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THE BIGGEST AND BEST GAMES MAG IN THE WORLD!

EXCLUSIVE PREVIEW!

ALADDIN

IT'S
MAGIC!!

ISSUE 142
OCT 93

MEGADRIVE



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SUPER NES



AMIGA/PC



MEGA CD



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SILPHEED - BEST MEGA-CD GAME YET! •
MARIO ALLSTARS •
CD GAMES BUYERS GUIDE •
BATTLETOADS - NINTENDO ROUND UP! •

SONIC SPINBALL

IT'S FLIPPIN' GREAT!

FREE INSIDE!

HUGE KICK OFF 3 POSTER AND PREMIERE FIXTURES LIST!



FREE!

HAND-HELD MAGAZINE!

OVER
50
GAMES
INSIDE!

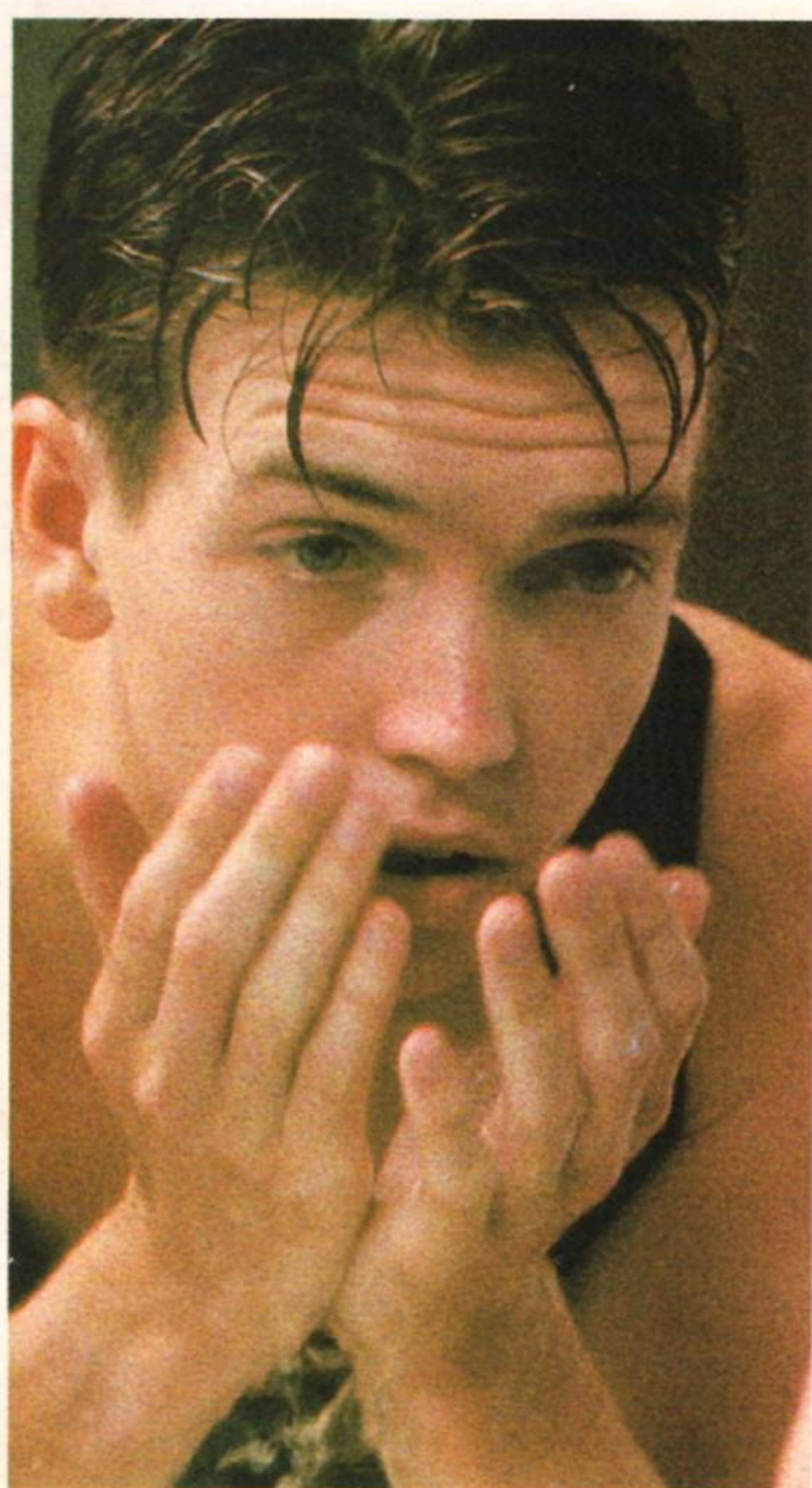
ISSN 0261-3697



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10 >

YOU WON'T SEE ME WITH SPOTS.



Getting spots was no big deal. But given the choice, I can live without them.

It's been a while since I've had one.

Nowadays I use Oxy* Clean Facial Wash.



Twice a day, morning and night – no more soap and water for me.

First, I wet my hands and clean them thoroughly with Oxy Clean Facial Wash.

Then I lather up some more and rub it all over my face before rinsing it off.

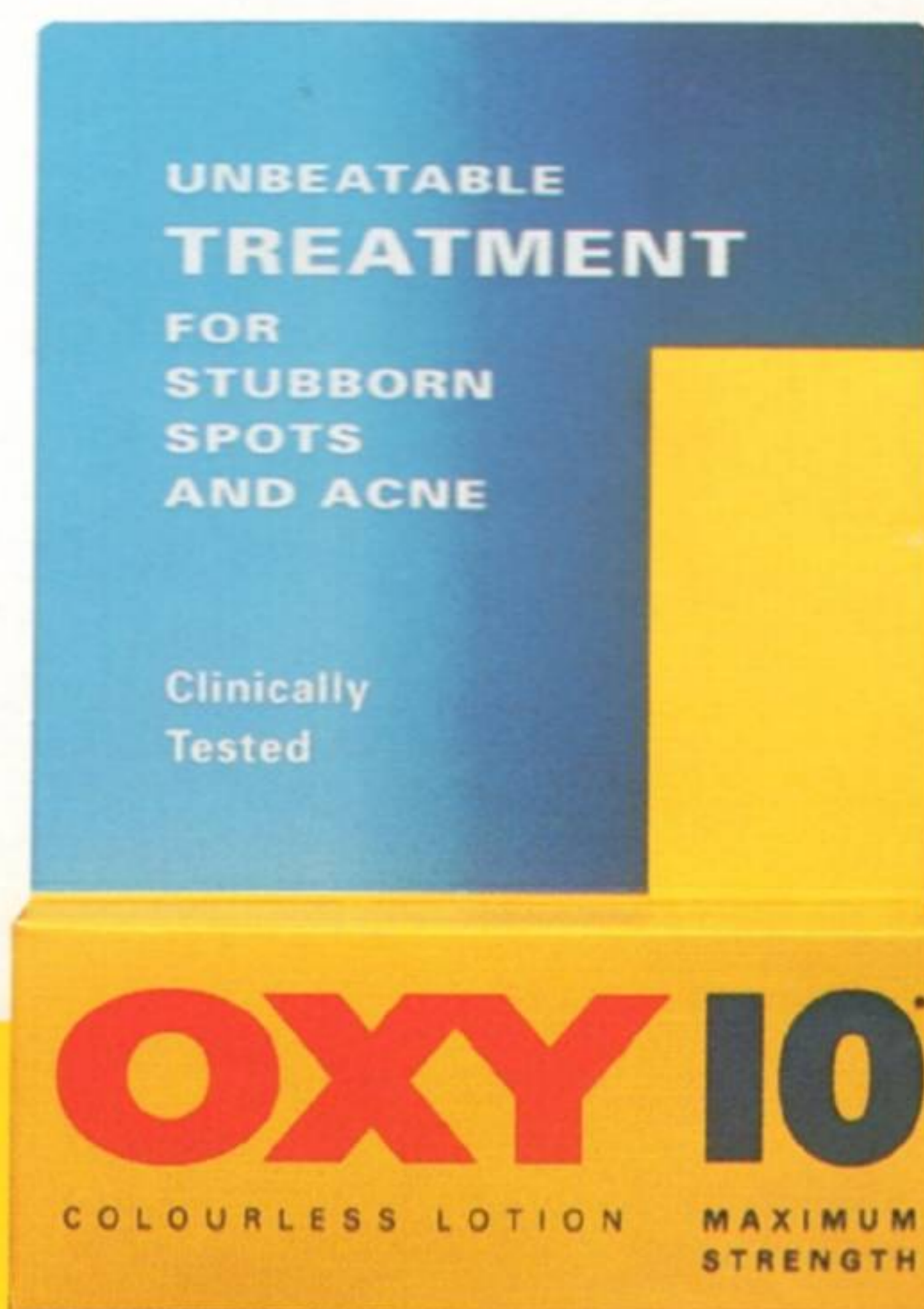
That's it. That's all you need to know about how to get clean, healthy skin.

And how to keep it that way.

Of course, even when I'm really careful a persistent spot can slip through the net.

And if one does, I just use some Oxy 10. But I hardly ever have to.

HARDLY EVER.



Always read the label. Oxy 10 contains Benzoyl Peroxide. *OXY and OXYCUTE 'EM are trademarks.

OXYCUTE 'EM!*

IN THIS ISSUE

TOP FREEBIES!

All of the season's Premier League fixtures on our Giant-Size wall poster!



WHAT'VE WE GOT? WE'VE GOT THE LOT!

ALADDIN
The definitive exclusive on Sega's conversion of the blockbuster Disney film! See page 24!

TOP SFII STICKERS
Collect and keep these great SFII sticker cards - and next month get a huge SFII wallchart to stick them to! Along with the final six Streetfighter cards!

TOP COMPETITION

WIN A COMMODORE 32-BIT - WE'VE GOT THREE UP FOR GRABS!
(all is revealed on page 22)

WIN A TRIP TO ASTERIX PARC - ALL EXPENSES PAID!
(turn to page 90 for the full lowdown!)

- | | | | |
|--|-----------------------|--------------------------|------------------------|
| OVER 60 OF THE LATEST GAMES IN THIS ISSUE! | Zombies (SNES) | (MD) | Fantasy Dizzy (MD) |
| Jurassic Park (SNES, MD, PC and Amiga) | Thunderhawk (Mega-CD) | Shadowrun (PC) | World Heroes (SNES) |
| Mortal Kombat (SNES) | Haunting (Megadrive) | Yoshi's Safari (SNES) | Ren and Stimpy (SNES) |
| | Shinobi II (MD) | Soccer Kid (Amiga) | Body Blows (PC) |
| | Sunset Riders (SNES) | Populous 2 (MD) | Pocky and Rocky (SNES) |
| | NHLPA Hockey '94 | Lands of Lore (PC) | Prime Goal (SNES) |
| | | Battle Toads (SNES, NES) | |
| | | Dune 2 (PC) | |

FREE! SWAP AND STICK SFII STICKERS!
Yes! Collect all 12 Street Fighter II characters! SIX NOW AND THE REMAINDER NEXT MONTH! Full details PAGE 61
Street Fighter II - Copyright Capcom 1993

KEN D.O.B: 14/2/65 Height: 176cm Weight: 74kg	BALROG D.O.B: 27/1/67 Height: 186cm Weight: 72kg
ZANGIEF D.O.B: 1/6/36 Height: 211cm Weight: 115kg	M BISON D.O.B: 4/9/68 Height: 198cm Weight: 102kg
RYU D.O.B: 14/2/65 Height: 175cm Weight: 68kg	E.HONDA D.O.B: 11/2/68 Height: 185cm Weight: 137kg

TOP GAMES ON ALL FORMATS

- | | |
|------------------------|-----------|
| SONIC SPINBALL | (MD) |
| MARIO ALL-STARS | (SNES) |
| SOCCER KID | (AMIGA) |
| BATMAN | (PC) |
| SILPHEED | (MEGA-CD) |

PLUS LOTS MORE!!

PRINTED IN THE UK



EDITORIAL

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CON

COVER STORY



Sega brings Walt Disney's version of the classic fairytale to the Megadrive - and CVG brings you all the info on the film and the game!

SPECIALS

19 3D SOUND

Everybody's going surround-sound potty! Here, we bring you news of a revolutionary system that gives you this dazzling audio effect from your ordinary stereo speakers!

20 CD EXTRA!

Want to see some of the hot CD games coming your way this Christmas? Never fear – CVG's here with a rundown of what's on offer!



78 SPIN-DIZZY SONIC!

Oh my word! CVG's got all the latest gen on the brand new Sega cart starring your favourite spiky hedgehog! Sonic Spinball's almost ready to blast onto your screens – check it out!

92 CHEAT MODE

This time round, it's the turn of Mortal Kombat to get the CVG cheat treatment! And it's not just one version either; Megadrive AND SNES tips are included!

COMPETITIONS

22 WIN A CD32!

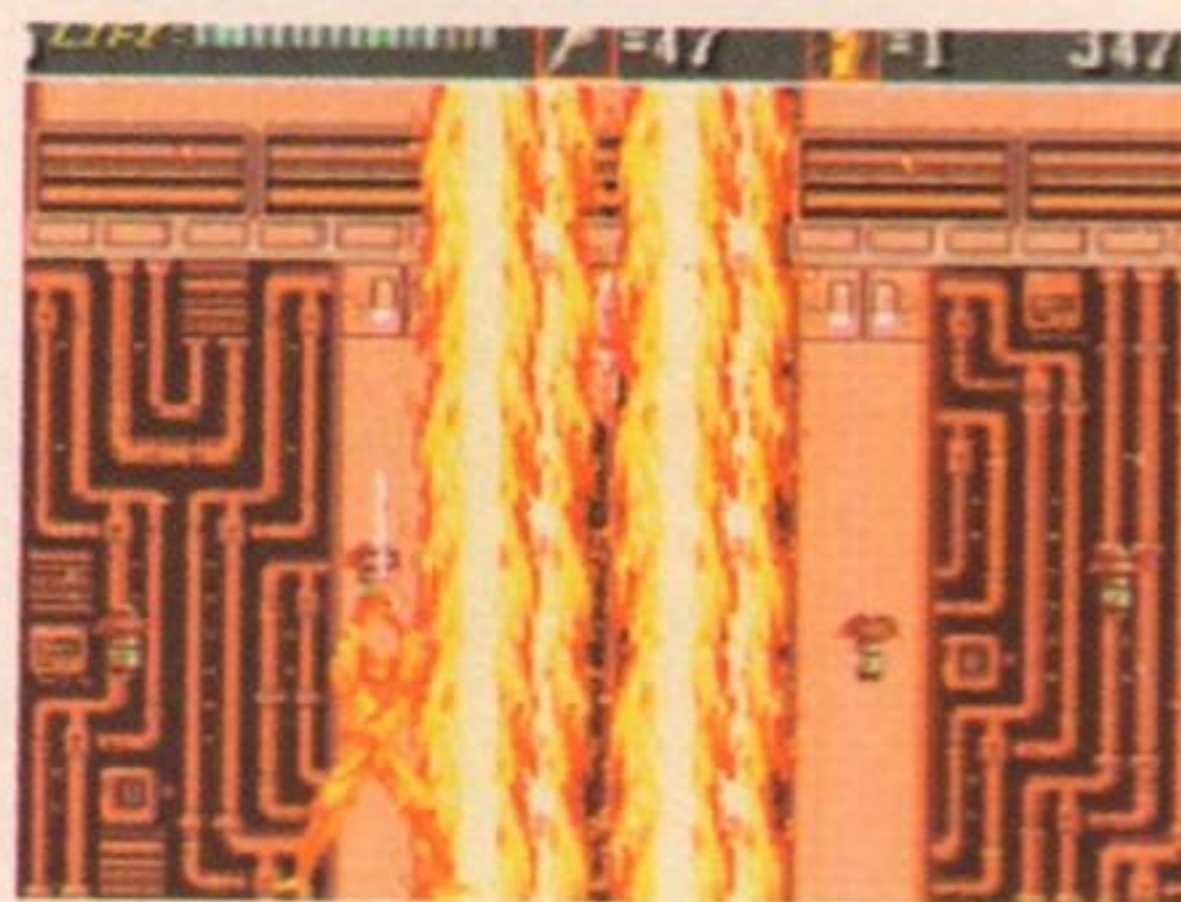
We've got three juicy 32-bit Amiga CD consoles just sitting here, waiting for a trio of lucky readers to win 'em! Enter this one – you wouldn't want us to keep the prizes, would you?

90 WIN A TRIP TO ASTERIX PARC!

Infogrames are waiting to take YOU to France! All you've got to do is enter and win this fine compo; what could be simpler?



MEGADRIVE/MEGA-CD



38 SHINOBI II

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41 FANTASTIC DIZZY

Codemasters bring their eggcellent hero to Megadrive for the first time! Check out his crazy antics right here!



42 ECCO THE DOLPHIN



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52 HAUNTING



Electronic Arts' foray into the world of the supernatural, starring Polterguy, the Sardini family and laughs-a-plenty!

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The sequel to the original God simulator is an even better game than before! Megadrive owners are in for a treat.

The Megadrive version of the biggest movie of 1993 lands in the lap of the CVG crew – what's the verdict? Turn those pages and find out!

70 JURASSIC PARK



74 THUNDERHAWK

Originally released on Amiga, Core have given their chopper sim the Mega-CD treatment – and it's a stunner!

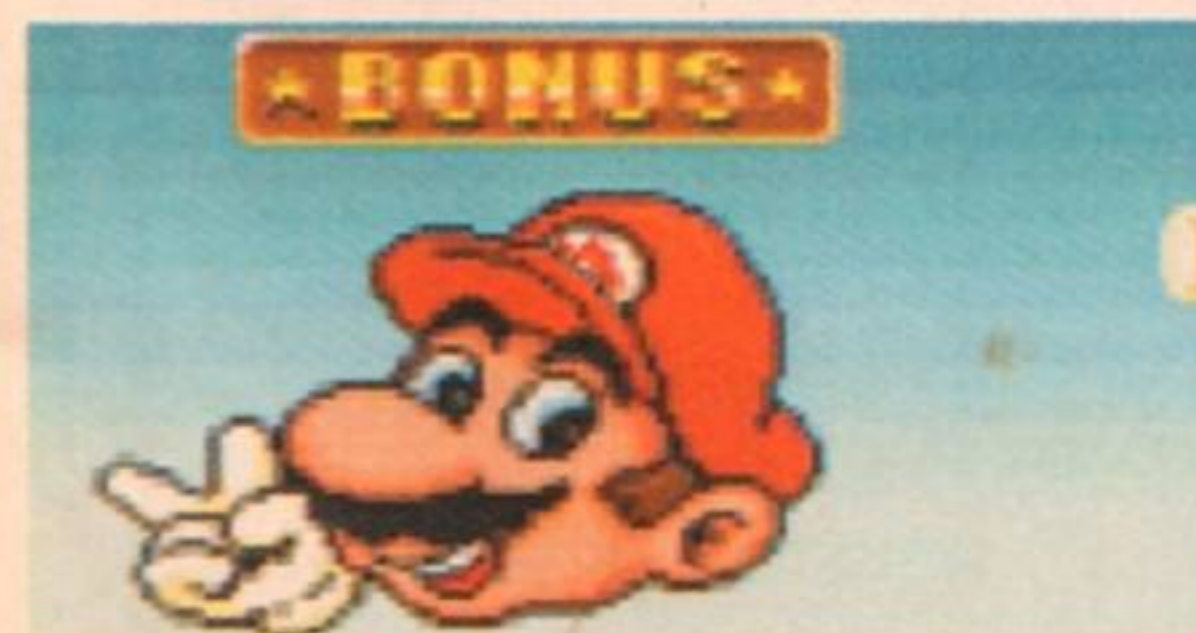
80 NHLPA HOCKEY '94

Face-off on the ice in the latest sports sim from EA! There's little difference between this and the original – but it's still pucking good.

