact Chris or Tom on 0608 88830.

**SEGA MASTER SYSTEM** with 5 games inc. Sonic, R-Type and Mickey Mouse. Also has joystick, sell for £175. Call on 0603 38391 (Norwich only).

**PC ENGINE** with 2 hand held joysticks and 8 games, worth £325 sell for £185. Please call 0624 880702.

**EXCHANGE** your unwanted Megadrive games for mine for only £4 I have the other 2 games. Phone Neil on 021-422 4159.

### THE MICROSELLS cont.

**SEGA MASTER SYSTEM** with light gun, 3 games, 30 computer and console magazines, 50 Amstrad tapes, all inclusive £150. Will split, call Robert 0728 860172.

**GAMEBOY** with accessories, games, amplifier, magnifier, carry case for £100. Call on 0245 400112.

**ATARI 520 FT, £400** worth of games, mouse, joystick, extension lead. All boxed as new with manuals. Contact David on 0689 838792.

**FOR SALE**, Nintendo games. For prices and details contact Mike on 0244 550003.

**MASTER SYSTEM** for sale, with games, £100 ono. Phone Barry on 0689 878163.

**5 NINTENDO** games will swap for 2 games, Mario 3 and Dragons Lair. Contact Simon on 091-268 933.

**COMMODORE 64** games for sale, interested contact David on 081-543 723.

**SCART PC ENGINE**, mint condition with 3 new games, with pad, PSU and 3 control pads, boxed and £100. £130. Phone Ben on 0934 415074.

**NEW BOXED SCART FAMILIOM** with improved picture, 2 joysticks and 9 games, £450 boxed Scart Megadrive with joystick, powerstick and 4 games £170. Ring 0932 840325.

**WANTED** Super Nintendo games willing to pay £25 to £30, will swap my super R-Type for any of your games. Call Shane on 081-761 9702.

**WANTED** WWF on the Super Nintendo. Call 0268 294569 ask for Richard.

**SEGA MASTER SYSTEM** for sale, with light Phaser and 9 games, £125. Phone Ben on 0476 85209.

**SEGA MEGADRIVE** for sale, with 11 games, excellent condition. Please phone 071-275 8903.

**WANTED** NEO GEO games, £60. Will pay £50 for older titles. Call 0509 419055.

**SWAP** MEGADRIVE plus 6 games, for an Amiga or FT. Call Paul on 021-772 1008, after 6pm.

**FOR** £600 worth of Amstrad CPC software. Sell for £250 will also split, with also swap for a Sega Megadrive with 5 games. Contact Alistair on 0529 62052.

**SEGA MEGADRIVE** cartridges, 8 UK games, £200, 8 USA games, fit UK Gameboy. Phone Neil on 051-426 0138 after 5pm.

**SEGA MEGADRIVE** games, 10 Japanese cartridges, £220 inc. Mickey Mouse, Hell Fire, Mercs and Devil Crash. Jap adaptor, Arcade power stick, Master System converter for Megadrive. Phone Neil for Details on 051-426 0138.

**SWAP 12** Megadrive games titles inc EA Hockey, Shinobi, swap for Super Nintendo with 2 games, Call on 0883 713707.

### THE MICROSELLS cont.

**FOR SALE** 36 Amiga games £100 the lot or will separate, titles inc. Moorstone. Call Dan on 0272 734815

**SWAP** AMIGA 500 with 1 megabyte, loads of games, for Neo Geo or Super NES, must be original UK machines, with games, Call Andrew on 0274 840004.

**FOR SALE** Sega Gamegear with £140 worth of games 6 months old, sell for £150 ono Call on 0221 67398.

**WANTED** Sega Megadrive and Super Nintendo consoles and games, good prices paid call on 0484 426157.

**COMMODORE 64** complete with new power pack upgrade, cassette deck, 22 games, £85 Call on 081-764 3149.

**MEGADRIVE FOR SALE** swap for Super NES with 2 or 3 games or sell for £250 Call on 021-459 4703.

**AMIGA** games for sale, titles inc. Hunter, Godfather, Monkey Island, £15 each or £45 for the lot. Call Lisa on 078 4545274.

**FOR SALE** Sega Master System with 8 games, light Phaser, £150 Call Damien on 0245 423443.

**FOR SALE** Amiga 500 with 14 original games 1 external drive, with 2 joysticks, £550 the lot Call on 0772 748837.

**FOR SALE** Sega Megadrive with 10 games, 3 control pads and 1 rapid fire port, £250. Call Adam on 0255 862496.

**FOR SALE** SCART PC Engine with 3 games, joystick, PSU boxed, £110 Call Ben on 0934 415074.

**SWAP** GAMEBOY and 5 games, titles inc. Mario, Terminator 2. Call for Gamegear with 3 games, Call Tim on 0344 774526.

**FOR SALE** Amiga 500 plus half meg upgrade 2 joysticks, mouse, and £800 worth of software all worth around £1000 sell for £600 ono. Call on 0722 323661.

**SWAP** Sega Megadrive with 9 games, for Amiga with games. Call on 0405 765273.

**FOR SALE** Commodore 64 with tape deck, 20 games sell for £100. Call on 0869 233950.

**FOR SALE** Nintendo Entertainment System, inc. 9 games, all boxed £180. Call Graham on 081-607 8636.

**SEGA MEGADRIVE** for sale, 2 joysticks, games, 6 months guarantee left, mint condition, all boxed for around £130 ono. Phone Lee on 0493 377458.

**AMSTRAD CPC 464** with 100 games, monitor, will swap for a Gamegear or an Amiga. Telephone 0977 769098.

**COMMODORE 64** with 2 data recorders, joystick, leads and games. Sell for £75. Telephone Leonard after 4pm on 061-881 0106.

**ATARI 520 FT FM** over 20 games, light disc, joystick, mouse includes leads. Sell £150. Call 081-204 8188.

**AMIGA** games for sale, 7 games, for price list. Contact Jamie on 0892 862458.

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

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### THE MICROSELLS cont.

**GAMEBOY GAMES** wanted, will pay reasonable amount. Preferably sport games. Call Robert on 0484 685725.  
**FOR SALE** a Gameboy with magnifier and light, plus 4 games, Mario Land, Double Dragon, Adams Family and Tetris, sell for £80. Call 081-539 8816.

**GAMEBOY GAMES** wanted, I will pay £110. Phone 0661 25776 ask for Malcolm.

**LYNX 2** for sale, offer includes adaptor, sun visor, 6 games including Ninja Gaiden, com Lynx cable worth £200, but will sell for £180. Phone on 344 22548 after 4pm and ask for Laurence.  
**NINTENDO** for sale with 3 games including Super Mario 1 and 3, and Duck Hunt, good condition, mags and membership card, etc. £135. Phone 071-735 5650 ask for Shateer after 4pm.