SNES

30 SUPER MARIO ALL-STARS

Did you scrap your NES, buy a SNES then get down in the dumps 'cos you miss those great Mario games? It's okay – they've been spruced up for Super Nintendo and shoved on one cart!



48 BATTLETOADS IN BATTLEMANIACS

Zitz, Rash and Pimple hit the big Nintendo in a beat 'em up extravaganza!

49 BATTLETOADS/DOUBLE DRAGON

The 'Toads team up with Billy and Jimmy Lee to take on the evil Ice Queen; it's great!

50 SUNSET RIDERS

Travel back to the Wild West in this conversion from the coin-op!

56 FIRST SAMURAI

It showed its face on Amiga; now,

this top hack 'n' slay hopes to do the biz on Super NES!



60 SUPER AIR DIVER

Mode 7 flight fun and frolics in the latest airborne blast to hit Nintendo's 16-bit baby.

62 ZOMBIES

Konami come up trumps with this ace game, paying homage to the tackiest in B-movie horror!

68 MORTAL KOMBAT

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80 YOSHI'S SAFARI

Whip out yer Super Scope and blast the baddies as you ride on Yoshi's back in this, the second SNES lightgun game!

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34 SOCCER KID

With the Carling Premiership well underway, what better time to release a game based around our national sport? But wait – this 'un's a platform game!

66 LANDS OF LORE



Roleplaying action returns to your PC! A slice 'n' dice monster mash is guaranteed.

72 SHADOWRUN



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76 BATMAN RETURNS



Bruce Wayne pulls on his cape and prepares to right the wrongs of

Gotham City in a graphic adventure based on the hit movie!

85 ARCHER MACLEAN'S POOL

From the man who brought you the incredible Jimmy White's Whirlwind Snooker comes a version of the smoky back-room favourite!

85 BILL ELLIOT'S NASCAR CHALLENGE

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114 NEXT MONTH

WORD UP

Wow! It's all just beginning to take off – the world of console games is just about to take off as Nintendo enter into the 'Next Step' console battle along with all the other producers. We're now looking at some spectacular pieces of kit that set to change the face of computer and video games in the near future; 3DO, CD32, Mega-CD and now the Jaguar and Nintendo's latest – the full story on these can be found on page eight. As ever, if you want to know what's happening in the world of games, the only place to find out is here! We don't have allegiance to any one format – we just bring you the very best from that the world has to offer! And with the way that technology is racing ahead, it looks as if the world's biggest pastime is only going to get bigger and better. And CVG is only place to look – The World's biggest and best games magazine!!

GARTH



STREETFIGHTER II STICKERS

Yes, you've no doubt already ripped them off the cover and are ready to start sticking them all over the place - but wait! You've only got half of the most famous fighters in the world with another six waiting to arrive next month. Once you've got the next set, you can use them on the massive SFII poster that we're giving away free in next month's issue. So don't miss it! You can even use the poster as a handy place to attach all your stickers to, as each sticker is added to complement each of the 12 SFII characters! But if you can't wait don't worry! The stickers are all pretty hard too and can be pulled off shiny surfaces and re-stuck several times. Hard... you bet we are!!



WHAT A SEAT ON GAME'S WORLD?

Sky 1's successful series Games World, will be start shooting the new series from the 7th of September on a variety of dates throughout the rest of this year. If you would like to be a member of the audience or even think you're good enough to be a contestant on the show, then write to: The

Eliminator, PO Box 91, London E14 9NN telling them a little about yourself (age, best games, highest scores on what systems etc) and you may be rewarded with a free ticket for the show or even better, get to take on the videators in a televised competition on the show itself...

ALL CHANGE ON CVG

It must be true what we say about CVG having staff who are just the best games players in the world! Why? Well because two of our top staffers have left to go on to two of the best TV games shows around. Steve 'Rock and Rock' Keen has gone on to *Bad Influence* where he'll no doubt fit in with the leather jacketed and ripped denim-wearing presenter Violet Berlin.



And what of the boy Anglin? Well, he was ripped away from the CVG nest and his loving mother and cousins by none other than SKY 1's Games World Team. The rest of the team on CVG wish them the best of luck and settling down to watch the new series of the shows knowing that there's going to be a little bit of CVG magic in both of them.



FREE KIT CORNER

CVG competitions are just the best. And this is the place to scan through to see if you're one of the lucky beggars who's won 'owt fer nowt! Is your name in here? Prizes will be winging their way to you soon...

Lawnmower Man Compo

1st prize (LM crew Jacket, video and T-shirt): Steve Martin of Munster Gardens, Palmers Green, London N13 5DT

Four Runners up (video): Alan Sheppard of Essex, Howard Doupe of Merseyside, S. Davies of Barnsley, Ben Knight of Cornwall.

Four Runners-runners up (T-shirt): Kathryn Fairbrother of Portsmouth, Anthony Redden of Derbyshire, Herbert Butcher of Biggin Hill, Paul Jones of Sheffield.

Terminator Compo

There were only 4 correct entries to win Mindscape's SNES version of Terminator:

Richard Higgins of Ayrshire, Jeffrey Knight of Cornwall, Jason Robson of Northumberland, and D.S. Colbourn of Avon.

The fifth copy goes to Surrey's John Shearing even though he had Arnie's first words to Sarah Connor as "Come if you want to live with me". A strange boy...

French's Mustard Compo

Laura Francis of Gwent, and Paul Carolan of Essex both win 4 sets of 4 tickets to see a top ice hockey match (New York Rangers vs the Toronto Maple Leafs) at Wembley.

Powerplay Compo

Up for grabs were 35 Turbo Cruiser joysticks, 35 Competition Pro joypads for the Mega Drive, and 35 Competition Pro Series II joypads for the SNES. Stupidly enough, there were only 38 entrants so everyone who sent in a postcard is a winner and nuts to everyone else! If you can't be bothered to send CVG a postcard, to enter competitions you'll never get anything for free!

Tom McLaren of Kincardine, Ashan Aesar of W. Yorkshire, Ahjaz Atando of Muswell Hill, Cyron Jones of West London, Christian Nimmo of Surrey, Oliver Maunder Taylor of Herts, Seth Navabi of Essex, Jamie Long of Nuneaton, Anthony James Clare of Wigan, Scott Tarbox of Milton Keynes, Robert Anderson of County Meath, Calum McFarlane of Cheshire, Gary Nelson of Sileby, Nicholas Sim of Suffolk, Andrew Major of Dyfed, Chris Diamond of Merseyside, Matthew Johnson of Bolton, John Jones of Clwyd, Dave Davies of Tile Cross, Richard Glen of Tayside, Matthew Mullins of Newark, Andrew Casson of Lowestoft, Mark Rowlands of Chelmsford, Conscian Hsong of North London, Nigel Spearman of Yorkshire, Alex Anderson on BFPO 38, Kevin Strek of Cheshire, Colin Wilson of Cheshire, Fai Tang of Witney, Rob Stephenson of Batley, Ross Ambler of Huddersfield, Adam Miller of High Wycombe, Raymond Oyediran of Battersea, John Cook of Cambridge, Vishal Seechurn of Fareham, Lee O'Connor of Diptford, Mark Evans of Darlington, Raairidh MacCallum of Argyle and Mark Helliwell of Sheffield.

MEET THE CVG CREW:

Whoops a lordy! The CVG Crew has shrunk a little this month as some of team have moved on to pastures new. The dynamic ones have all been courted and won by television stations. The rest have moved on to other (rather dull magazines). Regardless, those of us who worked with you, broke bread, laughed with (and at) you, salute you... You were the best!



GARTH

It's been an interesting month for Garth as he's suddenly found himself having to do some of the things that his humble staff had to do. He didn't mind gadding around the country as a top news reporter but becoming shop monitor for the team has really taken its toll! Come back Anglin!



PAUL

Paul's month has been full of hardships too culminating with a family visit to his grotty Catford garret. Paul promised to go home to tidy the flat every evening for a month! Of course, Mr. Pristine never made it and his 'grim up North' family decided that London was really a dirty, smelly place. No wonder...



JULIE

Julie's just been appointed Art Editor of CVG (after Jon disappeared), and her month has been all hard work too! She's been designing like Leonardo on dynamite, but says that she's doing for her fans. We found out that she does it for £2.75 per hour and a lift home with Garth every night!



PAUL

Paul had a difficult time this month too! He had SKY TV chasing him for weeks with promises of immense wealth, girls and a pop star status. All was to no avail until Anglin finally gave after they wrote into his contract.. " ..and no-one is allowed to send Paul to the shop!" What a top gezer!



STEVE

Mr. Managing Editor has had a great time this month! He's watched the team run around, writing, subbing, designing and arguing over who's turn it is to go the shop! Meanwhile, he's been out to lunch with all the top candidates that have applied for the vacant top jobs on the mag!!!

NEWS

NINTENDO'S 64-BIT CONSOLE IS REVEALED!

Nintendo have just announced their plans to produce an amazing 64-bit 'Super Console' – and what's more, they hope to release it before the end of next year. This new product – a breakthrough in home console technology – was announced in the States late last month when Nintendo revealed that they had teamed up with top computer company Silicon Graphics (SGI) to develop a true 64-bit home entertainment system. The new machine, which currently has a working title of 'Project Reality', is to be a joint development venture between US-based SGI and Nintendo and will feature something called 'Reality Immersion Technology', which is probably just meaningless jargon meant purely to impress the punters. What is impressive about the system is the technical specification of the machine – if it's correct (and at time of going to press, it is) it could mean that the system will turn out to be the nearest thing you'll get to an effective home Virtual Reality kit for a few years.

Nintendo have, up until now, been very quiet about development – especially concerning CD technology (which is still to be officially confirmed) – and its newly-formed link with SGI, the company which created the incredible graphic effects for the movies Terminator 2 and Jurassic Park. If the whole thing comes off, we'll be looking at THE games machine to own.

There are some questions to be answered about the machine though – as yet, Nintendo haven't said what it will use as a storage device and they have been dismissive of CD based systems. Also, although the announcement will come as a breath of relief for upgrade-hungry SNES owners, the machine is still almost two years away... The Nintendo/SGI machine is due to be released into US stores in late 1994, and Nintendo are stating a ridiculously low price tag for it of \$250.



This herd of Gallimimus from Jurassic Park was created using a Silicon Graphics computer system that can make computer animation look utterly convincing – Nintendo's new 64-bit machine is based on similar technology.

N

intendo release

details of a brand new

super console for

Christmas '94 using

64-bit technology and

'Reality Immersion Technology'... Sanyo

tool up to produce UK 3DO... Atari

release first pics of 64-bit Jaguar.



MEGADRIVE CHART

1 JUNGLE STRIKE

(Electronic Arts)

2 MICRO MACHINES

(Sega/Codemasters)

3 BUBSY

(Accolade)

4 FINAL FIGHT

(Sega)

5 FLASHBACK

(Sega/US Gold)

6 NIGHT TRAP

(Mega-CD)

(Sega)

7 X-MEN

(Sega)

8 THE FLINTSTONES

(Sega)

9 PGA TOUR GOLF 2

(Electronic Arts)

10 SUPER KICK OFF

(Sega/US Gold)

PROJECT REALITY TECH SPEC

Processor: 64-bit MIPS RISC.

Number of Colours: 16 million colours on screen at once.

Screen Resolution: Better than NTSC or PAL TV.

Clock Speed: Greater than 100MHz.

Processing Capability: Runs real-time 3D graphics.

Sound: CD quality.

BRITISH 3DO BEFORE CHRISTMAS?

Britain's first 3DO machines could be in the shops in time to make it onto Christmas shopping lists. Sanyo are the latest company to pick up a licence to produce the wonder console, and they're already looking to

launch their version in the UK by the end of the year. The Sanyo 3DO is based around the uniform specifications which are laid down by the machine's inventors, The 3DO Corporation, but looks vastly different to the chunky Panasonic version with a sleek slim-line case. This won't make for a vast difference in the price, though; as both versions are manufactured overseas, the retail prices will be affected by the currency exchange rates. Whatever the result, it's likely to be in the £500-£600 bracket, making it without doubt the costliest console on the market. Sanyo are still looking for a company to supply the software that will accompany the machine when it is released. Panasonic are already one jump ahead of them in this area; they've signed a deal with developers Crystal Dynamics to bundle 3D driving game Crash And Burn with their version of the system. A great number of top British software houses are currently developing software for 3DO, so when it's released it won't suffer from the kind of chronic game shortage which has plagued so many other new machines in the past.

3DO TECH SPEC

Processor: 32-bit RISC.

Clock Speed: 12.5 MHz.

Number of Colours: 16,700,000 on screen at once.

Screen Resolution: 640x480 pixels.

Processing Capability: 50,000,000 pixels per second.

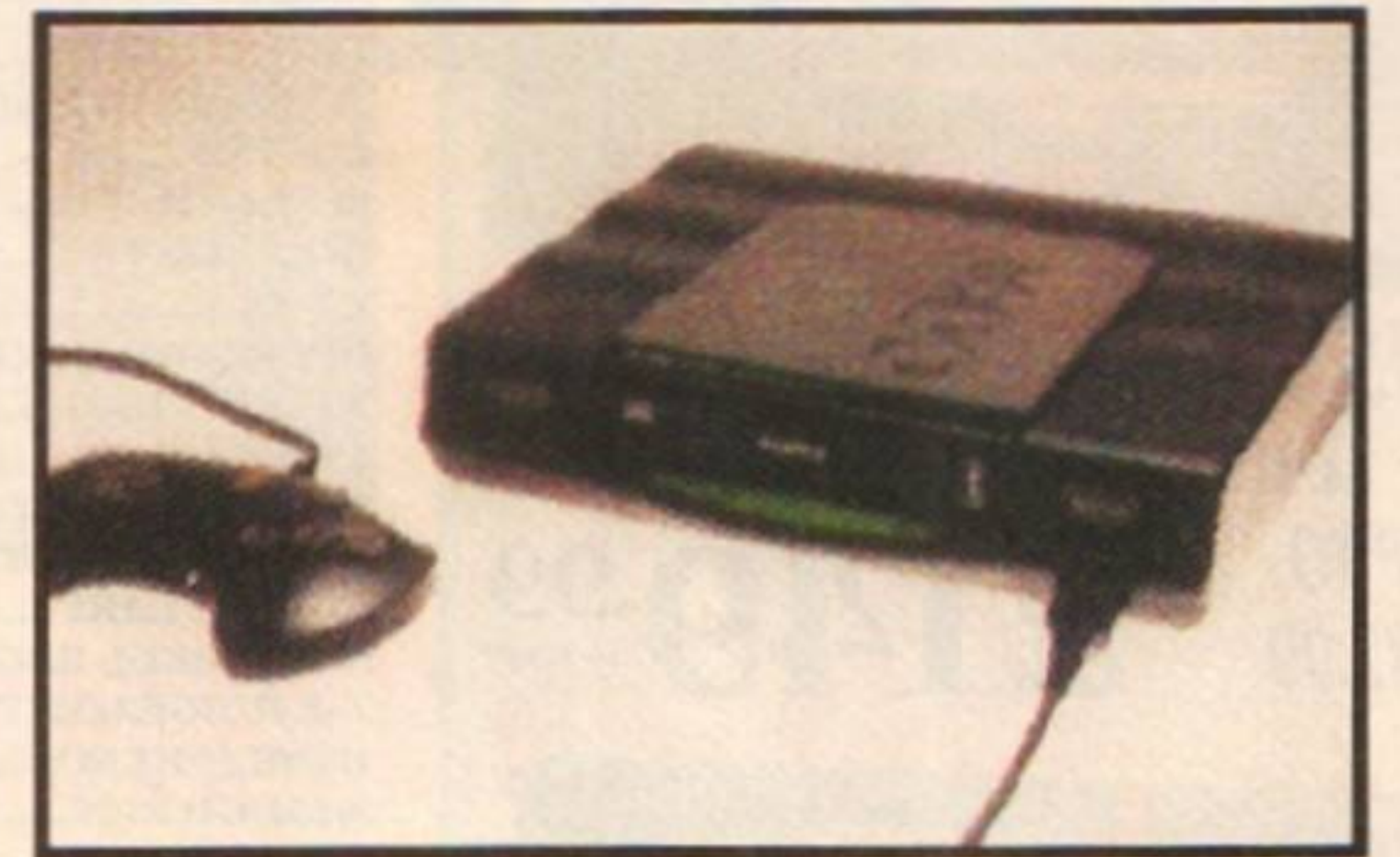
Disc Access Time: 6 Megabytes per second.

Sound: Eight-channel Dolby stereo surround plus Compact Disc playback
Proposed add-ons: Mouse, keyboard, full-motion video card, virtual reality glasses.

Software: 3DO are promising 80 titles by Christmas, although this is rather unlikely as the sheer size and complexity of the games make development times significantly longer than normal.



Panasonic's 3DO machine...