**TV TUNER** for Gamegear wanted. Please phone Chris on 0661 25247.  
**UK GAMEGEAR** for sale with 9 games and adaptor, games include Super Kick Off, Sonic, Donald Duck and Pacman, will sell for £230 now. Call 065 855399.  
**SWAP GAMEGEAR** with 9 games for a Super NES with 3 games or more. Games including Donald Duck, Mickey Mouse, Shinobi, Dragon Crystal and more. Phone 081-342 8712.

**GAMEBOY** with Tetris stereo ear phones, 2 player lead, boxed, very good condition, £35. Phone Edward on 081 947 0880.  
**FOR SALE** Gameboy with 6 games, 1 light box, 2 carrying cases £110. Phone PT 081-558 5791.

**NINTENDO GAMEBOY** with 4 games, including Gremkins 2, Super Mario Land, Rader Mission and Tetris, in good condition with a game magnifier and a game light, and a rechargeable battery pack worth £25, and the carrying case, worth £240 bargain at £120, or swap for an Atari Lynx 2. Contact Richard on 0294 77810.

**WANTED GAMEBOY** games, any games, pay between £8-£10. Contact Stuart on 081-689 0605.

**SEGA GAMEGEAR** Ninja Gaiden game, brand new box with instructions, only £20 or will swap for Super Kick Off, Sonic or the new Barcelona Olympic Games. Call 0204 305687 and ask for Dave.

**NINTENDO GAMEBOY** with 5 games, carrying case, game light and back pack, cost £210, only £110 now, in wanted. All in mint condition. Phone weekends 0491 671898.

**SEGA GAMEGEAR** Ninja Gaiden game, Mickey Mouse, Wonder Boy, Joe Montana football and Master System converter £135. phone 0277 229561.

**MEGADRIVE** with 4 games, the Immortal, F22, Populous and Desert Snake, stereo speakers and 2 jyoysticks worth approximately £290 to swap for your Atari 520 ST SM. Phone Raymond Granwell 081-6712045.

### THE MICROSELLS cont.

**JAP MEGADRIVE** plays all carts, 1 joy pad 2 games, Batman, Super Mario Monacho, Moonwalker, Thunderbolt 2, etc. £180. Phone Andy on 061-793 0551.

**FOR SALE 2 PC Engine** games, Chan and Chan and Rock On, £20 the pair. Ian Beecham 0767 312070.

**SWAP NINTENDO** and Gameboy for Super Nintendo, Megadrive, Amiga or Atari ST, computer mags for sale. Tel 0223 316896 on Sundays and ask for Ken.

**SPECTRUM PLUS 100** games, cassette recorder, 2 jyoysticks, all leads, worth £450, sell £135. Ring 0527 60682.

**AMIGA 500 PLUS** for sale, 1 megabyte, mouse, jyoysticks and games, only 3 months old for £250, excellent condition. Phone 0946 822138 and ask for Adrian.

**MEGADRIVE** with 2 games, Sonic and Quack. Shot still boxed for £120. Call Andrew on 0634 378816.

**NES FOR SALE** with 6 games and 2 controllers and gun, games include Mario 1 & 3, for £130. Phone 081-866 1765, ask for Oliver.

**SWAP SEGA** Master System in original box, only 6 months old, 1 control pad, 4 games, 2 without boxes, for a Lynx with at least one game. Phone David on 081-595 7536.

**UK MEGADRIVE** for sale with power lead, 1 jyoypad, plus mains adaptor, takes all carts, plus 3 great games, California Games, New Zealand Story and Altair Brest, worth £220 will sell for £150, or swap for Amiga. Contact Lew on 0633 248242 after 4pm.

**COMMODORE 64** for sale with cassette deck, plus 3 games including Terminator 2, will sell for £100 or will swap for Commodore Amiga 500 or a Atari Lynx. Call 091-528 3471 if interested.

**ATARI SITE** for sale, 8 months old, excellent condition with over £350 of software, including 2 jyoysticks and a mouse, worth £380, sell for an amazing £250 or swap for Megadrive with gun. Call Stuart on 061-344 0020.

**MASTER SYSTEM** with 7 game, 1 great 8 in 1 boxed, 1 controller, will sell for £110 or swap for Nintendo NES Action Set. If interested contact Stuart on 081-689 0605 after 4pm.

**MASTER SYSTEM 1** and Amiga games for sale, great deals for swaps for Super NES. Ring 0494 716680.  
**SNIP** Double Dragon for Namco Island. Call 0923 857952 and ask for Ben Stone.

**NINTENDO NES** with 5 games, worth £250, will sell for £160. Phone Ben on 081-648 7185 after 6pm.

**SWAP GAMEGEAR 2** months old, £250, will sell for £160. Phone Ben on 081-648 7185 after 6pm.

### THE MICROSELLS cont.

**NEO GEO** with 4 games including NAM 1975, Magician Link, Robo Army and Baseball stars, two sticks and card. £550 now. Phone 0298 27849 Mr. T. Warberton.

**NINTENDO ACTION SET** with 7 great games, excellent condition, 2 controllers and a light gun, worth £255, will sell to you for £150 or will swap for a Gamegear with at least 4 or 5 games. Please ring 0227 703701.

**FOR SALE** Nintendo NES version, 7 games including Mario 3, Super Off Road, 2 jyoypads, robot and light gun, £150 now. Please contact Paul on 0638 501067.

**FOR SALE** Gameboy in excellent condition, 5 games, Duck Tales, Wrestling, Kick Off, Tetris, Spiderman, everything boxed with instructions. Also 3 Nintendo card magazines, 2 Gameboy posters and a Gameboy catalogue. All for £395. Call Medway 0634 713005.

**NINTENDO 6 months old**, 14 games, including Mario 1, 2, & 3, advantage jyoypad, NES mats, pyrex 2 jyoysticks, plus 2 leads, £350 now. Phone 081-556 3619 Chris.

**FOR SALE** Master System 2 with control pad, jyoystick and 5 games including Sonic the Hedgehog, will sell for £120 or swap for a Megadrive. Phone Ben Walker on 0942 877292.

**WANTED:** Amstrad CPC 464 with colour monitor and around 1000 games, willing to pay £250 or swap my Amiga, plus 1 Meg upgrade and 50 original games. Phone Thomas on 041-429 8430.

**AMIGA GAMES** for sale £10 each or 4 for £35. Robo 2, Final Fight, Face Off, plus another, all boxed, ring after 7pm. Phone 0922 57355 ask for Malcolm.

**JYOYDRIE 7** games one jyoypad, 1 jyoystick, with speakers all for £280 or swap for Amiga 500 with games and modem. Phone Malcolm Walton 0993 708527.

**GAMEGEAR** with Leader Board, Mickey Mouse and Columbus, plus Master Gear converter to use Master System games, plus Ghosts 'n Ghosts, worth £200, sell for £120 or swap for Super Nintendo with 1 game. Phone Michael on 041-641 3261.

**SWAP NINTENDO** with 9 games for Megadrive with 5 games, or sell for £290. Phone Mark after 4pm on 0624 822729.

**AMIGA 1** meg upgrade with extra drive, extra mouse and 1000s of games with an action replay and all the jyoysticks you could ever want only £390. Phone Mark on Norwich 0603 40619.

**MEGADRIVE** for sale with 6-8 games including John Madden '92 and Road Rash, 2 jyoypads, Japanese game converter all for £215. Telephone 0234 712006 and ask for Alex Reed.

### THE MICROSELLS cont.

**SWAP** Nintendo with 9 games for Super NES £200 or 4 games. Ring Mark after 4pm on 0624 822729.

**NES FOR SALE**, 2 jyoypads, 12 games, good condition for £190 or swap for Megadrive with 4 games or swap for Super Nintendo. Phone Neil on 091-286 9295.

**NINTENDO FOR SALE** plus 5 games, Mega Man 2, Simpsons, Gremkins, Ghost Busters 2 and Blades of Steel for only £100. Contact Romerl on 071-727 6350.

**SWAP** an Amiga with a couple of games, for a Gamegear with Sonic and Mickey Mouse. Phone Vaska Patel 0763 242294.

**FOR SALE NES** with 5 games, 2 NES advantages, 1 forestore, total cost £370, wanted £200 now. All in mint condition. Phone weekends 0491 671898.

**POWER MEGADRIE** runs all cartridges, in mint condition, comes with Super Shinobi, Strider, Golden Axe and DJ Boy, £160, also PC Game with Super Wonder Boy £90. Call John 08206 303559.

**WANTED:** Gameboy with 1 game, preferably in good condition, will pay up to £30.45. Telephone 0953 87761 and ask for Mathew.

**SWAP NES** for Sega Gamegear or Sega Megadrive. Phone 0633 875277.

**ATARI ST** with light games like James Bond 1, and with a dust cover, mouse, mat and magazine for up to £170, or will swap for Amiga 500. If interested phone on 0709 548996 and ask for Steven after 5pm.

**SEGA GAMEGEAR** will 6 games, only 4 months old, for £100, or swap for Megadrive. Phone 766448.

**COMMODORE 64** for sale with 1500 games, lots of magazines worth £500, sold for just £100 or swap for any console with games. Telephone Nick 0534 414015.

**FOR SALE** Nintendo with various games including Blades of Steel, Simpsons, Mega Man 2, in perfect condition, 2 controllers, please call Romerl Patel on 071-747 6350.

**ATARI ST**, only 6 months old with loads of games and magazines, jyoystick, mouse and worth £300, will swap for an Amiga 500. Call Stephen after 5pm on 0709 548996.

**AMSTRAD GX4000** 16 with graphics, with two control pads, all boxed up, sell for £50 or swap for Gameboy with 2 games or Gamegear with 1 game. Telephone 071-422 0970 Eckles.

**NINTENDO GAMEBOY** for sale, includes 3 games, including Super Mario World, Big's Bunny for £50. Call 0252 869083.

**MASTER SYSTEM 2** 10 top new games, including Asterix, 3 months old, will swap for Sega Megadrive, plus 4 more games. Please phone Wasm on 0494 520786 weekdays only 4pm-9pm.

# DIAL AN AD NUMBER

## 0839 5848

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.

**WILL SWAP 10** Atari ST games for 6 Gameboy games. If you live in Liverpool area call 051-220 0068, ask for Gary.

**MEGADRIVE FOR SALE** with PGA Tour Golf, EA Ice Hockey, James Pond 2 and After Burner 2. Will sell for £150 ono. Phone Steven on 0737 311505.

**FOR SALE** Raleigh bike for £70 or swap for a Nintendo Gameboy with 1 game. Phone Robert on 0757 707471.

**FOR SALE** Amiga 500 plus with Work Bench 2.0 4 manuals, 5 games, 2 joystick, mouse, all necessary leads, and modulator, plus magazines for £225. Just six months old and in very good condition. Phone 0451 22496 and ask for Jack.

**SUPER NINTENDO** System with 3 games, including Mario 4 and Castlevania, Japanese version converted to accept UK cartridges. £200 no offers. Phone 081-869 3802 after 4pm and before 8pm, ask for Jim.

**ASTERIX**, World Cup Italia '90, Astro Warrior, Secret Command, plus others for your Black Belt, Ninja, Pro Wrestling, Shinobi, and Rescue Mission on the Master System. Any other combination offers also considered. Phone Wasim on 0494 520786, weekdays only 4pm-9pm.

**SWAP 27** F games from this list. Shadow Warriors, World Cup Italia '90, Ghosts 'n Goblins and Teenage Mutant Hero Turtles for FT Final Fight. Phone 0602 240006 and ask for DJ.

**SEGA MEGADRIVE** with 8 games and quick joystick, will sell for £180 or will swap for Power Famcom with 1 game. Phone Simon on 0629 734679.

**ATARI** NES fully boxed, 160 plus games, 2 joystick, mouse, mouse mat, disk box, magazines, £275 ono. Phone 0276 684875.

**AMIGA 1** Megabyte and additional disk drive, plus a few games for £280. Phone 081-573 3124 ask for Chris.

**NINTENDO NES** with Turbografx 162, 2 Gumho, Shadow Warrior, and more, with a light gun. Phone Zeon 071-635 8227.

**MEGADRIVE** with 12 games and a Super NES with 15 games and a Gameboy with 28 games, all for £700, worth £1000. Phone 071-352 6085.

**AMERICAN** Gamegear with 3 games, Mickey Mouse, Shinobi and Columns, nearly brand new, comes with box and instructions. Phone Thales Kudis 081-743 2304.

**COMMODORE AMIGA 500** with around 100 latest titles, including John Madden's and Robocop 3, plus many more, two joystick, mouse and mouse pad, £320 ono. Phone 0342 314899 after 6.30pm.

**GAMEBOY** for sale in original box plus 3 games also boxed to £35 ono. Phone Paul on 0981250092 not Fridays or Saturdays.

### THE MICROSELLS cont.

**WANTED:** Amiga 500 only 1 game needed if possible. Alan Breed, will pay with UK Megadive 3 games and £25 will pay with money. Phone 0573 81386 and ask for Duncan.