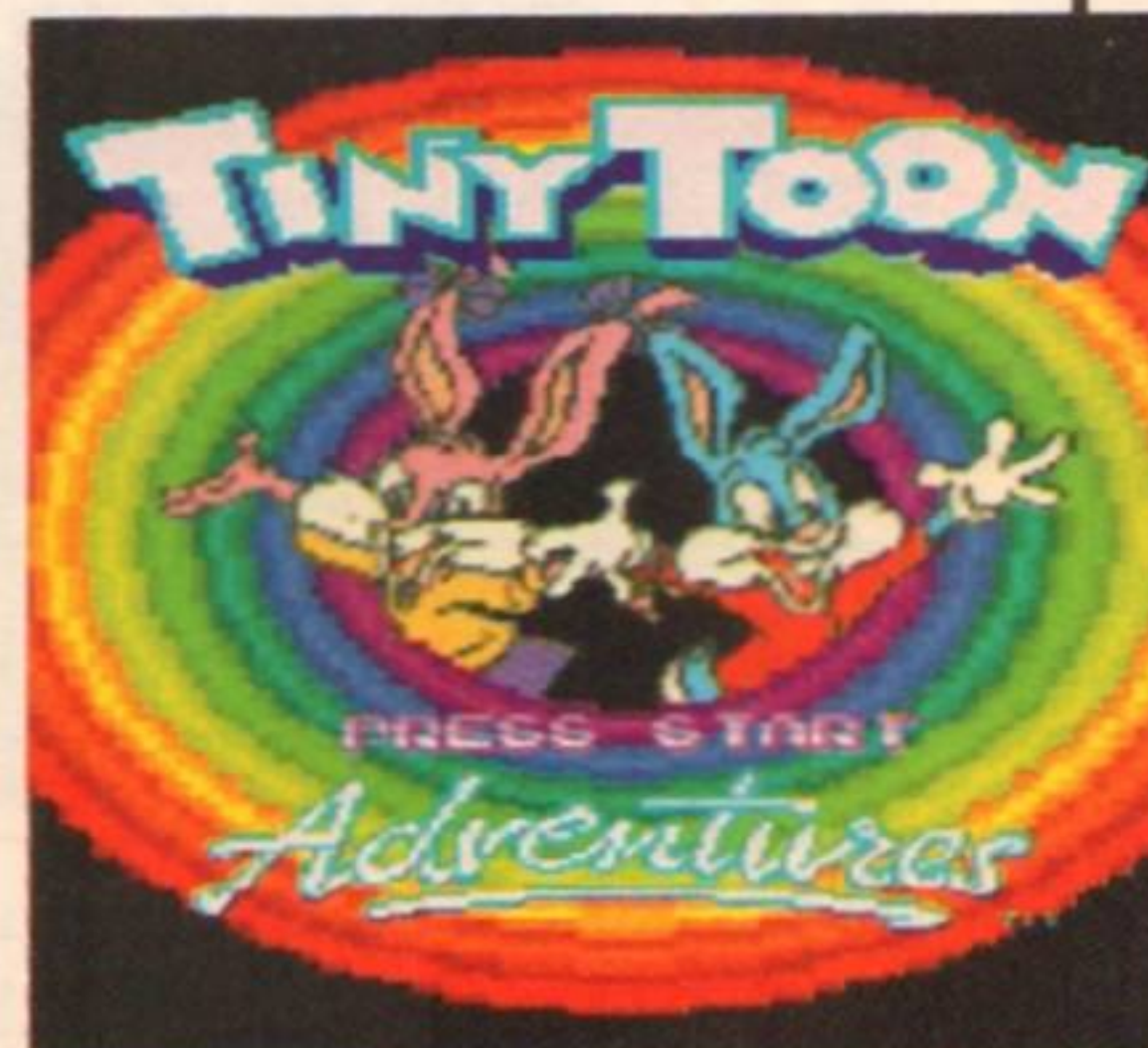
...and the sleeker Sanyo version.

ATARI JAGUAR POUNCES INTO SPOTLIGHT

So as not to be outdone by everyone else, Atari have finally released details of their forthcoming 64-bit console, Jaguar. The machine will feature several custom chips but the heart of the machine will remain a 68000 – the same chip as used by the Megadrive. However, the machine does use four other custom chips; one to control 3D objects, another is an object processor, a DSP chip for sound and a Blitter chip (to speed the screen display/graphics up a bit). Atari have been announcing the Jaguar since last year, but it was overshadowed by the release of the excellent but ill-fated Falcon. This time, however, Atari are far more bullish with their claims for the new machine. "We believe that we have taken a more substantial jump than 3DO has in bringing a better and more affordable entertainment experience to the consumer market", said Sam Tramiel, president of Atari.

The Jaguar is aimed at the multimedia market, with a CD add-on module planned which will cover all entertain-

ment formats, including computer/console, music CD and, most importantly, video formats via a plug in Mpeg 2 cartridge which allows users to play full-length motion pictures from CD. Price of the basic system, branded by Atari as a 'home interactive entertainment system', is expected to be around \$200 (about £130 in British coinage) and, say Atari, it will be introduced in New York and San Francisco this Autumn before being distributed nationally next year. Should be interesting to see the battle that ensues between these three...



Tiny Toons – one of the first converts to the Jaguar!

JAGUAR TECH SPEC

Processor: 64-bit RISC.

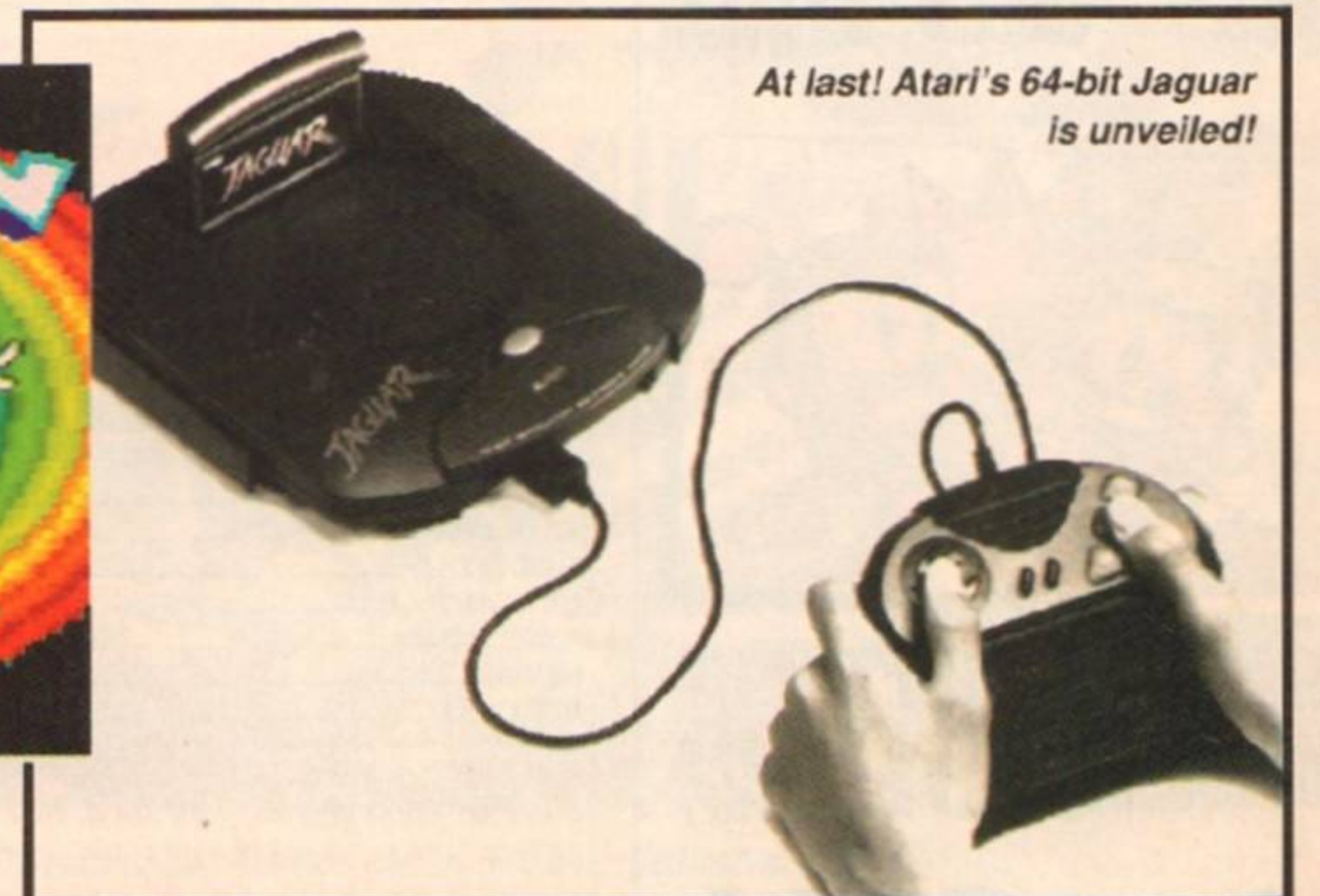
Clock Speed: 13.3 MHz.

Number of Colours: 16.7 million.

Screen Resolution: 720x576 interlaced.

Sound: Stereo 16-bit CD quality sound using a DSP chip running at 27MIPS.

Software: There are 10 titles which, Atari says, will be the first ready for the machine before Christmas, two of which will be ported from other formats, (Alien vs Predator and Tiny Toon Adventures).



At last! Atari's 64-bit Jaguar is unveiled!

Jurassic smashes sales records... Console games come to the big screen... Star Trek: TGN on console this year... Take off with Gunship... Teenage Mutant Ninja

Turtles return!

AMERICAN JURASSIC BOXES CLEVER

• SEGA • 071 373 3000 •

The Stateside Genesis version of Jurassic Park looks like being as big a monster hit as the film. Within two weeks of its release Sega has already taken a staggering \$13,500,000, selling over 2,200,000 copies. This makes it one of the biggest selling games ever; hardly surprising, considering the excellence of the film. If you want to find out more, turn to page 70 to catch the lowdown in the CVG JP review.



He's looking happy, and why not? The game he stars in has made \$13.5m in the USA - that's a LOT of wonga.

TO BALDLY GO...

• INTERPLAY • 0865 390029 •

With Star Trek: The Next Generation such a hit on Sky TV, it won't be long before we can play the game of the series on our consoles. As Captain Jean-Luc Picard, it's your job to sort out the galaxy's trouble spots by sending in the Enterprise's officers to take care of Romulans and other nefarious no-gooders. It'll feature all the main characters such as Riker, Data, Troi and the excellent Worf, along with digitised graphics, sound and numerous plots based around episodes from the series. The game's due out later this year on SNES, Megadrive and Mega-CD; watch this space for more info as it emerges.

GUNSHIP TO TAKE OFF

• US GOLD • 021 356 3388 •

With Core's excellent Thunderhawk debuting on Mega-CD, Megadrive owners shouldn't feel left out when it comes to helicopter sims. US Gold are currently putting the finishing touches to Gunship, an all-action helicopter blast converted from Microprose's floppy original. As pilot of the USAF's latest helicopter gunship, travel the world gunning down insurgents wherever they rear their heads. The game has already proved a major success on PC and Amiga and this version is shaping up to go the same way. You can find out for yourself just what it's going to be like next month!



The in-the-cockpit section looks very similar to the PC and Amiga game.

Just for console gamers - a scrolling shoot 'em up section!

CHOC ICE, PEANUTS!

A cinema in Canada has come up with a novel way to get bums on seats when they're not showing films. For the paltry sum of \$3.00 (about £1.50) per person, people can bring along a group of mates, their console and fave games then hook it up to the projector. Just imagine - a 15 foot-high Chun-Li kicking ass on the big screen! This fine idea is bound to catch on, so let's hope some enterprising cinematic soul starts something similar over here!



TURTLES GO ONE-ON-ONE

• KONAMI • 081 429 2446 •

The Teenage Mutant Ninja Turtles are set to reappear later this year, starring in a one-on-one beat 'em up! TMNT Tournament Fighters draws on the incredibly successful Streetfighter format as the Turtles pit their skills against each other, as well as stars of the movies and comic books such as Shredder and Casey Jones. Each character has a dazzling array of moves to call upon, as well as devastating special attacks and combinations. The game's due out on Megadrive, SNES and NES near Christmas.



One-on-one Turtle Power!



Cowabunga! Turtles get it, Streetfighter-style.

S

EGA try to top
Streetfighter...CD-i
comes in at a new low
price...and the latest
chance to grab some

great software with **SPOT THE SHOT...**

CD-i - HIGH TECH AT LOW PRICE

• PHILIPS • 081 689 4444 •



Isn't it nice of Philips, lopping a full one hundred and fifty knicker off the price of their lovely CD-i unit?

Philips has just announced a new entry-level system for its CD-i system. The new CD-i 210 retails at just £399.99, which means that the world of compact disc japery is now available for £150 less. The current CD-i 220 will still be available at £449 complete with free software - either Compton's Encyclopaedia or a games pack including International Tennis, Palm Springs Open, Battleships and Tetris! And for those of you who hate Philips' unwieldy remote control, the new Touch Pad Controller should give your blisters a well-deserved rest. Cunningly, yet unimaginatively shaped like a SNES pad, it's available now at a happy yet lightly serious price of £24.99.

ETERNALLY CHAMPION!

• SEGA • 071 373 7000 •

Streetfighter II Champion Edition on the Megadrive is only just out, but would you believe that Sega already have a game on the way which could threaten its crown? Eternal Champions is Sega's own answer to the Capcom king of coin-ops. Like Streetfighter it'll clock in at an incredible 24Megs, with ten controllable fighters, each boasting an arsenal of 35 standard and special moves. To make sure you don't complete it in a hurry, Sega have come up with a neat artificial intelligence system called Dynamic Play Adjustment which monitors the way you play. It then records your hits, special moves, blocks and accurate attacks, and sets your opponent to a difficulty level it thinks will give you a good fight. It's also going to be Activator compatible and play with a six-button joystick. This is shaping up to be one of the biggest Megadrive games ever, so you can be sure CVG will keep you informed of the latest developments.



Will Sega outdo Capcom in the beat 'em up department?



Only time will tell, but Eternal Champions already looks fab!



We can't wait for this 'un, but then again, we won't have to - we'll get it ages before you lot. Ha.

SPOT THE SHOT

Last month we really decided to make you work for your free games and thought that nobody would be able to guess what the screen grab was once we'd pulled/stretched/rotated it around a bit. How wrong we all were, as there was still a deluge of mail - all of which seemed to have the right answer on it - F-15 II. So P Elliot of Berridges Lane, Leicester will be receiving a Megadrive game in the post, lucky blighter! Meanwhile, we've really trashed this month's pic in the hope that no-one will get it so that we'll be able to swap it at the shops for Lucozade and pasties. The screenshot is from a game featured in the magazine, but you'll never get it anyway because it's far too hard. Send your sad guesses to; SPOT THE SHOT 5, at the usual CVG address.



Whoops! I think we may have overdone this one folks!

SPOT THE SHOT



ALL-FORMATS CHART

- 1 JUNGLE STRIKE (Megadrive/EA)
- 2 STRIKER (SNES/EA)
- 3 MICRO MACHINES (Megadrive/Codemasters)
- 4 SENSIBLE SOCCER '92 (Amiga, PC/Renegade)
- 5 GOAL! (Amiga/Virgin)
- 6 SYNDICATE (PC/EA)
- 7 STARWING (SNES/Nintendo)
- 8 BATMAN RETURNS (SNES/Konami)
- 9 BUBSY THE BOBCAT (SNES/Accolade)
- 10 STREETS OF RAGE 2 (Game Gear/Sega)
- 11 RAGING FIGHTER (Game Boy/Konami)
- 12 THE FLINTSTONES (Game Boy/Bandai)
- 13 WORLD CUP SOCCER (Game Gear/Sega)
- 14 FINAL FIGHT (Mega-CD/Sega)
- 15 NIGHT TRAP (Mega-CD/Sega)
- 16 FLASHBACK (Am, PC, MD/US Gold)
- 17 F17 CHALLENGE (Amiga/Team 17)
- 18 DAY OF THE TENTACLE (PC/US Gold)
- 19 ALIEN 3 (SNES/Acclaim)
- 20 GRAHAM GOOCH CRICKET (Amiga/Audiogenic)

THERE ARE NO HOLDS BARRED WITH QUICKSHOT



There's only one joystick for the serious gamehead - **Quickshot**. With over **30,000,000** sold already, it doesn't take a genius to see how popular they are. And it's just as easy to tell why. There's a choice of over 30 different styles and levels (8 and 16 bit), with prices from only **£9.99** all the way up to **£29.99**.



They're compatible with just about every system available - **IBM, Nintendo, Sega, Atari, Commodore, Amiga**, you name it.

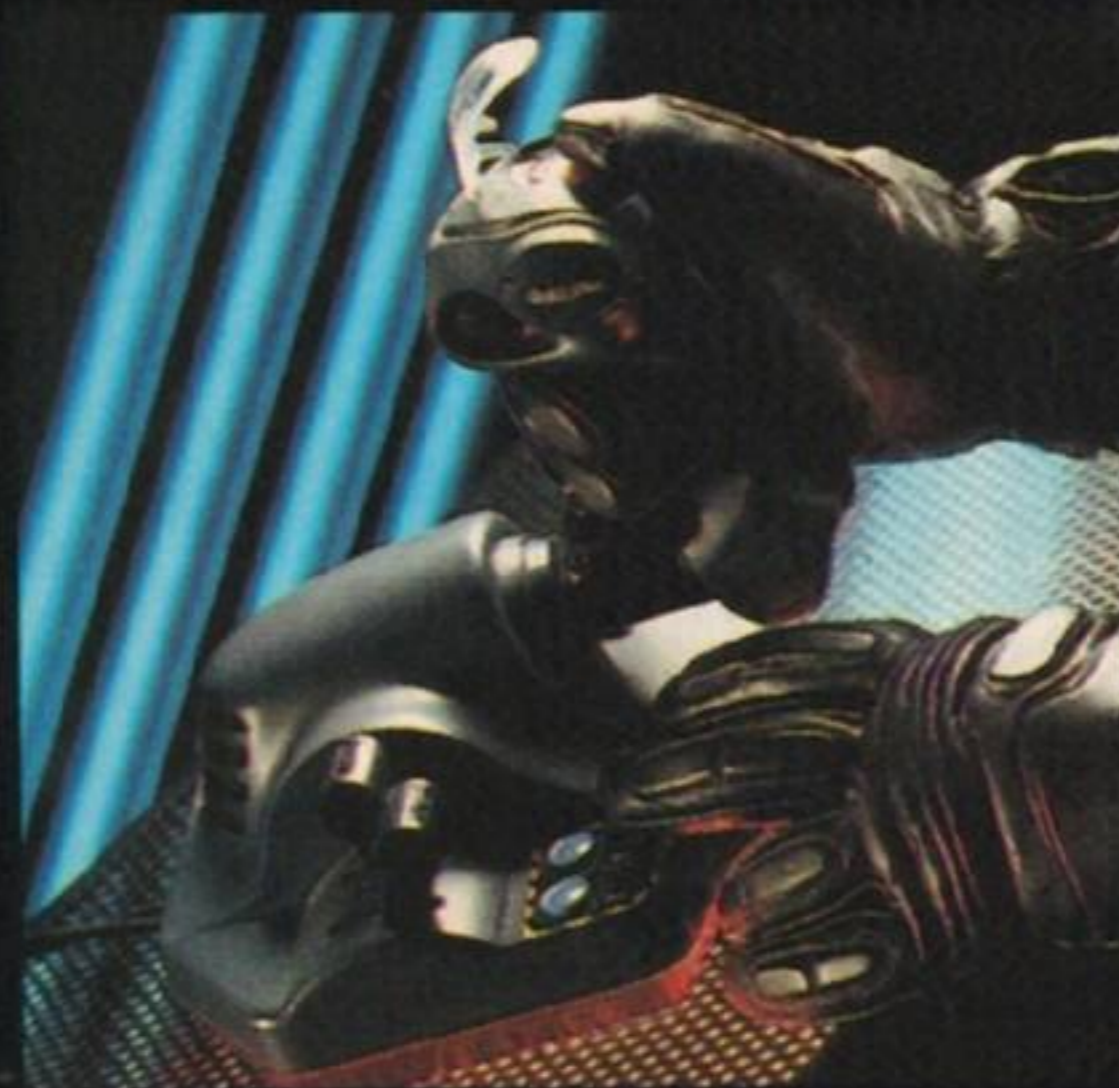


And they all have serious standards of control that are the equal of any arcade you've ever seen. So make sure you have the joystick that's a real thrill to handle.

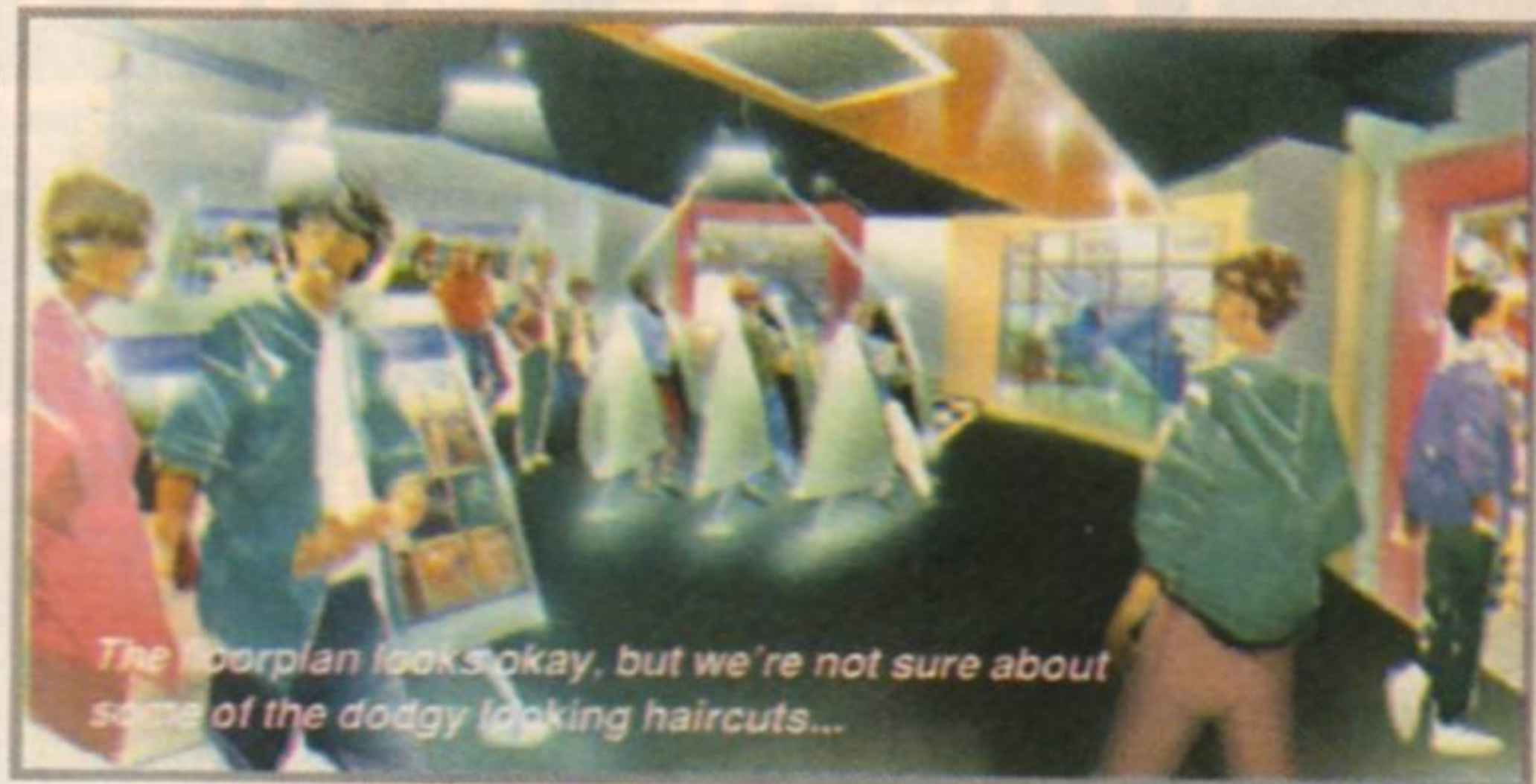


Make sure you have a **Quickshot**.

QuickShot™



THE BIGGEST games department in the world is about to open at HMV ... NINTENDO sign up to develop a home Virtual Reality machine... SKY'S GAMESWORLD gets a facelift...



GUINNESS RECORD GAMES

• HMV • 071 631 3423 •

HMV are about to unveil what they describe as 'the world's largest computer games department'. Called Level One, the new floor of fun can be found in HMV's huge shop in Oxford St. They say that it'll carry over 10,000 titles in stock so it should be a massive draw for shoplifters. Ram Raiders will have a bit of a problem though, as the department will be on the first floor.

HMV plan to have similar games departments in over 40 stores by the end of the year, so there could eventually be some scope for low-level attack. However, if you're not a villain, then you're more than welcome to buy some games at Level One when it opens on the 29th September.



GAMES WORLD CHANGES

Just about everyone who's hooked up to Sky TV will have seen the last series of Games World, Sky One's own peek at the world of computer games. Well, on September 20th, a whole new series of the programme starts and will be beaming down to a dish near you at 6.00pm every Monday to Friday. All the best bits from the old show are featured - including all the old computer experts, which includes industry fat cat and very old - and grey - editor of CVG, Tim (Bab) Boone.

The main changes to the show will be the addition of two Eliminator days on Monday and Wednesday and an all-new, all-singing, all-dancing set with a re-inforced bit for fat Tim to stand on.

Oh yes, and some new Videators, one of whom will be a top fishnet stocking, kick-boxing slip of a lass called Cal (who actually works not 12 feet away from us!).

FOOTBALL FEVER

Domark has just unveiled a new character, Marko, who will be the star of a game that the Putney boys and girls are currently developing called Marko's Magic Football. Due for release in March '94, the game will include football skills and platform action in a unique blend of games types.



QUICK NOTES

● **Television** computer games shows are all stacking up now, ready for a new lease of life in the Autumn, and you may spot some ex-CVG boys on 'em! Steve Keen's now working for Bad Influence, while Paul Anglin's just shuffled over to Games World. And Gamesmaster's got a new front man - Dom D's gone, and been replaced by Press Gang star Dexter Fletcher. Hurrah!

● **Electronic Arts** have just signed the rights to Theme Park. The game revolves around designing, building and then maintaining and managing a theme park. It's a sort of Populous meets Sim City and is an idea put forward by Pete Molyneux at Bullfrog. Expect to see it early '94.

● **Nintendo** has linked up with Silicon Graphics to develop a 64-bit home entertainment system called 'Project Reality', boasting 'Reality Immersion Technology' which in effect is a home Virtual Reality kit. The system is expected to be in homes at the end of December '94, priced at around £250.

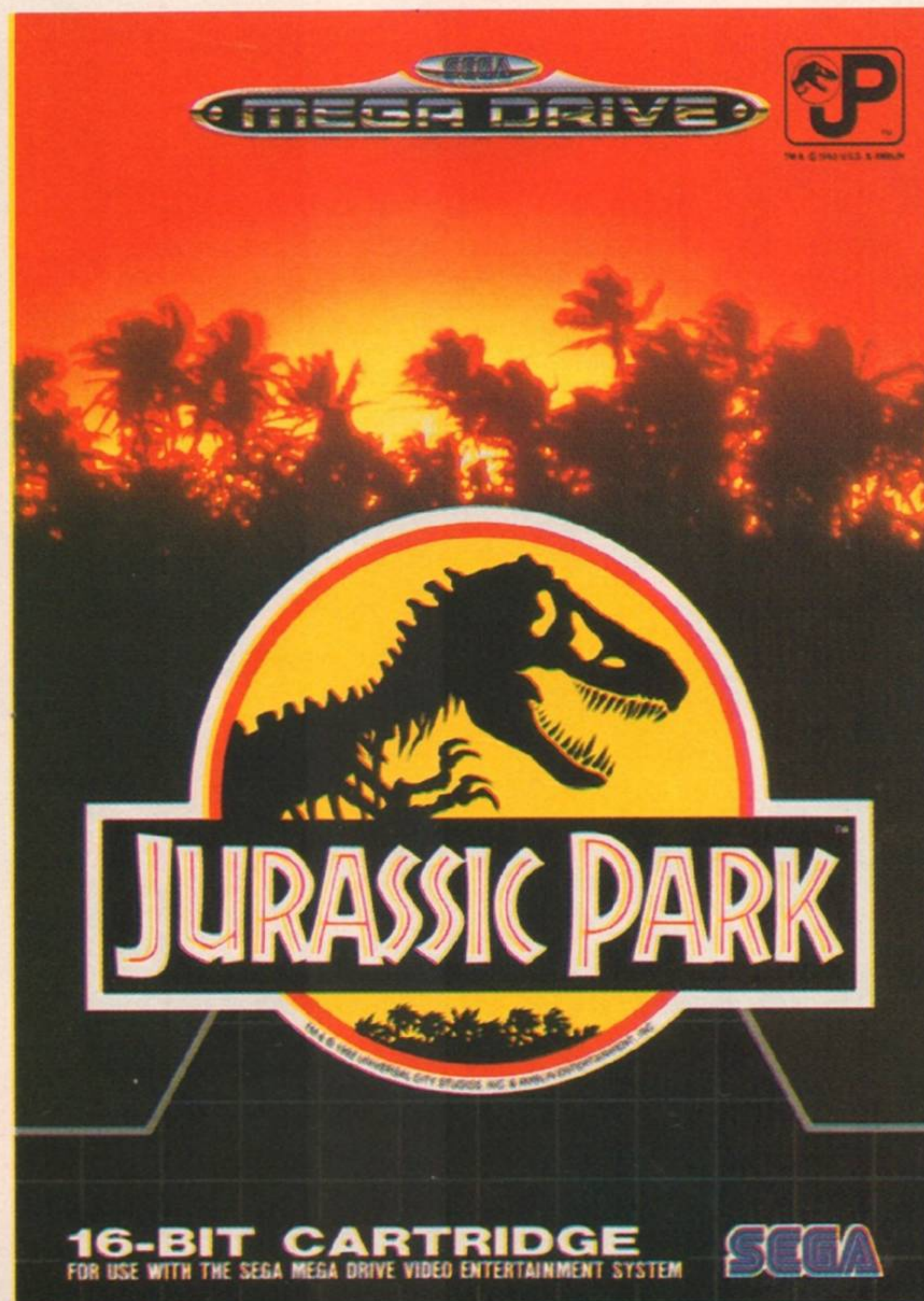
● **Virgin's** Richard Branson has sold 15% of Virgin Interactive Entertainment to toy giant Hasbro - responsible for the board games Monopoly and Risk and even the Tonka range - giving VIE around \$25m to spend on game development.



SUPER NES CHART

- 1 STRIKER (Elite)
- 2 STARWING (Nintendo)
- 3 BATMAN RETURNS (Konami)
- 4 TAZMANIA (THQ)
- 5 ALIEN 3 (Acclaim)
- 6 SUPER STAR WARS (JVC)
- 7 SUPER GOAL (Jaleco)
- 8 TINY TOONS (Konami)
- 9 CYBERNATOR (Konami)
- 10 SUPER JAMES POND (Ocean)

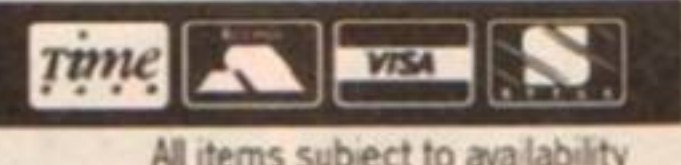
Just the thing for video gamers.
Mega bites.



£49.99

WOOLWORTHS

IT'S RIGHT UP YOUR STREET.

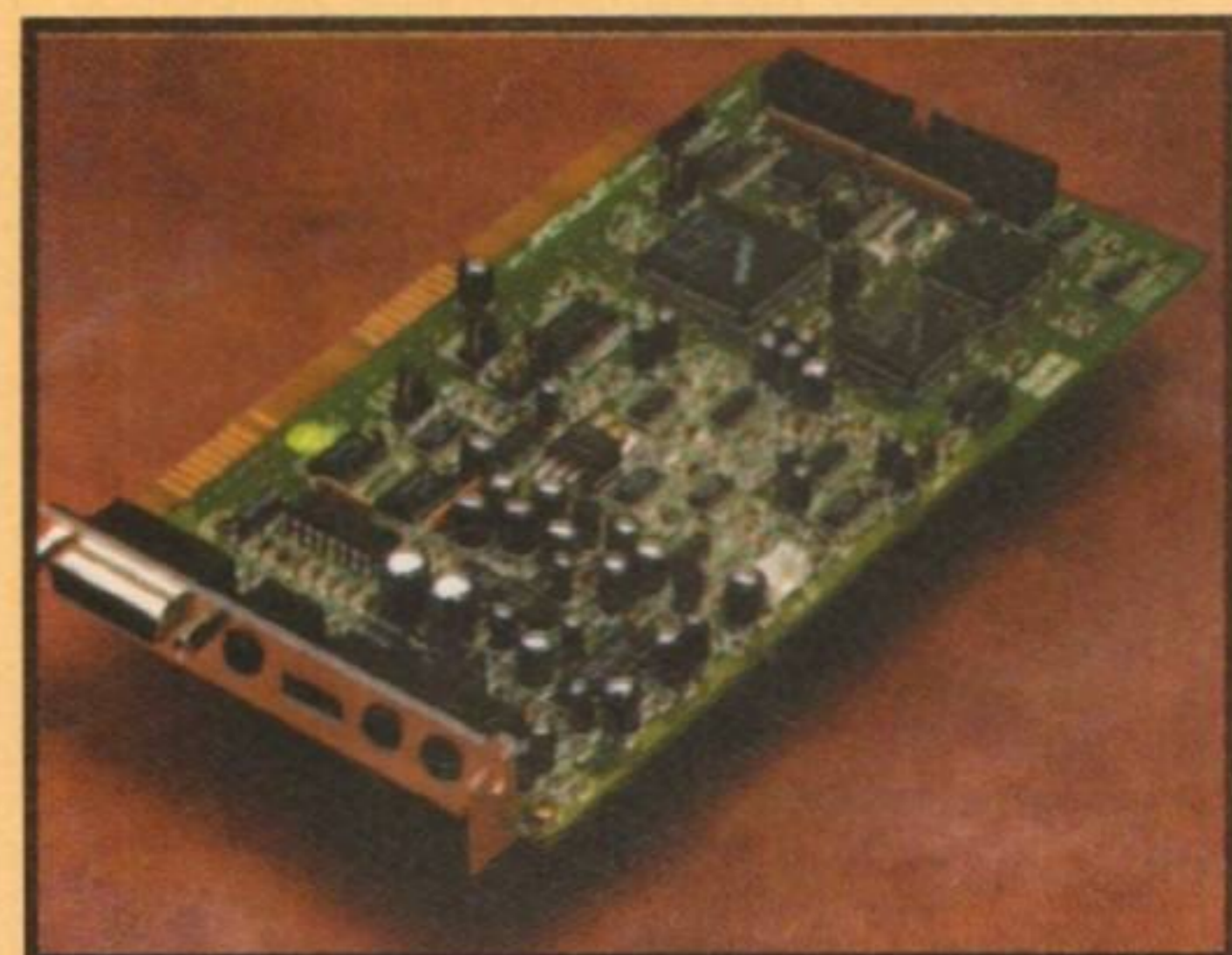


All items subject to availability



**ULTRA
VIOLENT
HEAVY F***KIN'
METAL,
EVERY WEDNESDAY!**

FEATURE



The Advanced Gravis Sound Board. 3D Holographic sound will soon be available on the PC – and hopefully other formats in the future.

The Sound Blaster. Made better sound available to more PC owners, thanks to its no-nonsense price.



Graphics for games have really got hot in the last couple of years – but what about sound? Video junkies are banging on about Home Cinema at the moment, and the key to that is quadrophonic sound. But what about aurals in games? The latest technology could bring players just that little bit closer to sonic heaven; Supersonic Garth Sumpter tells all...

There has always been sound in computer and video games. Okay, so in the days of the Spectrum, it really wasn't that hot – its limited repertoire of beeps and boings hardly set the pulse racing. And it has been rather easy for each successive games machine to come up with something a little better. We've seen stereo sound, synthesised sound, sampled sound and now, with CD technology taking off, digital sound. But now there's finally something a little bit different on the horizon which just might change the sound of games as we know them – 3D Holographic Sound from Gravis.

3D SOUND

In its simplest form, 3D sound simply takes stereo sound and then mathematically alters it to make it

sound as though it's emanating from four speakers. There's nothing too surprising in that – quadrophonic systems have been wrapping sound around our heads for years. The real breakthrough with this system, though, is that it does it all with only two speakers, although the best effect is achieved when you plug your ears into a set of headphones. Sounds 'move' around you – from left to right, in front of you, behind and even up and down. But there's more; this system can even rotate around with you as the central point in real time...

BLARINGLY OBVIOUS

Once you hear the system, you can't fail to be impressed – especially once you realise what this

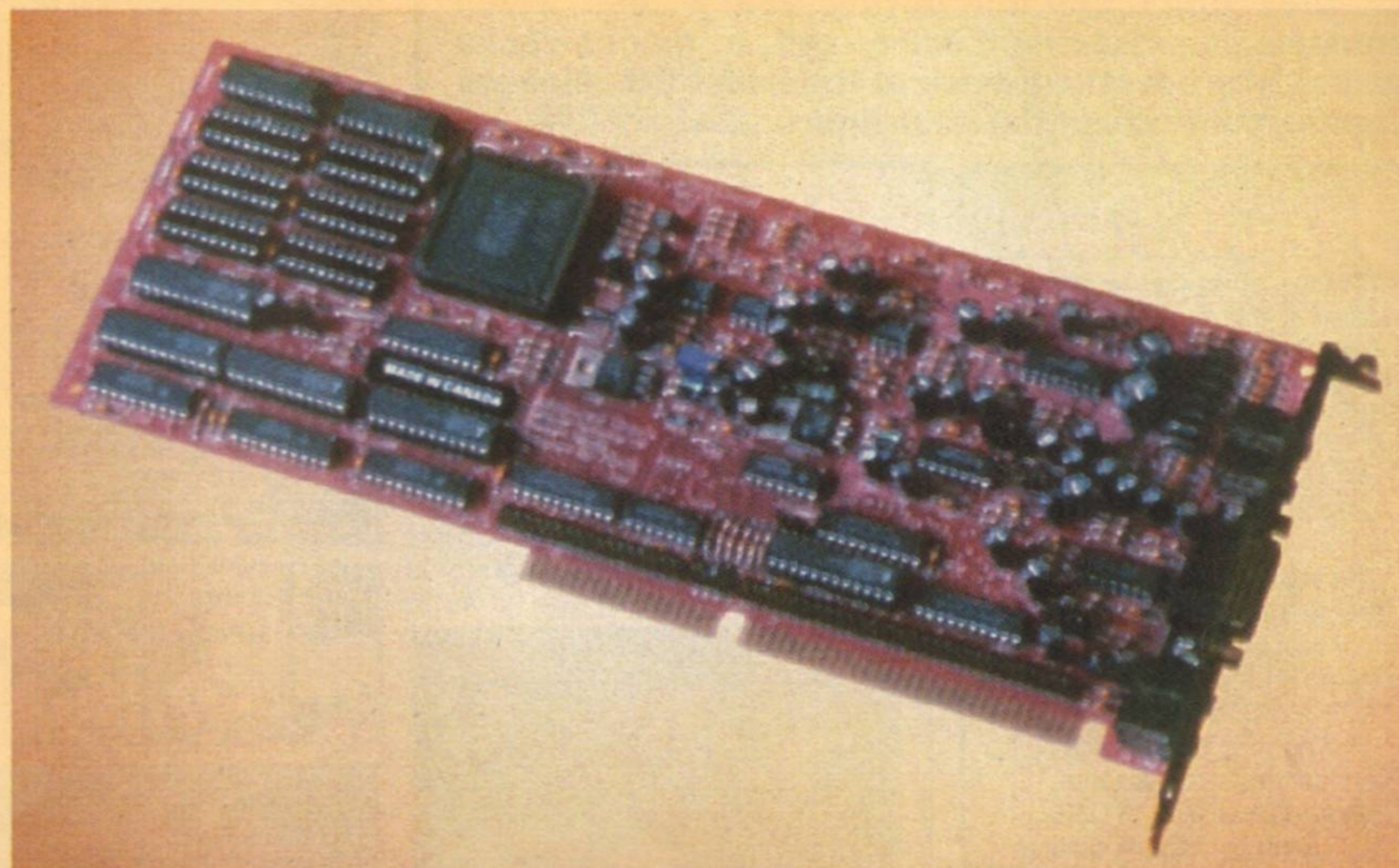
system could add to games. Imagine playing a horror game, an adventure or roleplaying game, a flight sim or any game where moving sound could add to the atmosphere or even help you to locate monsters, nasties, enemies or even your way around. You could 'hear' enemies behind you, above you and even to the sides and be able to move toward or away from them using the sound that they make – atmospheric or what? This is the next step for sound – and is certainly essential for the future of gaming as we move towards true Virtual Reality.