**FOR OFFER:** John Madden's 92, EA Hockey, F22 plus 4 others, plus Japanese Megadive power supply unit, joystick and arcade power stick, all for just £210. Contact Morat on 081-360 8867 after 6pm.

**MEGADRIVE** power includes 8 excellent games, arcade power stick, joystick and over £50 worth of magazines £250 ono. Call Levine on 0749 675036 after 5pm.

**OPTIMA** pro radio controlled car complete with 3 batteries, controller, a recharger and loads of spares, £120, or will swap for a Gameboy with games. Call Levine on 0749 675036 after 5pm.

**SPECTRUM PLUS 2** with built in tape recorder, with over 100 games, worth £204, plus light gun with 6 games will sell for £100. Contact Ian on 0748 825779.

**AMSTRAD** for sale, £100, brand new joystick, loads of games, or an Atari for £30, swap both for an Amiga 500. Call on 0708 474441.

**FOR SALE:** Commodore 64 with loads of games, light gun, cassette deck, a bargain at £80 ono. Will consider swap for British Megadive. Call 0604 811146.

**FOR SALE** Sega Master System, £40 and a Gameboy game, Chase HQ, or will swap for an Alan Lynx or a Gamegear. Telephone 0952 292427.

**TO SWAP** Atari Lynx 1 with 1 game, boxed and a mains adaptor for a Gamegear. Will consider swapping for Gamegear with 4 games. If interested phone 0953 87781 ask for JD.

**MEGADRIVE** £64 games for sale, both cartridge and cassette. Will split, good condition. Phone 0279 876459.

**ATARI 2,600** for sale, £30, 10 games and 2 joystick, phone on 07084 7442.

**TO SWAP** Pocket TV for 3 Megadive games, also swap Aurora RaceTrack for 25 games. Contact for details 0295 252556.

**NEO GEO** game for sale, Ninja Combat. £60. Call Ross on 081-776 0556.

**BARGAIN:** Amstrad CPC 464, 80 games, colour monitor, joystick, £150. Telephone 061-430 3262.

**SCART SUPER FAMCOM** 2 joystick, 12 great games, 6 months old, £450 ono. Telephone 0742 337116.

**ATARI FT SM** over 60 games, joystick and new mouse, paper package. Sell for £300. Phone 081-091 0460.

**SUPER FAMCOM** games for sale. £25. Buyer must be from Manchester area. Contact 061-736 5246.

**AMSTRAD CPC £120** for sale. Loads of games. For more details call Jamie on 081-642 4559.

### THE MICROSELLS cont.

**AMIGA** games, wanted for game swap. Please phone Andrew after 6pm on 061-761 7249.

**SEGA MEGADRIVE** with 7 games, one joystick and joystick, in perfect condition an absolute bargain at £195. If interested please call Sam on 081-768 0738.

**ENGLISH SEGA MEGADIVE**, boxed, good condition, 6 months old without a scratch on it, with a Japanese adaptor, games, inc. Aliened Beast, Sonic the Hedgehog and Streets of Rage. Only £140 worth a £190. Ask for James on 081-203 3967.

**FOR SALE** Atari Lynx, 2 games, still boxed and under guarantee. Ring Tim on 0823 442654.

**MASTER SYSTEM 2** for sale, £42 with Sonic game, Nintendo light gun, £24. Loads of games all in good condition. For more details, phone 0354 53290, ask for Robert.

**SPECTRUM** for sale with joystick, 30 games, 5 demos and 2 Spectrum Users Guides, with cassette, £50. Phone 0564 42036.

**SWAP NES** with 5 games, 2 controllers and a gun, for a Megadive with 3 games or more inc. Sonic. Call 081-850 2252.

**AMSTRAD CPC £126** with colour monitor, disk drive, tape deck, joystick and over 100 games on tape and disk. EWSAP NES with £250. Ring Nick on 0733 233919.

**MEGADIVE**, 4 games, joystick, excellent condition. £170. Contact 0453 757985.

**MASTER SYSTEM (Siga)** boxed as new, 10 games. Light gun £150. Contact 0992 441228.

**SWAP GAMEGEAR** with games, TV tuner, carry case, batteries and charger, power supply, cleaner kit, £260 ono. Telephone Ian on 0403 64961.

**MEGADRIVE** for sale with games, worth £320, selling for £230, must be in Kent area. Phone Phil on 0732 751792.

**AMERICAN NES** with 10 games for sale, also 40 inch Sharp colour TV sell for £150 ono. Call James on 0993 868784.

**WANTED MEGADRIVE** with 2 control pads and 1 game, will swap for Gamegear with Tetris, and £65. Telephone 061-682 5856.

**PC ENGINE** for sale, still boxed, with 8 great games. Worth £350 sell for £210 contact Mark on 0676 41500.

**NEF FOR SALE**, 2 games £50. NES Advantage joystick, will swap for Gamegear. Phone 081-541 4169.

**AMSTRAD** for £120, in good condition, good joystick and monitor, over 70 games. Contact 07084 74441 ask for Robert.

**MEGADRIVE** for sale, excellent condition, 3 brilliant games inc. Sonic the Hedgehog £35. If interested call on 081-761 3388.

### THE MICROSELLS cont.

**NINTENDO** for sale, 5 games, comes with NES Advantage, 2 joystick and game caddy, all for £100. Call Arron on 0702 557785.

**SUPER NES** games for sale. For games and price list call Duncan on 0202 882440.

**I WILL SWAP** my Sega Megadive Plus 5 games and 2 joystick, plus magazines for an Amiga 500. If interested, t. el. 0602 273748. (must live in Nottingham).

**WORDSWORTH** Word Publisher for the Amiga, boxed, with manual, cost £95 sell for £50. Phone 0494 712967.

**SEGA MEGADRIVE** for sale, 2 games, Sonic and Aliened Beast, quick sale £90. Please ring Mathew on 0603 861201.

**ATARI 520 ST FM** for sale, over £200 worth of games, excellent condition, joystick, mouse, etc. only £185. Call Chris on 081-869 7081.

**JAPANESE** Power Megadive, 6 games, Sonic, Merics, Alan Storm, etc. plus 2 joystick and arcade power stick. £225. Phone 071-403 84777.

**ATARI LYNX** with 2 games, mains adaptor, rechargeable batteries, £85 phone David on 0923 672028.

**WANTED** PC Engine plus interface and games. In exchange for New UK Super Nes plus cash. Phone 081-660 3646.

**AMGA** Games, various games and prices. Call 0243 603526 for details.

**COMMODORE 64** over 300 games on cassette and disk, disk drive, 2 joystick, loads of magazines, call 091-262 1622 ask for Mick.