I CAN HEAR IT GETTING CLOSER

So, what's next? Well, before you all start lobbying your parents for this latest advance in game tech-

nology, the system is currently only available with the Advanced Gravis PC sound board. But, as with many console features (like CD) they are often developed for PC first and then incorporated onto console formats. Will the same happen for Holographic sound? Currently, there are several software producers that are using the special code developed for Gravis' sound board to incorporate into their PC games. Some of these developers may well begin to use the lessons learnt from this exercise to improve upon the sound that they use in their projects for Nintendo and Sega. In the meantime, all we can do is to sit and wait – and keep an ear cocked for any news. But be sure that, if we hear anything (from whatever direction), you'll be the first to know!

3D SOUND



THE LOWDOWN ON 28 CD GAMES!

CD EXTRA

Christmas is only a few months away, so it's time to start hassling your parents for the presents you want. To make things a little easier so they don't end up buying you a disc which contains an excellent intro and a mucho-cacka game, why not take a peek at the latest CD releases coming your way in the near future...

PC CD-ROM

It's very quiet on the PC front at the moment, with just two games on the way, but worry not because they're both topper titles.

DUNE VIRGIN

The smash hit game of the book is finally coming to a compact disc near you. The game structure is the same as the disk, but with a load of graphical and audio enhancements. Like the Mega-CD version of Dune, it's going to feature oodles of speech and cut-scenes. The biggest concern, though, is that it could be too close to the disk version to warrant buying. We'll see.

KING'S QUEST 6 SIERRA

Although this game has already appeared on floppy, Sierra has really gone to town on the CD-ROM version of King's Quest 6, having practically reprogrammed it from scratch. There's virtually a disc full of music and all the graphics have been airbrushed then scanned into the game. The game is one of the finest adventures ever to grace the PC, and the CD version will make you smile.

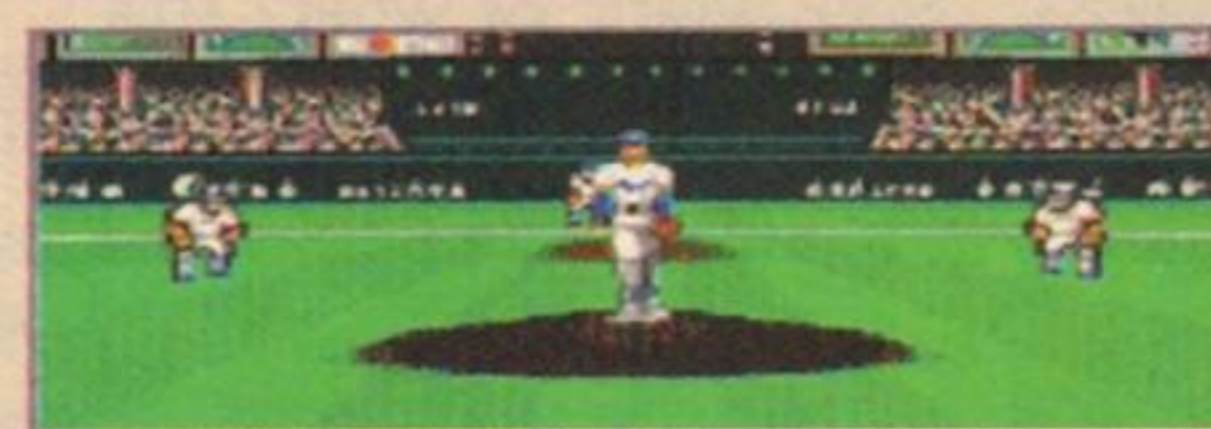
MEGA-CD

With some top-quality software now appearing officially, the import side of things has slowed down somewhat. Here are a few of the discs we've had descend on us this month!

EGAWA SUGURU'S SUPER LEAGUE CD



DUNE GROUND SELECT
日本ドーム 西側100m 中盤122m



右投手	250	250
右投手	0	0
右投手	0	0
右投手	0	0
右投手	0.00	0.00
右投手	0	0



右投手	250	250
右投手	0	0
右投手	0	0
右投手	0	0
右投手	0.00	0.00
右投手	0	0

The title doesn't really give much away, but this is actually a baseball sim. Egawa Suguru is presumably some sort of Japanese baseball team manager, or the bloke the programmers got their take-aways from. Anyway, you can take control of any team from the two Japanese baseball leagues, select the players, tactics and other strategic things. The problem is that it's in Japanese, which renders what is an excellent baseball game nearly unplayable to Brits. Look for an official version!

CYBORG 009



This game seemingly appeared from nowhere and hopefully it will go back there. Basically it's a platform-based shoot 'em up with you as 009, a cybernetically enhanced special agent. Using his

special powers, you have to save the world from an evil organisation and help out your buddies 0010 and 0012. It's all bit silly really and not overly impressive.

BARI-ARM



First impressions of this game were 'Oh no, not another CD shoot 'em up'. Fortunately it plays better than most of its counterparts, with a sterling soundtrack, loads of good weapons and plenty of fodder for your guns. Apart from the music, there's nothing to really set this apart from any other cartridge shoot 'em up, so make of it what you will.

3X3 EYES



The film the game's taken from has a large cult following here in the UK, and the game does it justice in every area. The down side, and it is a large one, is all the text and speech is in Japanese on the import version, which makes it a bit unplayable for us Brits. Boo!

CD-32 SOFTWARE UPDATE

If you've got your hands on one of the first CD-32 machines, you'll probably be wondering what games are on their way. Here's our pick of the best, although trying to pin people down on confirmed release dates is like trying to get Garth to get his hair cut - impossible.

AKIRA ICE

The licence for the most popular Manga video has been grabbed by Ice. No doubt we can expect to see plenty of clips from the movie in the game.

ALFRED CHICKEN MINDSCAPE

Mindscape's latest creation is set to debut on the CD-32 around about Christmas. That's if Colonel Saunders doesn't get to him first.



ALIEN BREED 2 TEAM 17

The follow-up to the hit Alien Breed promises loads more levels, aliens and the kind of action you can only get on a CD.



BODY BLOWS TEAM 17

Rather than a sequel, the CD version will feature much-enhanced graphics, amongst other things.



CHAOS ENGINE RENEGADE

Despite not receiving the attention it should have when first released, Renegade is pressing on with what could be a top-selling CD shoot 'em up.

CIVILIZATION MICROPROSE

Previously restricted to the Mac, PC and Amiga, Sid Meier's awesome god sim is set to make its console debut on the CD-32.

DRACULA PSYGNOSIS

Programmed around the same engine as the Mega-CD version, don't expect to see a radically different game on the CD-32.



DUNE 2 VIRGIN

Highly rated on floppy, the CD version promises loads of speech as well as stunning music.

JURASSIC PARK OCEAN

Take the disk version, wang on plenty of extras, and you've got this game. A definite number one in the making.

LEGACY MICROPROSE

Converted from the PC where it was a smash-hit, Legacy seems destined for similar success on CD.

LEMMINGS PSYGNOSIS

There's no escape from them, not even on CD. The question is, will we see just one game, or all three on one disc?

LOTUS TURBO TRILOGY GREMLIN



The finest driving games on the Amiga are coming to the CD-32 on just one disc! Video sequences are among the touted extras.

MICROCOSM PSYGNOSIS

People have been harping on about this for ages. It sure looks good, but it's been so long in the making that it might have passed its sell-by date.

MORTAL KOMBAT ACCLAIM

This looks likely to be a soaraway success on the CD-32. No-holds barred combat and plenty of blood and gore to go with it.

NICK FALDO GOLF GRANDSLAM

Massively excellent on the Amiga, it looks likely to be an even better bet on CD. Again, expect to see tons of video clips and radically better animation.

NORTH POLAR EXPEDITION VIRGIN

Follow in Sir Ranulph Fiennes' frost-bitten footsteps as you attempt to lead a successful expedition to the North Pole. Looks like a bit of a laff. Honest.



PROJECT X TEAM 17

This is another seen-before title Team 17 are rehashing for the CD-32. Extra levels are almost certain, along with new music and tons more speed.

PUTTY SYSTEM 3

Just out on the SNES, CD-32 Putty is a bit of a dark horse at the moment, with nobody seeming to know what, if any, enhancements will be made. But the game is jolly enough, so it should be a bit of a corker when it appears.

ROBOCOD MILLENNIUM

Once again Millennium whip out their piscine star for his umpteenth outing. More platform japey and eye-melting colours are promised.



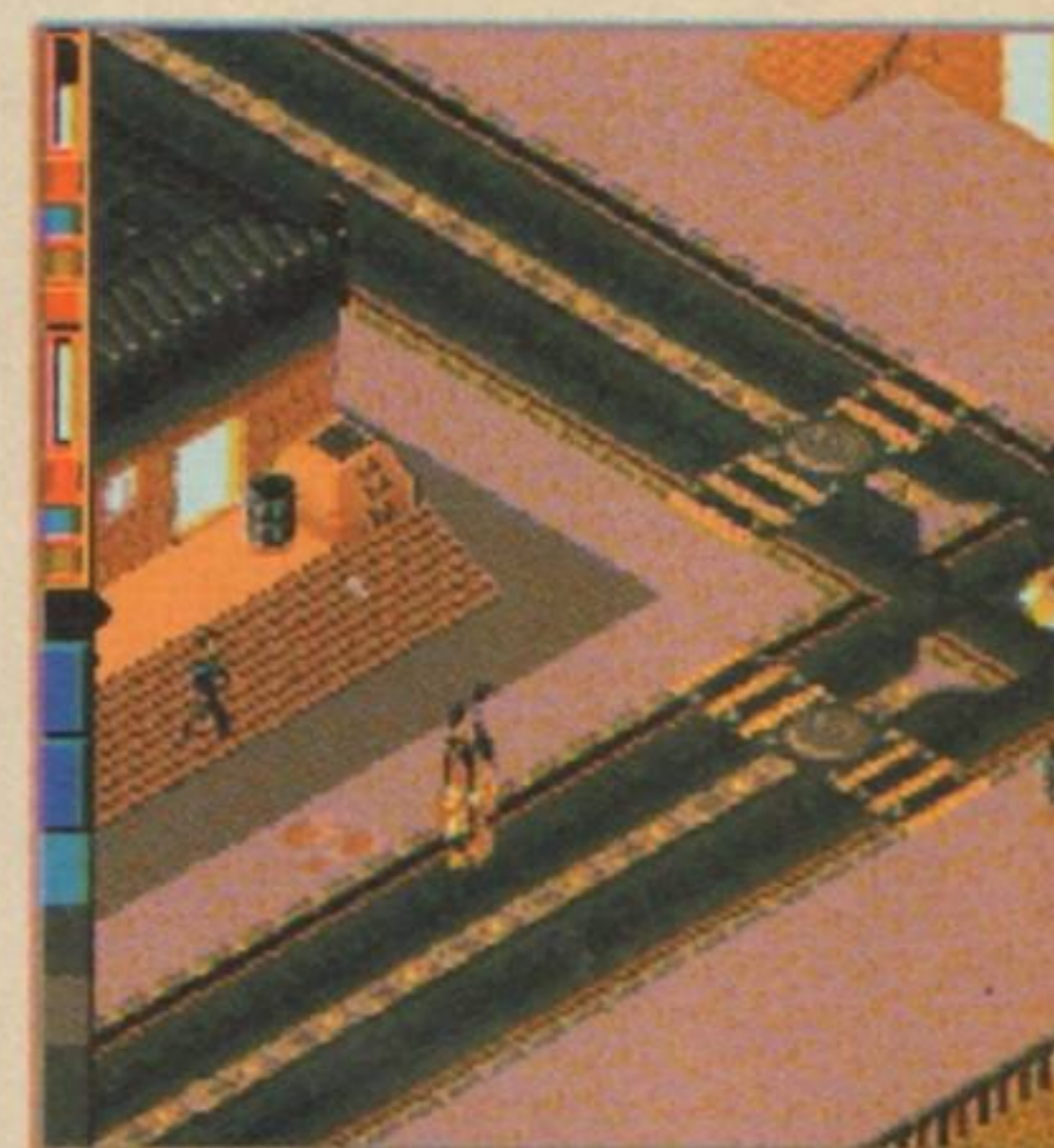
SENSIBLE SOCCER RENEGADE

One of the finest Amiga games ever. Keep an eye out for the CD-32 version promised early next year.



SOCCER KID KRISALIS

The Amiga version is reviewed on pages 34/35 of this issue, and the CD-32 version will be following close behind. It should feature Brazil as a bonus country.



SYNDICATE ELECTRONIC ARTS

Bullfrog's unique brand of hyper-violence is winging its way to the CD-32 shortly. More gore, more violence and more fun are promised.

COMPETITION



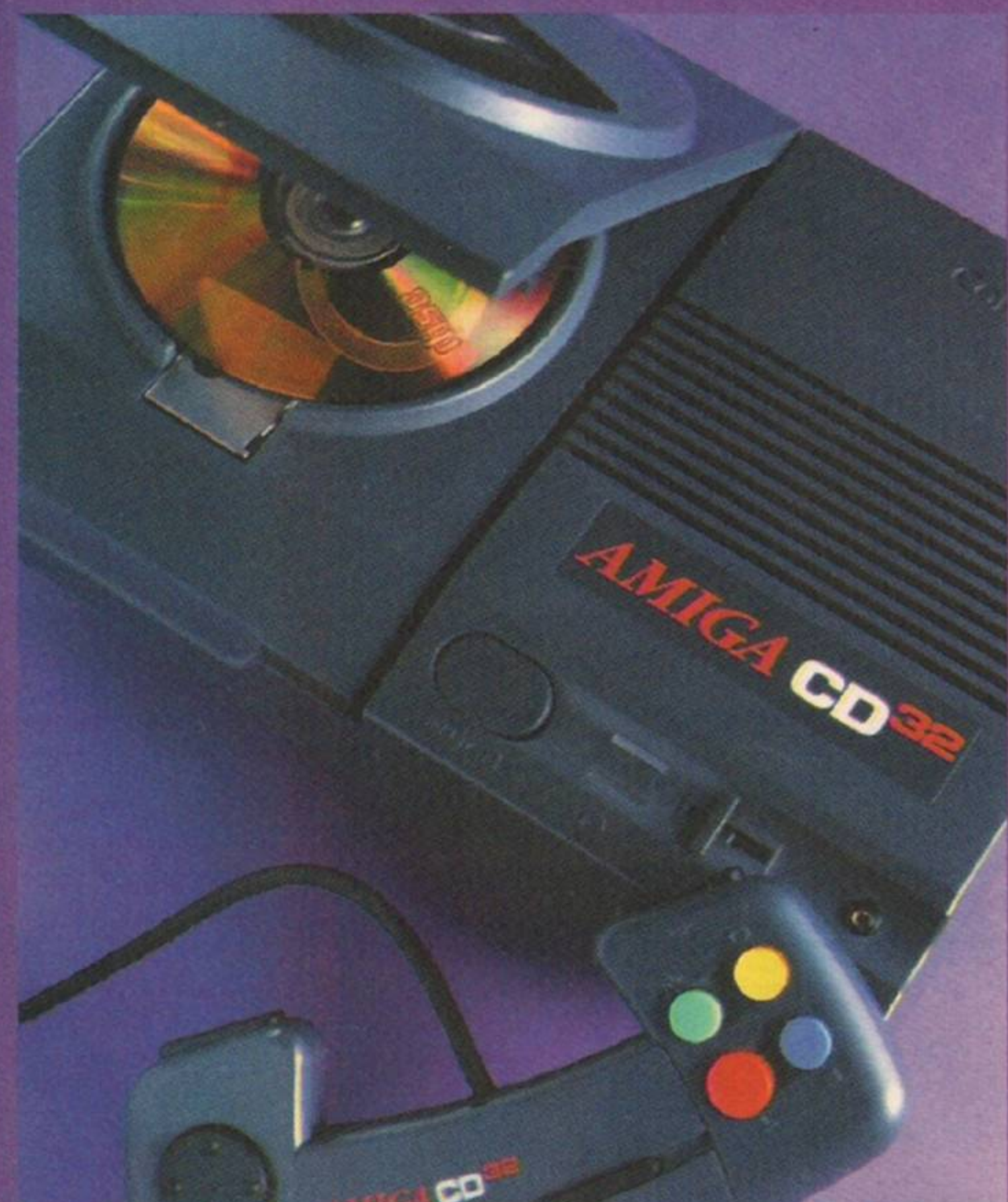
WIN AN AMIGA CD32!

Three of Commodore's latest CD consoles are yours for the taking!

32-bit CD gaming is here! Commodore have just launched their ultra-powerful CD32, the first console of its kind anywhere in the world – and we've got 'em to give away to three oh-so lucky readers!

CD32 FOR ABSOLUTELY NOTHING? BLIMEY! THAT'S GOOD!

We've got our sweaty digits on three earth-shatteringly amazing CD32 machines courtesy of Commodore themselves and, in a fit of madness, we've decided not to hang onto them ourselves, but quite literally give them to you, the readers! It's true – a trio of CVG's finest could very shortly find themselves in possession of what could well turn out to be THE games machine to own! Not too shabby, wouldn't you agree?



WE HAVE THE TECHNOLOGY!

Apart from 16 million colours, full-motion video support, a double-speed CD-ROM drive and a well-nippy 32-bit processor, just look at what awaits the lucky CD32 owner in the not-too distant future:

Biosphere from Bullfrog: A brand new game from the people that brought us Syndicate, Populous etc. Colonise planets, make new worlds from old, control little people and generally feel very important.

Microcosm from Psygnosis: You may have seen pictures of this in the past. Originally scheduled for the CDTV, Microcosm was held back and now looks even more stunning on the CD32!

Uridium 2 from Renegade: You must remember Uridium. It was possibly the greatest shoot 'em up ever to appear on the Commodore 64 and now it's shot into the Nineties! Our hearts are in our throats.

Akira from ICE: Manga cartoons meet console action in what could be the most violent thing since Streetfighter 2. The CD32 version is spliced with real Manga animation to add to the effect – gosh!

And that's just the tip of an iceberg that makes the one that sank the Titanic look like it belongs in a small glass of water. The future's so bright for CD32, you're going to have to wear shades even when you go to bed if you win one of these machines!

SO TELL ME; HOW DO I ENTER THIS FINE COMPO?

Got you interested, haven't we? To win one of these three machines, simply learn to write, learn to read, gain a reasonable amount of hand/eye coordination, come up with answers to the following questions and write them down in the spaces provided. Then cut out the coupon, put it in an envelope and mark it:

HA HA HA! HEE HEE HEE! I WANNA WIN A CD32! ME! ME! ME!, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU

Make sure it arrives here no later than the 14th of October, 1993, otherwise you'll get nowt.

Q1. Compact Discs can store how much information?

1. Around 5Mb.
2. Around 50Mb.
3. Around 500Mb.

Q2. Akira is to be converted to the CD32. Which of these isn't a Manga cartoon?

1. Fist of the Northstar.
2. Hellfire 12.
3. Legend of the Overfiend.

Q3. Which Amiga is the CD32 based around?

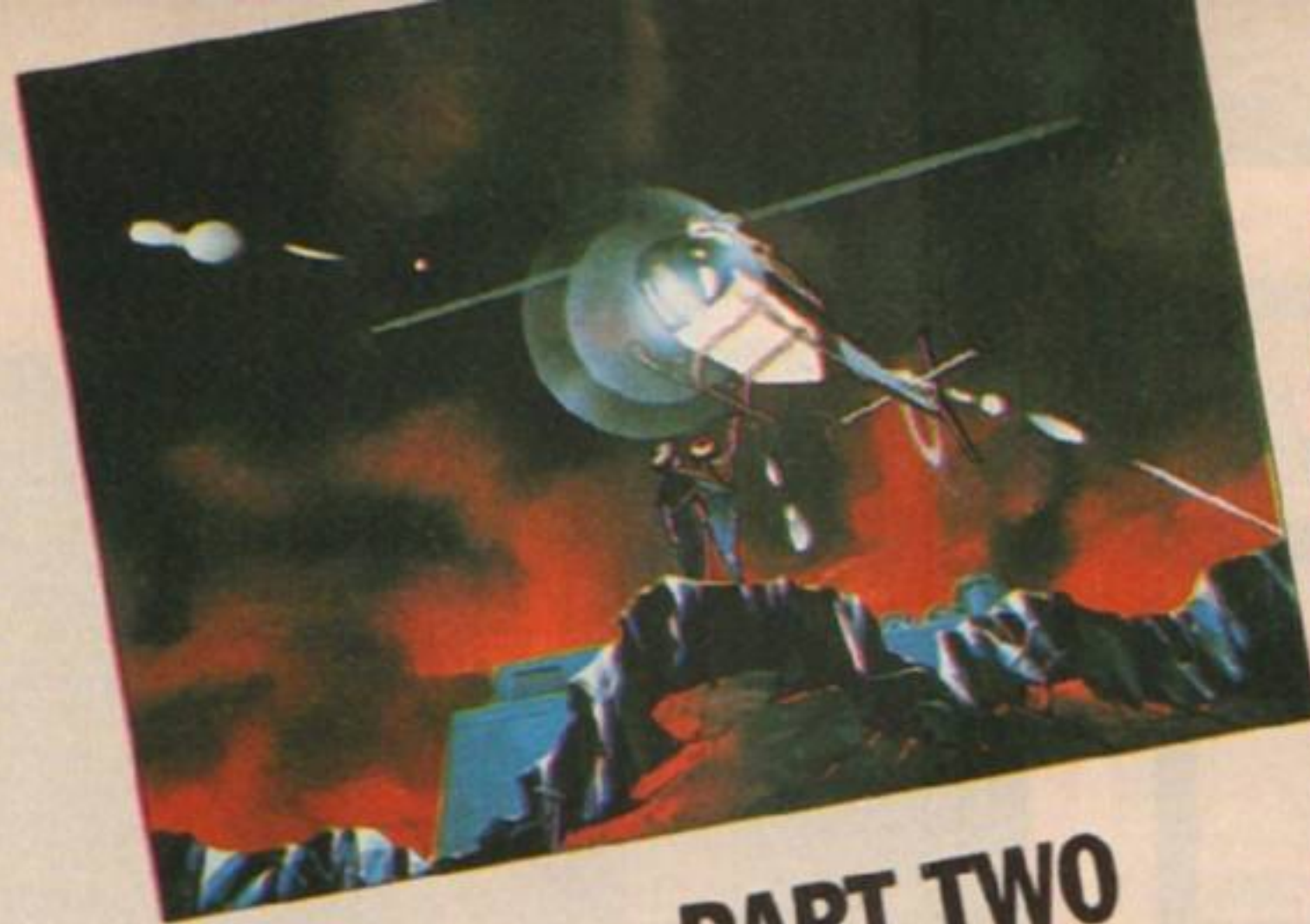
1. The A600.
2. The A1200.
3. The A4000.

NAME:.....

ADDRESS:

MACHINE OWNED:

AGE:.....



3x3 EYES - PART TWO

YAKUMO and PAI (the last descendant of a mystic Triclop race) encounter eerie ceremonies and violent clashes as they struggle to regain their mortality. Their only hope is THE NINGEN: Statue of Humanity, but it soon becomes clear that they are not alone in the search.



£10.99
SRP

18

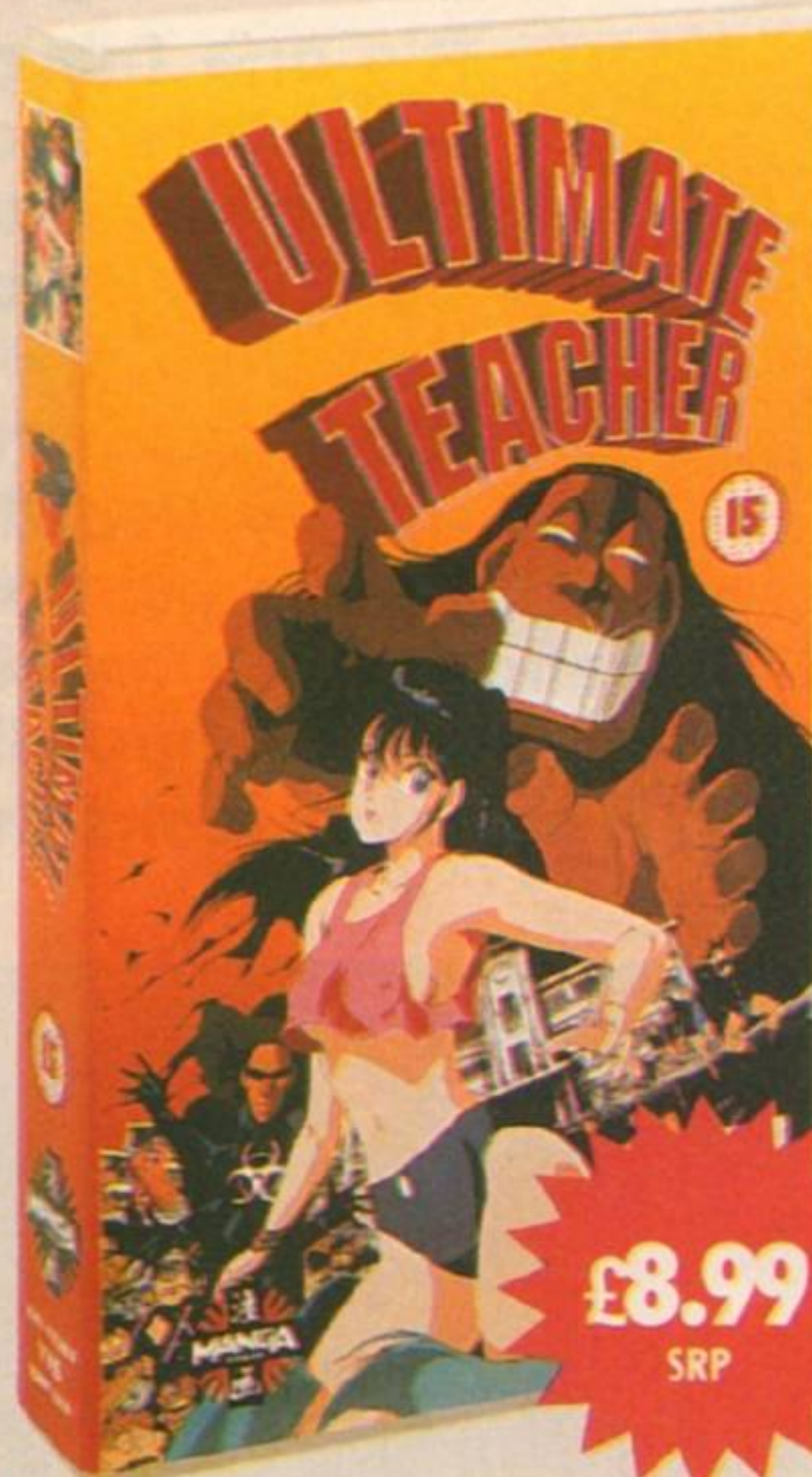
REWIND YOUR MIND WITH MANGA

JUDGE

Judge is a sinister thriller in which the wrongful dead seek retribution via the ultimate justice system. In the spirit world there is only one law...the Law of Darkness.



£8.99
SRP



£8.99
SRP

ULTIMATE TEACHER

Into the riot strewn chaos of Teioh High School crawls the seemingly invincible GANBACHI - a towering catastrophe of genetic engineering - who is determined to knock the rebellious students into shape. But, the crazy students have their own defence - the beautiful HINAKO and her 'Velvet Pussy' panties.



AVAILABLE AT VIRGIN, HMV, WH SMITH, OUR PRICE, VIRGIN GAMES, JOHN MENZIES, GAME LTD, FUTURE ZONE, WOOLWORTH, FORBIDDEN PLANET, AND ALL GOOD VIDEO AND COMIC SHOPS.

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PREVIEW

MEGADRIVE

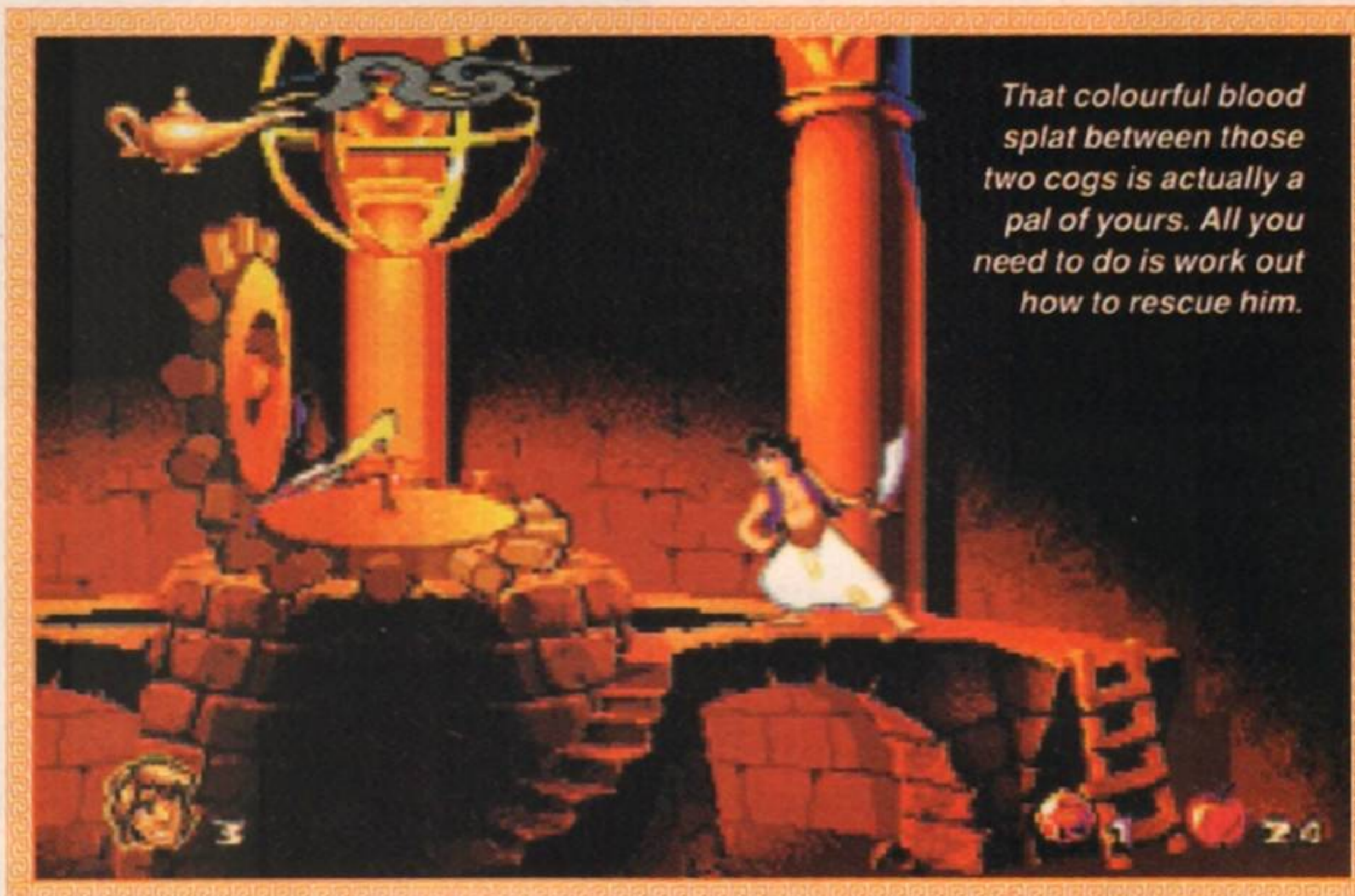
by SEGA

£TBA

AUTUMN RELEASE

Stage of Development

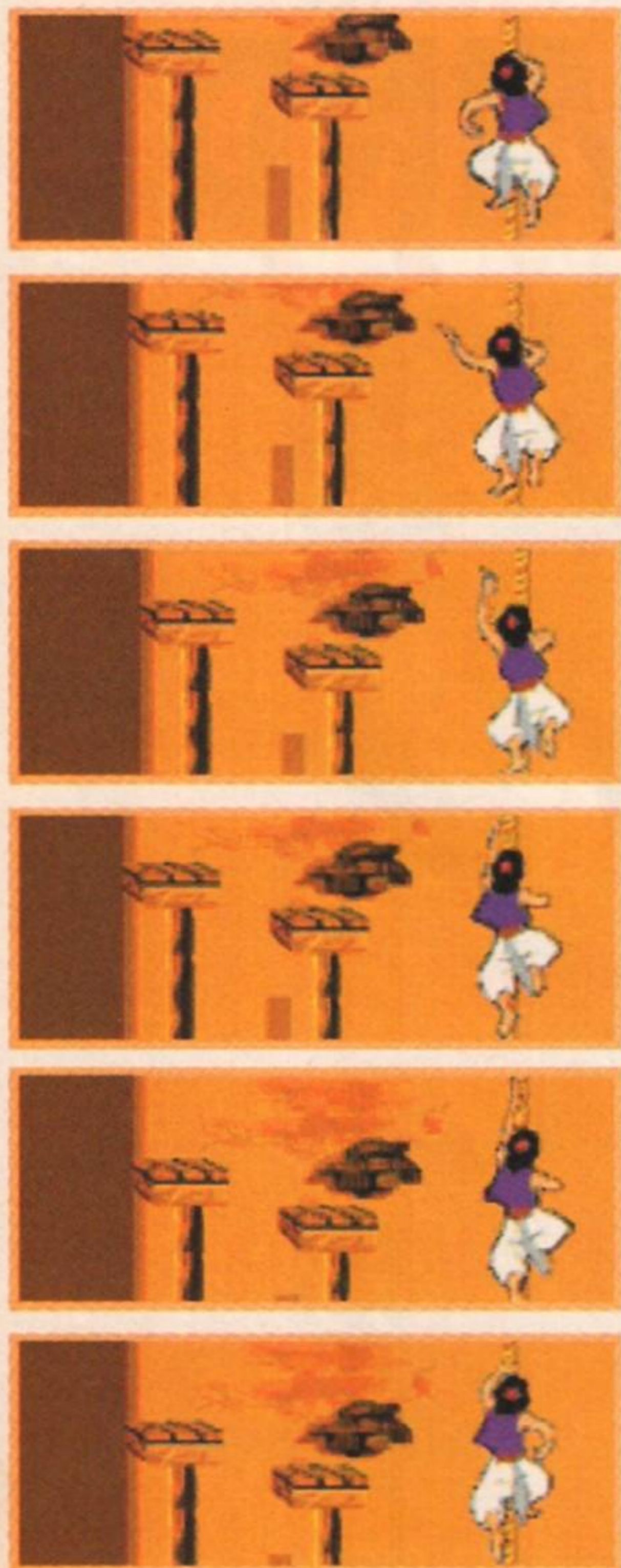
70% Completed



That colourful blood splat between those two cogs is actually a pal of yours. All you need to do is work out how to rescue him.

Ladies and gentlemen, sit back in your seats and prepare to be taken on a magical carpet ride of adventure as the Disney team bring you all the magic of...

ALADDIN



Here's an excellent example of the amount of animation frames put into each movement sequence. Even for something as simple as climbing a rope, the artists have gone to great lengths to make the Aladdin of the game match up to his big screen counterpart. Smart, eh?



It's one thing grouping together the best animators around, but all their work will count for squat if the game doesn't match up. Early on in the project, Virgin decided that the only way they could do justice to the Megadrive version of Disney's Aladdin was to use the tried and tested platform format, which has paid off in the past with other cartoon licences such as Mickey Mouse and Taz. Have Virgin come up trumps? If the graphics are anything to go by, it certainly looks that way!



Caption



The desert is a hostile place for many reasons, the main one being Jafar's soldiers are waiting for you with their extra-curved swords. Mother!

SCROLLING IN THE DESERT

The bulk of the levels are massive, multi-directional scrolling affairs populated with a host of bizarre characters taken from the movie. Rather than leave you on your own to struggle through, there's a clear route defined by strategically placed platforms and other such objects. This prevents any tiresome standing around, wondering whether you should be going left or right. Naturally, the levels follow the plot of the movie closely, with chases



The dungeons are no place for a kid to hang out. They're home to skeletons and all sorts of nastiness.

across the roof-tops of Agabah and spectacular scenes in the Sultan's palace. Just to make sure you know what's going on at all times, there are cut scenes between stages, keeping you up to date on the plot and characters.