**AMSTRAD CPC 464** for sale, £200 worth of software, Inc. Generation Wolf and Outrun. Joystick included. £200 ono. Telephone 081-398 6512, ask for Paul.

**FOR SALE** Sega MasterSystem with 2 control pads and light shooter, 2 built in games and 6 games. Call 0782 651542.

**FAMCOM** with 4 games for sale. Also comes with a Japanese and American converter. £230 ono. Call Daniel on 061-432 1007 after 6pm.

**GAMEBOY** for sale, very good condition, 4 great games, fully boxed, not willing to separate. £120. Call Barry on 081-207 6251 after 4.30pm.

**NEW! NEW GAMEBOY** for sale, hardly used, with carry case, game light, 2 stereo speakers and 6 games, everything new. £160. Please call 0243 603526.

**FOR SALE** PC Engine plus 12 games, £270 ono. Phone Paul on 0268 603526.

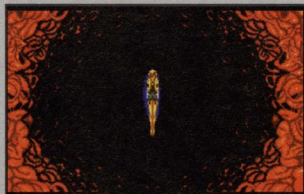
**AMGA GAMES** for sale, top titles including Zany Golf, Final Fight plus lots more, £3 each and upwards, not boxed. Selling £35. If interested call on 081-743 4739. Phone on 081-514 4739.

# SPLATTERHOUSE 2

● NAMCO ● MEGADRIVE ●

Namco's arcade classic Splatterhouse only ever turned up on the PC Engine. Well, the good news is that the sequel's all set for release on the Megadrive! The game is an incredible gorefest and features decapitated zombies, rotten corpses and murderous embryos and that's just the nice screens. The object of the first game was a bit confused but the intro screen showed you chasing a girl through a forest and it looked like you were trying to kill her.

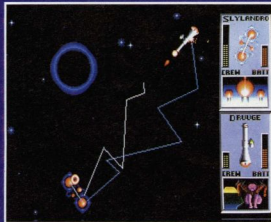
Unfortunately the undead got to her first and you have to fight your way through the dark recesses of a haunted mansion using fists, feet and weapons to kill the agents of evil! This gameplay has been retained and the sequel is basically a remix of the original with new levels and even more disgusting baddies. The graphics, as you can see, are disgusting - with horrible monsters in disturbing detail. Just try bashing one of the decomposed cadavers with a stick and watch its guts spill out. Yeurch! Sega are going to release it officially very soon in an attempt to cut down on grey imports. The first game was a real hoot and this looks set to follow in its footsteps. Look out for a complete and full review in the next CVG!



# STAR CONTROL 2

● ACCOLADE ● CLASS ● PC ●

If you're a Megadrive, Amiga or PC owners you'll know all about Star Control - unless you're sad or stupid of something. This is the space conflict game which provided one of the most brilliant two-player blasts of all time! Just like the original, this sequel is absolutely vast - and still includes the well-wicked one-on-one playoffs, beefed up with tons more ships to choose from! This will be pants wetting news to serious gamers who know just how good Star Control is - and the rest of you will just have to take our word for it. Accolade say they've got big plans for the sequel - boosting just about every area of the game and adding loads of extra challenges. And if this PC sequel is anything like as successful as the first game you can bet your bottom it'll be converted onto other machines. Hooray! In the meantime, salivate over these screen-shots as we'll tell you more just as soon as we can!



Orbit: 1462 au  
Mass: 0.22 dm  
Temp: 200° C  
Weather: Class 4  
Reflection: Class 4

Height: 0.17 c.s.  
Radius: 0.97 c.p.  
Density: 0.22 g.  
Dip: 2.6 degs  
Tilt: 12°

**BIOLOGICAL SCAN**

**UNICATED**

FUEL 100

1150 AU

If you don't defend yourselves, you will be enslaved by the Ir-Suun.

**The presence of the Ikrath fleet in this region of**

**UNICATED**

FUEL 100

# GET YOUR GEAR HERE!

## THE MICROSELLS cont.

**AMSTRAD CPC 464** over 200 games, 3 joysticks, £150 all will swap for a Nintendo. If interested phone 0236 842292.

**NINTENDO NES** for sale, 2 controllers, 3 games, including Super Mario Bros 3. Fully boxed. Phone 0259 742220.

**FOR SALE OR SWAP** Atari Lynx with 2 games, mains adaptor, £30 also Amstrad CPC 464, 49 games colour monitor and joystick, £225. Phone 0865 62401, ask for Adam.

**MEGA MASTER SYSTEM** plus 6 games, 2 control pads and a joystick plus a light Phaser gun. £60. Please contact 0405 862306.

**MEGADRIVE** games for sale, for list of titles and prices. Telephone 041-778 8096.

**SWAP NINTENDO** action set, for Super NES with Super Mario Bros 4 or sell for £100. Phone after 5pm on 0934 515552.

**NES COMPUTER**, 7 top games inc. Mario 3, worth £290 will sell for £210. Phone 021-526 6835 after 4pm.

**COMMODORE 64**, joysticks, lots of games, recorder. £100 on. Phone 0742 469918.

**MEGADRIVE** with 5 games, including Mickey Mouse and Sonic, Japanese adaptor. £195. Telephone 0742 473469.

**FOR SALE** Atari 520 FT with mouse, mat and 20 games and disk holder. Please ring 0256 818550 for more information.

**SEGA GAMEGEAR** for sale, Gamegear, Chernobyl plus Dragon Crystal. For only £120. Phone 0922 869096.

**AMIGA 500** with over 20 games for £250. Phone 081-777 4734.

**SWAP AFTERBURNER 2** for any other game. Call Tom on 081-858 6079.

**COMMODORE 64** new style with 60-70 games, 3 joysticks, and a light gun, boxed in immaculate condition.

**NEO GEO** games, urgently wanted. For details please contact Rich on 0509 415955.

**FOR SALE** Spectrum ZX plus with joysticks, £150 worth of games. Brand new light gun for sale. Phone 0383 510623.

**FOR SALE** Spectrum 128K plus 2, inc. £150 worth of games, new joystick, manual, light gun £100 on. Ask for Ross on 0383 510623.

**SEGA MEGADRIVE** with Arcade power joystick, inc. games. £160. Telephone 0279 651727.

**SEGA MEGADRIVE** with 5 games, £35 or will swap for a Super NES with mouse. If interested call 0665 635852.

**JAPANESE MEGADRIVE** for sale, with 6 games, including Sonic and Arnold Palmer Golf. Arcade power stick, will sell for £300 on (we separate). Phone 0923 212584.