A-LAD-IN TROUBLE

As nice as it looks, ancient Agabah is a dangerous place to be. Behind the turbans, baggy trousers and large moustaches lie the evil sneers of Jafar's elite special forces troops. These guys will stop at nothing to see Aladdin chopped up into kebab meat, and have

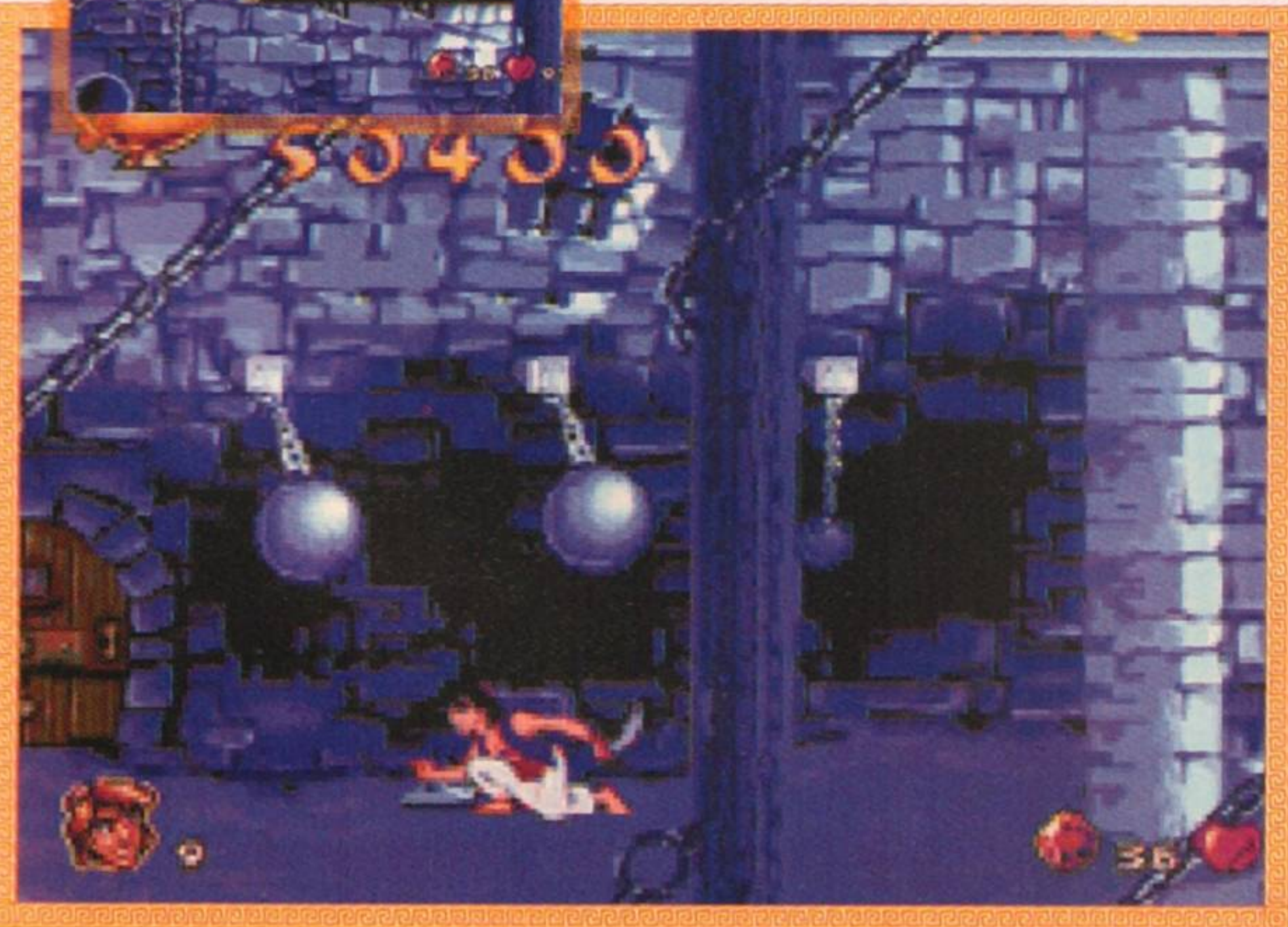
You're not entirely on your own. Meet the right character and he'll grant you a wish, which can be used to earn an extra life.



sharpened their scimitars especially for the occasion. Little do they know, though, that Aladdin has been to the Al-Rhakman School Of Advanced Sword Play, where he graduated with flying colours. Not only is he an expert with curved swords, he's also dead-eye with apples. These ancient and honourable weapons do almost the same amount of damage as sharpened steel, with the added bonus of making some of the targets drop their keks when hit.

Apart from his swordsmanship and skill with small pieces of fruit, the only other thing Aladdin has to help him is his jumping abilities. He can also make use of various parts of the scenery to propel himself to otherwise inaccessible platforms. Rather than leave you to experiment by leaping on to every object, no matter how obscure, in the search for some scenery you can stand on, any object pertinent to your quest glows. This makes for gameplay almost as fluid as the graphics, although it's not a pushover by any means. Should keep you up at nights, this 'un.

Escaping from the Sultan's dungeon is your top priority; the problem is tracking down the exit.



TALKING PICTURES

If you're looking for first class animation, then who better to use than Disney?



Wahay! Pull the bird action in Disney's brilliant telling of the Aladdin tale.

The story of Aladdin and the enchanted lamp is probably one of the best known of all fairy tales, having been worked into shape from a collection of less than 200 folk tales collected from Indian, Persian and Arabic cultures, whose origins date back to 850 AD.



Genie, Aladdin and monkey hilarity.

Set in the mythical Arabian kingdom of Agabah, the film follows Aladdin's adventures when he becomes involved in the plans of the sultan's evil advisor Jafar, to get his hands on a magical lamp.



Waddya mean, it's not PG?



I'm bored. Where's me Megadrive?

Aladdin, true to the story, ends up with the lamp and its occupant, a wise-cracking genie, and three wishes. An almost-perfect outcome – except that he also gets Jafar as a ruthless enemy. Doh!

TALKING PICTURES

All fairy tale stories need to have a princess and Aladdin is no exception, with the Sultan's daughter Jasmine appearing as the 'romance' element of the film as Aladdin, disguised as a Prince, tries his best to impress her with the help of his friends.

COMPUTER GAMES

One factor that has contributed to the look of Aladdin is the recent advancement in computer technology. Disney's CGI department (Computer Generated Imagery), which was responsible for the ballroom sequence in 'Beauty and the Beast' has produced several sequences in the film which could not have been done any other way. Aladdin's amazing carpet ride through the Cave of Wonders and the awesome tiger's head entrance to it, as

well as the intricately patterned carpet itself, push the boundaries of even computer animation to their limits.

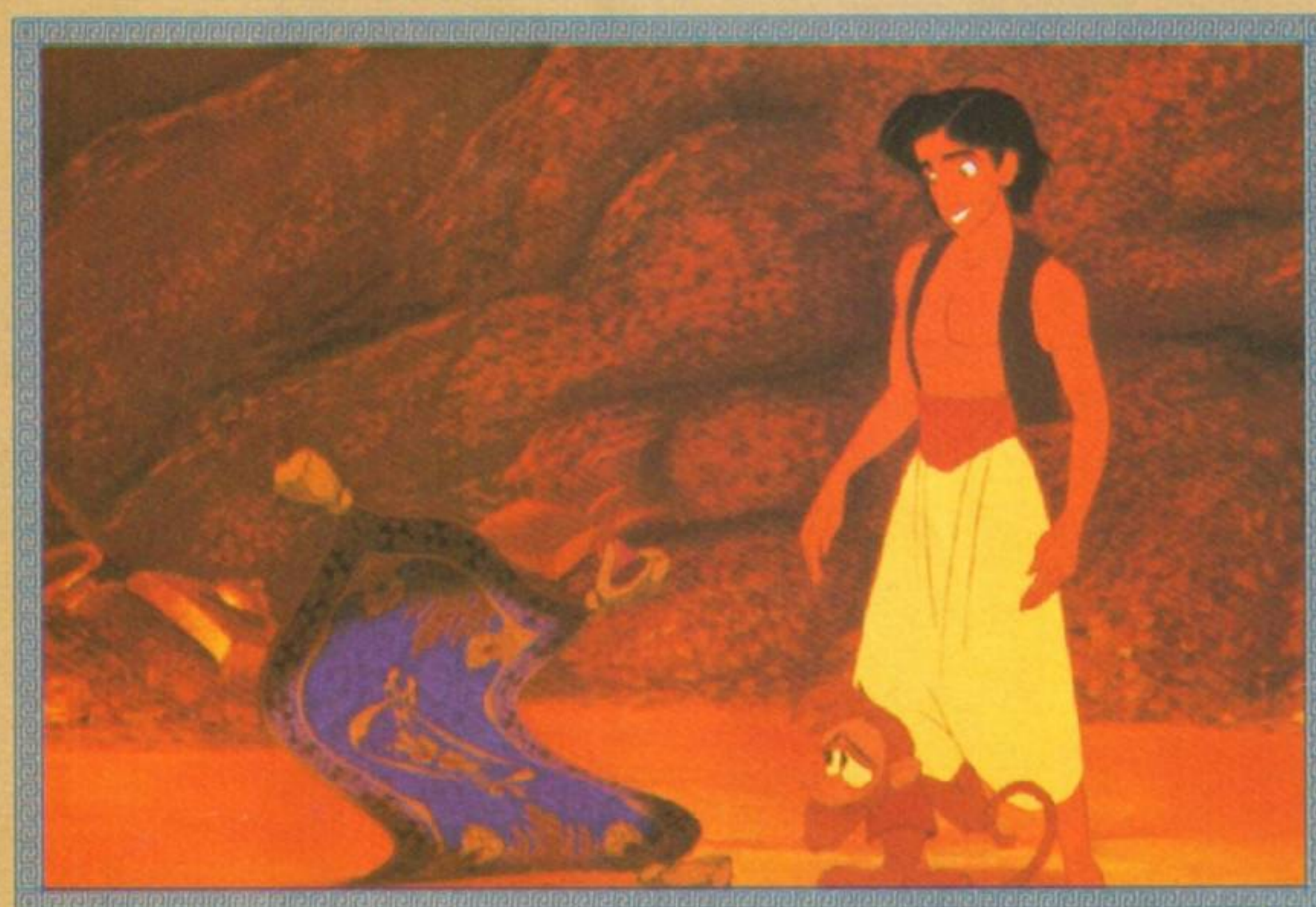
WISHING WELL

Without any doubt, the real hero of the film is the Genie. His voice is that of actor Robin 'Mork' Williams and the Disney anima-



With a top name like Robin Williams doing the voice-over, you can bet that the Genie will be a bit of a laugh!

tors have used the comedian's machine gun-like delivery as the blueprint for the genie's antics. Only animated characters can complement William's style as beautifully as this. The Genie has to change his shape staccato-like in order to keep up with Williams' rapid verbal delivery.



Aladdin ponders the safety of the living carpet. You lying get!

AWARDS CEREMONY

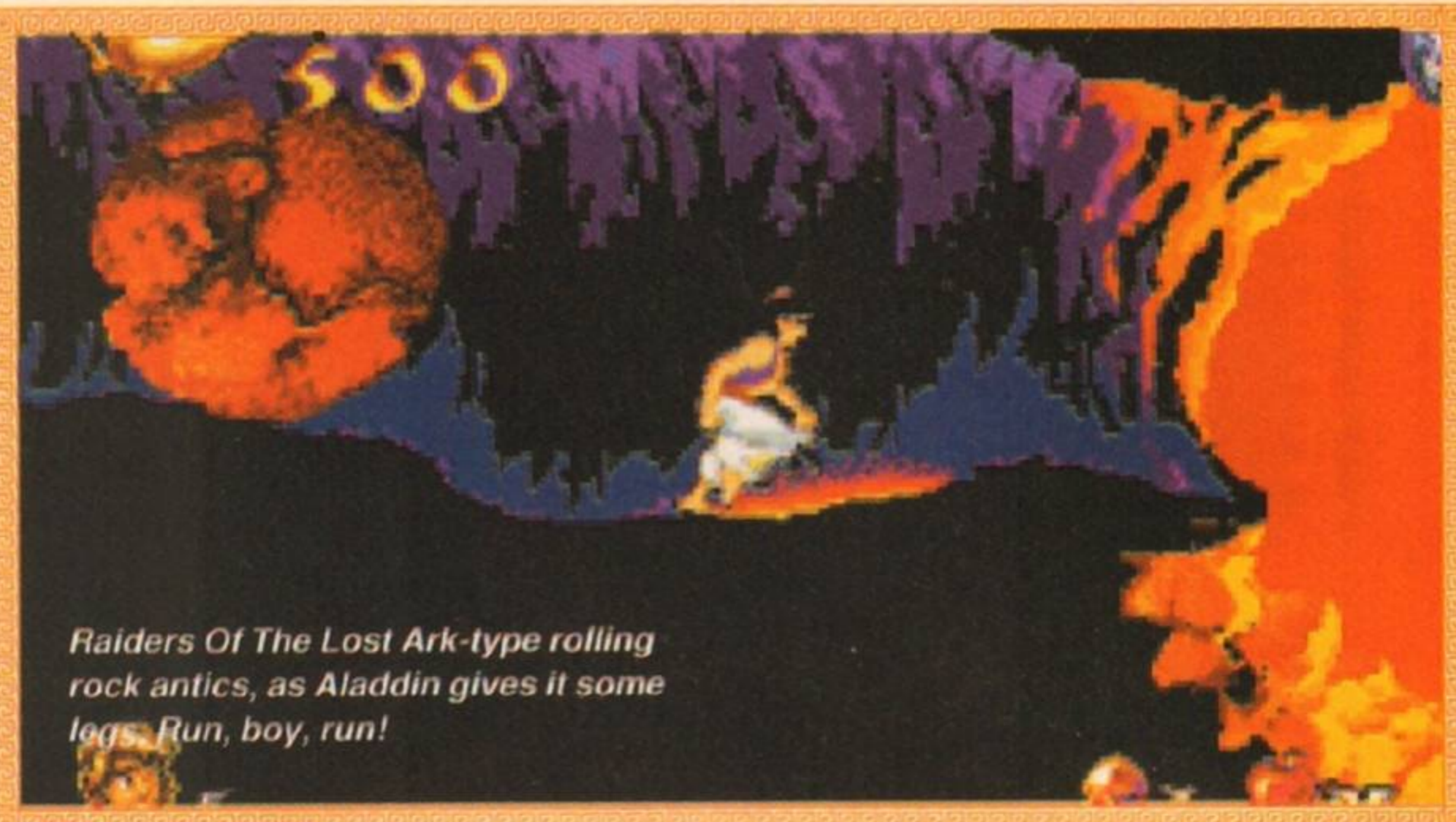
The film, which has already been shown in America, has won two Academy Awards, three Golden Globes and has made over \$213 million so far just in America.

ACADEMY AWARDS

Best Original Score (Alan Menken)
Best Original Song 'A Whole New World' (Alan Menken/Tim Rice)

THREE GOLDEN GLOBES

Original Score (Alan Menken)
Best Original Song 'A Whole New World' (Alan Menken/Tim Rice)
Special Achievement in Voice Over (Robin William's Genie)



Raiders Of The Lost Ark-type rolling rock antics, as Aladdin gives it some legs. Run, boy, run!



The strangest part of the game is in the lamp. Jafa can't enter it, but that doesn't make it any less dangerous.



Mysterious appendages appear and vanish throughout this level. It's not wise to stick around on this stage.

RUG RATS

In order to vary the action, several levels set off at a completely different tack. One has Aladdin perched precariously on board a magic carpet desperately trying to avoid oncoming hazards, while the genie's hand appears to guide you to safety. Another takes a complete turn around, with you controlling Abu, Aladdin's monkey.

Without a doubt, the most graphically stunning level is inside in the Genie's lamp. Here, the game takes a turn for the surreal as you face one of the weirdest scenes ever to appear in a Disney flick. The graphics here are better than at any other point during the game - and that's saying something - as you encounter mini-genies and various enlarged bits of his anatomy such as hands and tongues.

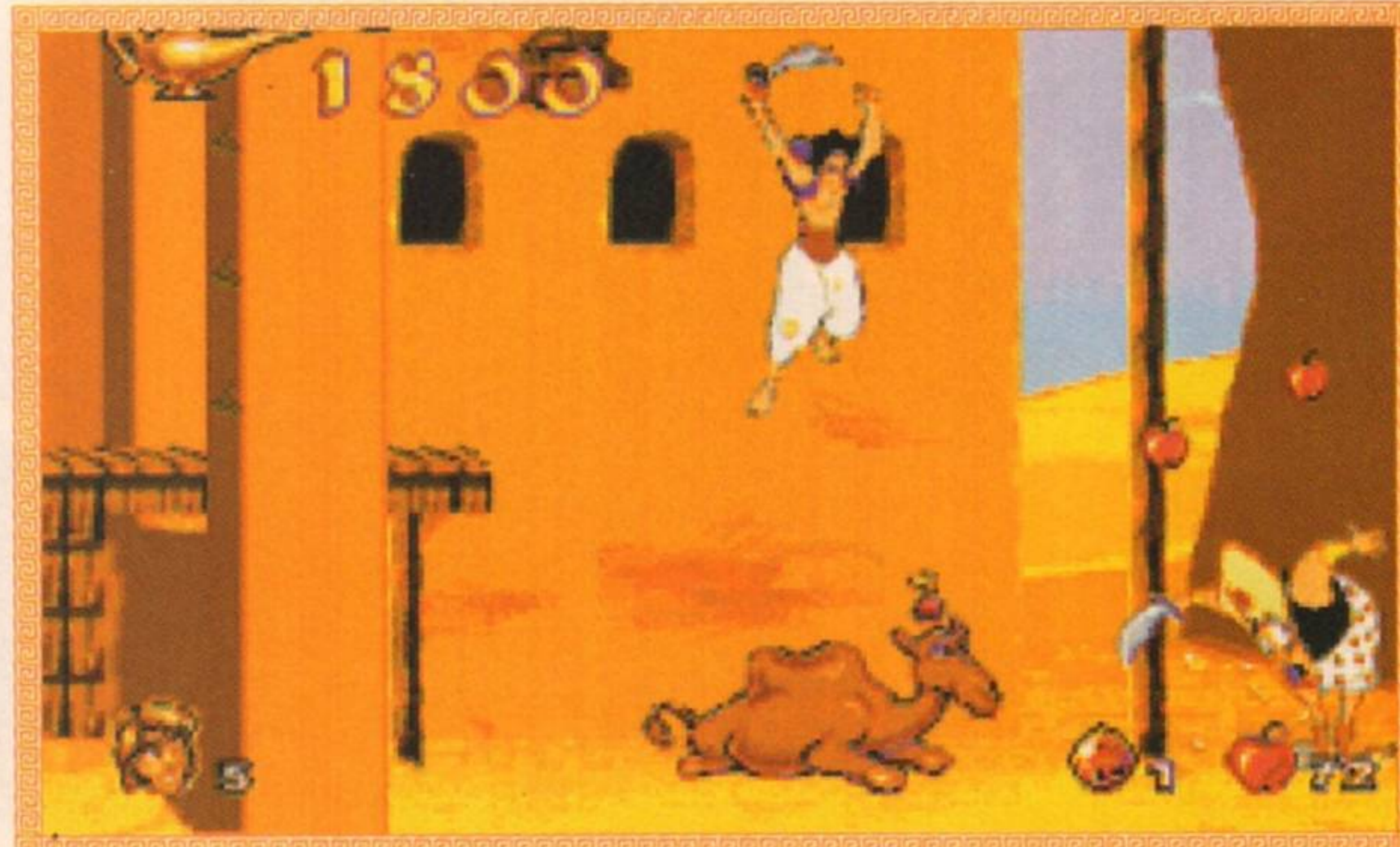
The potential is there for one of



The lamp level is one of the toughest in the game., so be careful.

the greatest platform games yet seen on the Megadrive. In fact, there's every chance that Aladdin could surpass Mickey Mouse's World Of Illusion as the premier Megadrive platformer. You can find out just how good it is by tuning in to the review, coming to a copy of CVG near you this Christmas. What more could you wish for?