## THE MICROSELLS cont.

**SEGA MEGADRIVE** for sale, inc 2 joysticks, all cartridges. All boxed with full instructions for £190. Please call on 0343 403818.

**NEO GEO** with 2 games, for £50 plus 2 joysticks. Phone 0825 662368.

**COMMODORE 64** for sale with lightgun, joystick, over 150 games, worth around £550 will sell for £180. Call 069 785474.

**SCART PC ENGINE** for sale with pad, PSU and leads, sell for 95 or swap for Amiga 500 with no games. Call Ben on 0934 415074.

**FOR SALE** UK Megadrive, 6 games inc. Super Monaco, Street of Rage, also 2 joypads, offers on 0454 294763.

**FOR SALE** Megadrive plus joypad, and arcade powerstick, inc 5 games, worth £325, will sell for £195 Call 021-784 8901.

**FOR SALE** Amiga 500 with 20 games, will sell for £250. Call on 081-777 4734.

**FOR SALE** Sega Megadrive with power joystick, also Sonic, Super Monaco GP and Jap converter, sell for £150 call on 0279 651727.

**FOR SALE** Sega Megadrive with 5 games, will sell for £95 or swap for Super NES. Call Fab on 0895 635852.

**FOR SALE** Jap Megadrive with 6 games, inc. Sonic, Moonwalker, 2 are Jap and the rest UK. Also arcade power stick, sell for £300 on. Call on 0923 212584.

**FOR SALE** Sega Master System plus 4 games, light phaser, and joystick, all boxed, will sell for £70 on. Call on 0590 672005.

**FOR SALE** Megadrive with 19 games, inc. EA hockey, Speedball 2, Robocod. Call on 071-3512977.

**PC ENGINE** for sale with 15 games, boxed will sell for £250. Call on 0923 774310.

**UK MEGADRIVE**, with 6 games Streets of Rage. 2 joypads, price suggestions considered. Phone 0454 294763.

**MEGADRIVE** for sale with Sonic and Castle of Illusion, still boxed, perfect condition £150 on. Contact Chris on 0806 889830.

**SEGA MEGADRIVE**, 13 extra games, action replay, audio video cable, extra joystick, worth £900. Will swap for an Amiga 500. Phone Brian on 0273 812602.

**NEO GEO PAL**, 5 months old, still boxed and guaranteed, joystick and memory card, 1 game, £270. Call 0274 637782.

**SEGA MEGADRIVE** for sale, UK version with 10 games. Buyer collects cash only best offers, 2 joypads included. Tel 0708 550603.

**SCART PC ENGINE**, mint condition, 3 games, leads, PSU etc. Swap for Scart Famicom or sell for £100. Tel Ben on 0934 415074.

## THE DEALER DIRECTORY

**BEDFORDSHIRE**  
FAXMINSTER LTD  
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**CORNWALL**  
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Market Place, Romford, Essex.  
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**THAT 2 ENTERTAINMENT**  
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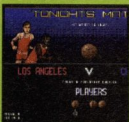
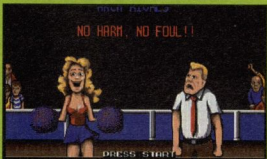
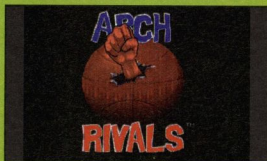
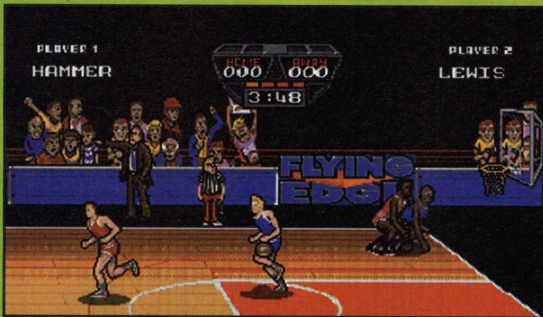
# ARCH RIVALS

## ● ACCLAIM ● MEGADRIVE ●

US gamers Acclaim are taking a shot at the Megadrive basketball top spot with Arch Rivals, a simplified version of the game which has grown men dribbling all over the court. So what's so special about this one then? Try this - there aren't any fouls!

That's right, in this conversion of the arcade machine you can be as mean, miserable and downright dastardly as you like and the ref won't blow the whistle because, well, he doesn't exist! The boy in the black and white shirt's been given the night off, so you'll have to play rough to survive!

As you can see from these shots, Arch Rivals is looking a bit of a laff. Acclaim say the game's not so much Basketball as Brawl and promise all the thrills of the coin-op. Quite how the game plays without the trackball control of the arcade remains to be seen, so stay with us for the full lowdown pretty darned soon!



# ROAD AND TRACK

## ● ACCOLADE ● PC ●

The race is on to get to the PC first - and front runners are Accolade's Road and Track and Formula One from Microprose. Who's going to get there first, you cry. Well, your guess is as good as ours and both are looking right tasty. We've already had a quick shufti at Road and Track, and it's looking a bit swift - so just drool over these screenshots for now and stay glued to this page for more news!





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# CVC HOTSHOTS

CALIFORNIA GAMES



## ● US GOLD ● AMIGA ●

Here's a sneak peek at a bit of a treat for Amiga-owning sports fans. California Games is nearing completion as we write this - and should be a bit of alright by all accounts, with loads of events to choose from and some well smart graphics to boot. Check out these screenshots and stay tuned for more info.



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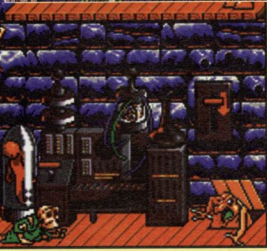
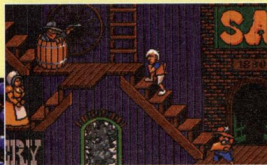
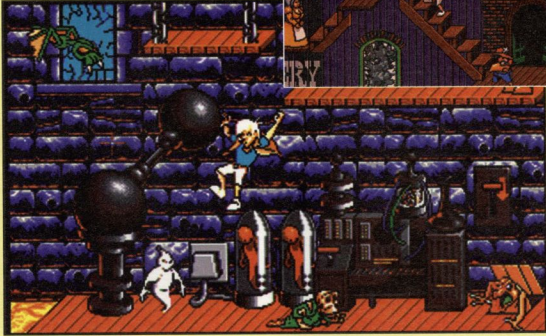
## PREMIERE

● CORE ● AMIGA ●

Those busy beavers down at Core have been up to their tricks again and are all set to unleash Premiere on an unsuspecting world. The game features the work of the same graphic artists behind the award-winning Heimdall, so you know it's gonna be good!

The game is an eight-way scrolling platform romp set across six levels, featuring of all things a film editor called Clutch Cable who's so hard he can jump, kick and use loads of weapons against all and sundry! Why? Well, some bumhole's stole his film, and our man clutch has got to get it back!

As you can see from these shots, the game features cartoon-style graphics and is already looking well wicked. What you can't see is the depth of gameplay - and take it from us there's an awful lot to do! The CVG boys are really looking forward to this one, so check out these pages for the first full Review just as soon as we can!



## NIGEL MANSELL'S GRAND PRIX

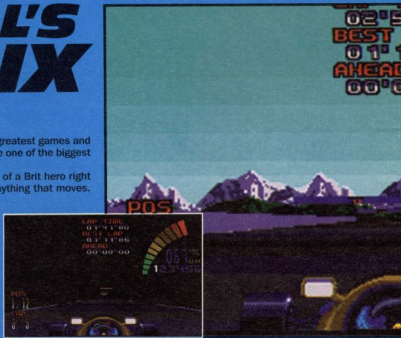
● GREMLIN ● AMIGA ●

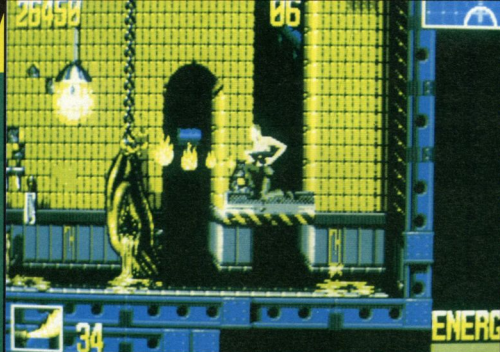
NEEEEEAAAAOOOO! CVG doesn't ponce about in the pits when it comes to grabbing the greatest games and the biggest names - so here we are with a gobsmacking first look at what could become one of the biggest numbers of the year - Nigel Mansell's Grand Prix.

In case you've been hiding in a dark hole and don't know any better, the boy Nige is a bit of a Brit hero right now - stuffing everyone out on the track and making quite a name for himself by beating anything that moves. Sheffield gamesters Gremlin Graphics snapped up the Mansell license quite a while ago, and it turned into quite a coup when our Nige started to win everything in sight!

As you can see from these scummy screenshots, the game is already looking well wicked. What you can't see is the speed the game's running at - but we have 'cos we're dead hard. With two cars on the track it's blindingly fast, and we've been told there will only be a fractional slowdown when all the other cars are included!

Gremlin promise faithful reproductions of all 16 Grand Prix circuits and all the thrills and spills you'd expect. Obviously Mansell's is going to be up against Formula One, but we reckon on the games shouldn't be seen as competition at all. Formula One is more of a simulation, while Mansell's is simply pick up and play. This could well be one of the biggest games of the year, so stay welded to this page and we'll bring you more just the moment we can. Keep this frequency clear!





# ALIEN<sup>3</sup>

● ACCLAIM ● MEGADRIVE

**A**t the time of going to press, the CVG boys haven't seen the movie yet but the word from America is that it's a bit crap really. Apparently the lack of guns in the movie is a real bummer. What's the point of all those monsters when you can't shove a pump action shotgun in their gobs, yell "Eat This!" and blow them to kingdom come? Well, here's the good news - there ARE guns in the game! And they're not squirty little air rifles either - we're talking serious military hardware here, with plenty of bullets, bombs and other things that go Boom. Looking at these screenshots you might think the game looks very similar to Terminator. Well, you'd be right. Not only does this game look like Terminator, but on the early demo we've seen it plays like it too! That said, there is plenty of action on hand and the game was still in the early stages. But we couldn't resist the temptation to show you how the game was getting on and rest assured we'll be bringing you more news very soon!



# FOOTBALL KID

● KRISALIS ● AMIGA ●

**K**risalis, the blokes who brought us Man United Europe, John Barnes and Graham Taylor's Soccer Challenge to name but a few, are about to launch a new game. Football kid is a platform game with a difference, you control a boy and his football. The action takes place all over the world in locations including the Wild West, Brazil, Italy and a host of footballing nations. The game uses fairly standard platform puzzles and obstacles and has a passing resemblance to Sonic. The

neat thing about the game though, is the football. Football Kid dribbles the ball along and can kick it to pass obstacles or kill baddies. Power-ups can be collected endowing the kid with the footballing prowess of world famous players. There are loads of bonus pick-ups and secret levels and the game looks set to breathe new life into Amiga platform gaming. We have unconfirmed rumours concerning a console version and Megadrive seems like the logical choice. More details as soon as we have them, but this looks like one to watch out for.



Welcome to this month's CVG Hall of Fame, the ONLY place you'll find the world's greatest games in one place - the greatest games mag ever! This month it's all change in the Hall Of Fame - with Streetfighter 2 sweeping into the Beat 'Em Up top spot and quite a few surprises in all the other charts as well! Loads of you have already written in with your own lists, and we'll be printing a selection in future issues. So if you reckon you know better when it comes to the hottest games around, drop us a line with your personal faves. The address is: HALL OF FAME, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Who knows, your faves could be printed right alongside ours - so stop messing about and get to it!

## PUZZLE GAMES

### 1. TETRIS

Bullet Proof Software - Gameboy

### 2. LEMMINGS

Psychonosis - Amiga, ST, PC, Super Nintendo

### 3. KLAX

Tengen - Megadrive, Amiga, Lynx

### 4. SUPER TETRIS

Spectrum Holobyte - PC

### 5. DOCTOR MARIO

Nintendo - Gameboy, NES

### 6. PIPEMANIA

Amiga, Gameboy

### 7. COLUMNS

Sega - Megadrive, Master System, Game Gear

### 8. LOGOZ

Audiogenic - Amiga, Gameboy

### 9. BLOCK OUT

Rainbow Arts - Megadrive, Amiga

### 10. HATRIK

Bullet Proof Software - Gameboy, PC Engine



## STRATEGY/ADVENTURE

### 1. HUNTER

Activision - Amiga, ST

### 2. RAILROAD TYCOON

Microprose - PC

### 3. STAR TREK

Interplay/EA - PC

### 4. DAMOCLES

Neogame - Amiga, ST

### 5. SIM CITY

Maxis - Amiga, ST, Super Nintendo

### 6. POPULOUS 2

EA - Amiga, ST, PC

### 7. ELITE

Freemantle - Amiga, ST, PC

### 8. LASER SQUAD

Madcat - Amiga, ST

### 9. SIM ANT

Maxis - Amiga, PC

### 10. DEUTEROS

Activision - Amiga, ST



## BEAT 'EM UPS

### 1. STREET FIGHTER 2

Capcom - Super Nintendo

### 2. INTERNATIONAL KARATE+

System 2 - Amiga, ST

### 3. STREETS OF RAGE

Sega - Megadrive

### 4. FINAL FIGHT

Capcom - Super Nintendo

### 5. SUPER SAMURAI

Sega - Game Gear

### 6. TWO STARS GUDES

Hearts - Megadrive

### 7. STRIPER

Capcom - Megadrive

### 8. BUDOKAN

EA - Megadrive

### 9. FIRST SAMURAI

Mirrorsoft - Amiga

### 10. GOLDEN AXE

Sega - Megadrive

## PLATFORM GAMES

### 1. SUPER MARIO 3

Nintendo - NES

### 2. SUPER MARIO WORLD

Nintendo - Super Nintendo

### 3. SONIC THE HEDGEHOG

Sega - Megadrive, Master System, Game Gear

### 4. PK CID II

Highway Soft - PC Engine

### 5. SUPER MARIO I

Nintendo - NES

### 6. SUPER MARIO LAND

Nintendo - Gameboy

### 7. THE AMERICAN DEVIL

Sega - Megadrive

### 8. ROBOCO

Millenium - Megadrive, Amiga, ST

### 9. TERMINATOR

Virgin - Master System, Megadrive

### 10. RAINBOW ISLANDS

Ocean - Amiga, ST, NES



## SHOOT 'EM UPS

### 1. CONTRA SPIRIT

Konami - Super Nintendo

### 2. D&D A STORM

Visionary System - Amiga

### 3. SUPER R-TYPE

Irem - Super Nintendo

### 4. SMASH TV

Acclaim - Super Nintendo, NES

### 5. GUNHED

Highway Soft - PC Engine

### 6. SUPER ALESTE

Toho - Super Nintendo

### 7. GYNOUG

Scopsoft - Megadrive

### 8. NEMESIS

Konami - PC Engine

### 9. UN SQUADRON

Capcom - Super Nintendo

### 10. HELLFIRE

Toaplan - Megadrive



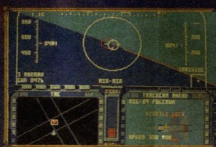
## STATISTICS

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# FAME



- ## SIMULATIONS
1. JETTENTERS  
US Gold - PC
  2. FORMULA ONE GRAND PRIX  
Microprose - Amiga, ST, PC
  3. F15 STRIKE EAGLE II  
Microprose - Amiga, ST, PC
  4. FALCON 3.0  
Microprose - PC
  5. F117-A STEALTH  
Microprose - Amiga, ST, PC
  6. F19 STEALTH  
Microprose - Amiga, ST, PC
  6. JIMMY WHITE'S SNOOKER  
Virgin - Amiga, ST
  7. CHUCK YEAGAR'S AIR COMBAT  
EA - PC  
8. F-22  
EA - Megadrive  
9. DEVIL CRASH  
Naxat - Megadrive  
10. GUNSHIP 2000  
Microprose - PC



- ## CVG FAVE FIVES
- TIM**  
TETRIS - Game Boy  
SUPER TENNIS - Super Nintendo  
STREETFIGHTER 2 - Arcade, Super Nintendo  
FORMULA ONE - Amiga  
ROLLING THUNDER 2 - Megadrive

- FRANK**  
STREETFIGHTER 2 - Arcade, Super Nintendo  
SUPER MARIO WORLD - Super Nintendo  
SUPER MARIO CART - Super Nintendo  
STEEL EMPIRE - Megadrive  
SUPER ALESTE - 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  
STREETFIGHTER 2 - Arcade, Super Nintendo  
SUPER MARIO WORLD - Super Nintendo  
TIME BANDITS - ST  
STARGATE - Arcade

- JON**  
SUPER SOCCER  
Nintendo - Super Nintendo  
SOCCER BRAWL  
SNK - Neo Geo  
PGA TOUR GOLF  
EA - Megadrive  
STREETFIGHTER 2  
Capcom - Arcade, Super Nintendo  
TAZMANIAN DEVIL  
Sega - Megadrive

- JENNY**  
KRUSTY'S SUPER FUNHOUSE  
Sega - Nintendo  
FINAL FIGHT BUY  
SUPER NINTENDO  
TETRIS  
Bullet Proof - Gameboy  
TAZMANIAN DEVIL  
Sega - Megadrive  
SUPER MARIO WORLD  
Nintendo - Super Nintendo



- ## DRIVING
1. FORMULA ONE GRAND PRIX  
Microprose - Amiga, ST, PC
  2. STUNT CAR RACER  
Microprose - Amiga, ST
  3. F1 EXHAUST HEAT  
Nintendo - Super Nintendo
  4. F-ZERO  
Nintendo - Super Nintendo
  5. TOP RACER  
Kemco/Gremlin - Super Nintendo
  6. JAGUAR XJ220  
Core - Amiga
  7. LOTUS 2  
Gremlin - Amiga, ST
  8. SUPERCARS  
Gremlin - Amiga, ST
  9. ROAD RASH  
EA - Megadrive
  10. SUPER MONACO 2  
Sega - Megadrive



- ## ARCADE
1. STREETFIGHTER '92 - Capcom
  2. STREETFIGHTER 2 - Capcom
  3. STARBLADE - Namco
  4. STARGATE - Williams
  5. DEFENDER - Williams
  6. TOTAL CARNAGE - Williams
  7. SMASH TV - Williams
  8. STAR WARS - Atari
  9. G.I. Joe - Konami
  10. FINAL FIGHT - Capcom

- ## SPORTS GAMES
1. KICK OFF 2  
Anco - Amiga, Master System, Game Gear, Game Boy
  2. SUPER TENNIS  
Tonkin House - Super Nintendo
  3. SENSIBLE SOCCER  
Renegade - Amiga
  4. PGA TOUR GOLF  
EA - Megadrive, Amiga, PC
  5. JOHN MADDEN '92  
EA - Megadrive, Amiga
  6. SPEEDBALL II  
Mirrors Edge - Amiga, Megadrive, Super Nintendo
  7. EA ICE HOCKEY  
EA - Megadrive
  8. WWF  
Acclaim - Super Nintendo
  9. WINTER CHALLENGE  
Acclaim - PC
  10. KICK OFF  
Anco - Amiga



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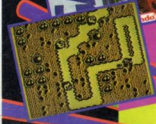
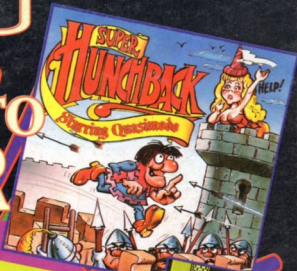
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