One of your few allies are the camels. They hate Jafa too; all you need to do is jump on their humps and they'll gob a ball of mucus at the nearest enemy.





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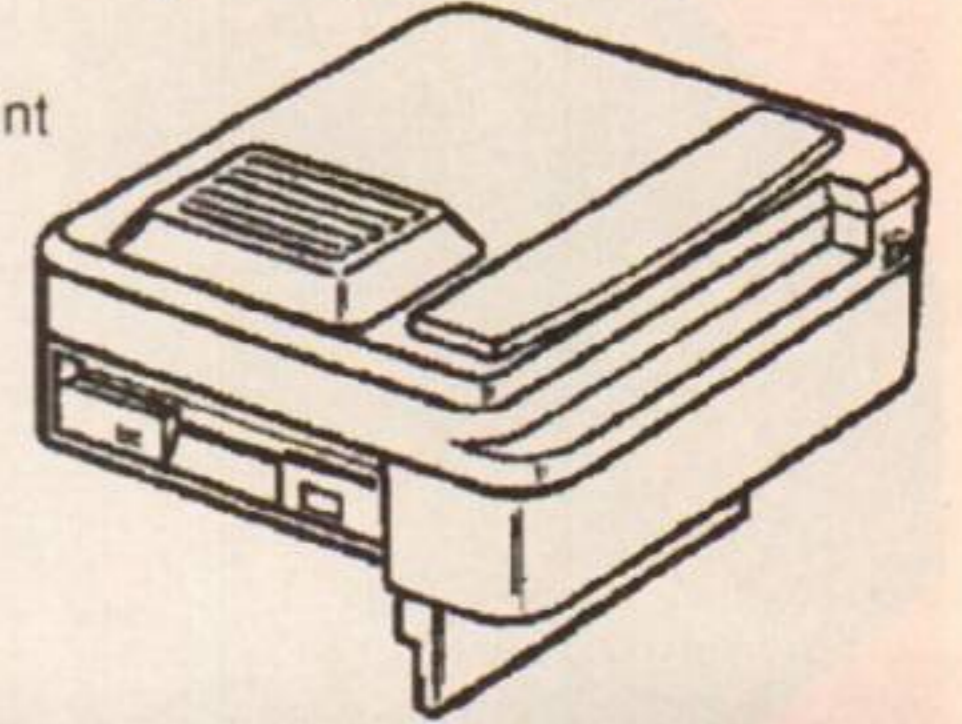
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Do you think we could have something here to fill the space? possibly a brief breakdown about when it comes out, who it's by etc?

The Verdict Box. Opinions matter especially when they're the witterings of top games' players like us. And the best games get at least two verdicts as even when we agree to disagree, you'll still get the big picture!

REVIEW SUPER NES by ACCLAIM £49.99

ALIEN 3

How does the SNES version compare with its Megadrive forefather? It smashes it off the face of the planet!

ALIEN 3

Now this is what I call the alternative version of the game. It's a brilliant substitute for the original, exchanging the handsome prince for a babe who's just as tough. It's a brilliant substitute for the original, exchanging the handsome prince for a babe who's just as tough. It's a brilliant substitute for the original, exchanging the handsome prince for a babe who's just as tough.

VERDICT

ALIEN 3 is a brilliant substitute for the original, exchanging the handsome prince for a babe who's just as tough. It's a brilliant substitute for the original, exchanging the handsome prince for a babe who's just as tough.

"DON'T BE GONE LONG ELLEN"

ALIEN 3 is a brilliant substitute for the original, exchanging the handsome prince for a babe who's just as tough. It's a brilliant substitute for the original, exchanging the handsome prince for a babe who's just as tough.

"YEAH MAN, THE MOMMA AND SHE'S BAD ASS"

ALIEN 3 is a brilliant substitute for the original, exchanging the handsome prince for a babe who's just as tough. It's a brilliant substitute for the original, exchanging the handsome prince for a babe who's just as tough.

"B GUN DOWN FIFTY PERCENT"

ALIEN 3 is a brilliant substitute for the original, exchanging the handsome prince for a babe who's just as tough. It's a brilliant substitute for the original, exchanging the handsome prince for a babe who's just as tough.

STEVE KEEN

What's the machine? It's name and mugshot tells you exactly which machine we're talking about!

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On The Other Hand. If a game can be compared with a popular rival, then we'll tell you just how it compares...

ALIEN 3

VERDICT

"DO YOU HAVE ANY NEWS ABOUT MY DAUGHTER?"

ON THE OTHER HAND

SUPER NES

93

95

94

93

HIT

94

PAUL ANGLIN

PAUL RAND

BEES MAN, BEES HAVE HIVES

"NEXT TIME THEY WALK RIGHT UP AND KNOCK"

ICON GUIDE

VERDICT

What skills do you need for the game? We tell you what makes the game tick and the skills you'll need to play.

How does it measure up? CVG concentrates on games that are simply the best! So the HIT game status is only given to the best!!!

Overall score. What we think of the game. The higher the score, the more excellent the game!

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**WHAT'S IT GOT?
IT'S GOT THE LOT!**

Mario All-Stars is the perfect game for nostalgia nuts, as it contains all four NES Mario titles. Each one has been brought bang up to date with improved graphics and stunning revamped soundtracks. Apart from that, the maps, hidden warps, bonus blocks and attack waves are all intact. As an added bonus each game has four battery-save positions, so you don't even have to complete them all in one sitting. Mario Lost Levels is the dark horse in the pack and it's a pretty safe bet that almost none of you will have ever seen it, as the game only ever saw the light of day in Japan.

SUPER MARIO ALL-STARS

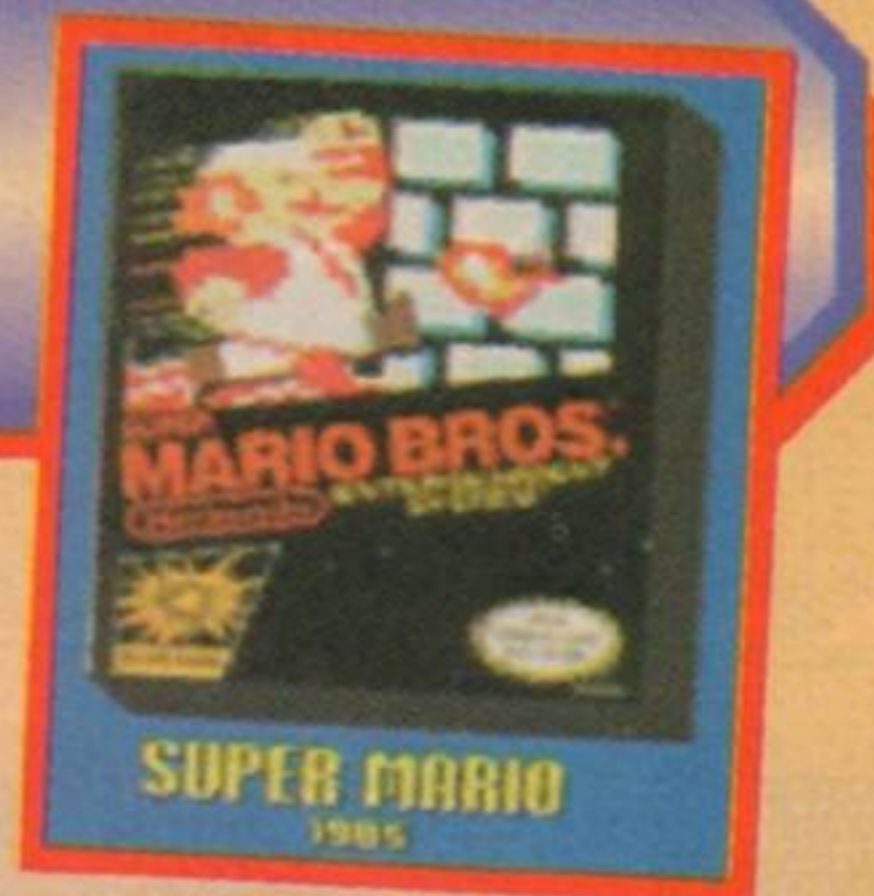
ALL THREE NES MARIO GAMES? AND AN EXTRA ONE? ALL SPRUCED UP AND SLAPPED ON ONE SNES CART? BLOODY HELL!

And they said he was washed up! Mario is about to break onto the SNES scene once again in what could well be his greatest outing yet! Before you start filling your jeans, this isn't an all-new Mario game; it's better than that. Mario All-Stars is a compilation of his four NES classics, bundled onto one SNES cartridge with stunning new graphics and incredible soundtracks. This one's potentially the ultimate product for original Mario fans, and seemingly perfect for those who never owned an NES. Is it old hat? Read on and find out!



SUPER MARIO BROS: 1985

The original Mario platform game is a staggering eight years old now, but when you play this version its age hardly shows at all. Basically it's a horizontally scrolling platform game, consisting of eight three-part levels, with you controlling either Mario or Luigi on a mission to rescue Princess Daisy from the clutches of the evil Bowser.



WELL WARPED

Special warp tubes were a major feature in the original game, and all the ones you remember are in this version too. They cut out a bulk of the difficult stuff, like actually having to play the game! Here's how to find the main warp room on level one.



score, head right, pass over the exit and keep going.

Step 4: When you've got over the novelty of running around the



warps like this one, but we're not going to tell you where they are (unless you send us lots of cash).

Step 5: Voila! Levels two, three and four are at your disposal!

There are plenty more warps like this one, but we're not going to tell you where they are (unless you send us lots of cash). Lurking at the end of each level is Bowser. He's not nearly as ferocious here as he is in other Mario games, and it's perfectly possible to beat him using little, un-powered-up Mario every time. Bowser's only attack is a rather feeble fireball, which is easily avoided by the Brooklyn boy. After that, it's just a simple case of jumping onto his head a few times - he'll soon give in and let you pass.



Step 1: World 1-2 and the game hasn't even begun to be

tough. It's either breeze through the next few levels on the last train to Dullsville, or skip the lot.



Step 2: Get to this stage just before the exit then ride a platform to the top of the screen. Time it wrong and you'll end up playing Mario pancake.



Step 3: Jump off and into the score display.

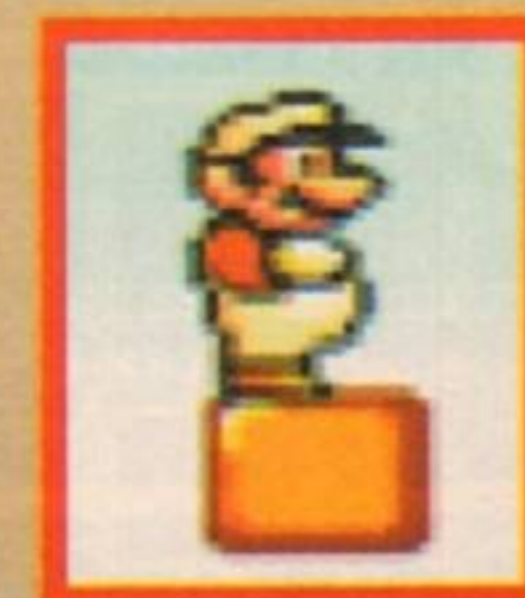
MARIO THE LOST LEVELS: 1986

This game never saw the light of day over here as it was originally released as a disk-only product in Japan. Basically it's the same thing as the first Mario game, only much tougher. I mean, this is sooo tough that it makes all the other Mario titles look like child's play. If you think you're ace at Mario One, wait until you cop a load of this. The gameplay is very similar, with Mario having to navigate through a series of horizontally scrolling levels. This time, though, there are more strategically placed pits for him to fall into, as well as a brigade of Bowser's toughest soldiers to overcome. The result is a game whose first level is ten times tougher than the last level of Mario One!



THE IMPORTANCE OF BEING MARIO

Over the four games Mario comes in several shapes and sizes, ranging from small and useless to totally hard and airborne. All you have to do is collect the appropriate icon and bingo, instant transformation which would turn the Incredible Hulk pink with envy.



Fireball Mario: Collect a fire flower and Mario will be imbued with the power to cast fireballs, which comes in very handy for blasting Bowser's troops.



Little Mario: Apart from being able to squeeze down small passages, little Mario is a real duffer.



Big Mario: In this form Mario can merely use his jumping skills to trash his enemies and smash blocks.



Raccoon Mario: This is Mario at his hardest. His special raccoon suit lets him fly and swat creatures and blocks with his tail.

And if you get these, there's still more to grab, like the statue suit in Super Mario Bros 3!

SUPER MARIO BROS 3 : 1990



The last game in the NES Super Mario trilogy has been widely acclaimed as probably the finest platform game ever – and this version is just incredible. Once again the Toad kingdom is threatened by Bowser and only Mario can stop him. The lizard king isn't alone this time; he's brought along his seven kids – Morton, Larry, Iggy, Ludwig, Lemmy, Wendy and Roy – who are each holed up in their own castle. They're just as mean as their dad and particularly despise Mario and Luigi. Mario 3 has more in common with SNES Mario World than anything else. For starters you choose what level you want to play via a map, then there's Mario's new-found flight skills to contend with. Naturally there are also stacks of bonus levels to contend with – it's just a matter of finding them.

UP, UP AND AWAAAYY!



For the first time in any game, Mario can fly! This is actually a bit weird, as in order to do so he has to collect the special raccoon suit, and as we all know raccoons can only fly if you drop-kick them really hard. The suit also lets him blat the Koopa Troopers with its tail, which is actually quite risky as you have to be right next to them to do so. To take off, start Mario running and the gauge at the bottom of the screen will start powering up. As soon as it hits maximum, punch the jump button and Mario will take to the skies. To keep him airborne keep hitting the button.

IT'S IN THE CARDS

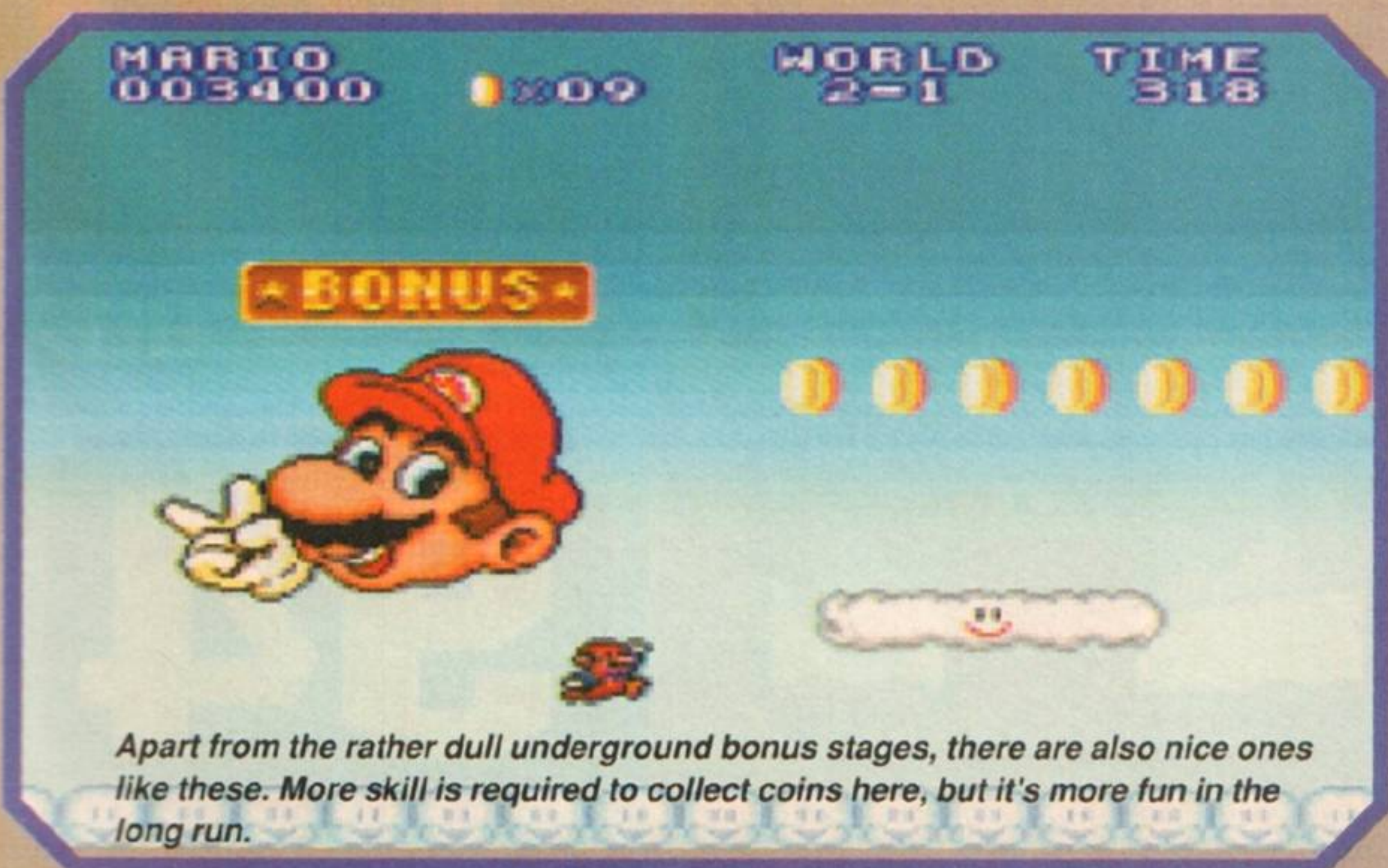
Extra lives are gained by collecting special cards. If you get three of a kind, depending on the symbol, you'll earn between one and five extra lives. You gain one card at the end of a level, but it's pretty much a matter of luck as to which



one you get. Additionally there are also power cards which can be used before a level begins to give Mario invincibility and a hearty dose of mushroom power, amongst other things.

TOADY'S GAMES

Every so often Toady appears and tries to con Mario into wasting his time playing a stupid mini-game. If you win it's a case of total luck as you either pick the right chest out of three or successfully match three pieces of a rapidly moving picture. Win a game and you earn an extra card, although it's invariably one you don't need. Moral: don't take any crap from someone who dresses like a mushroom.



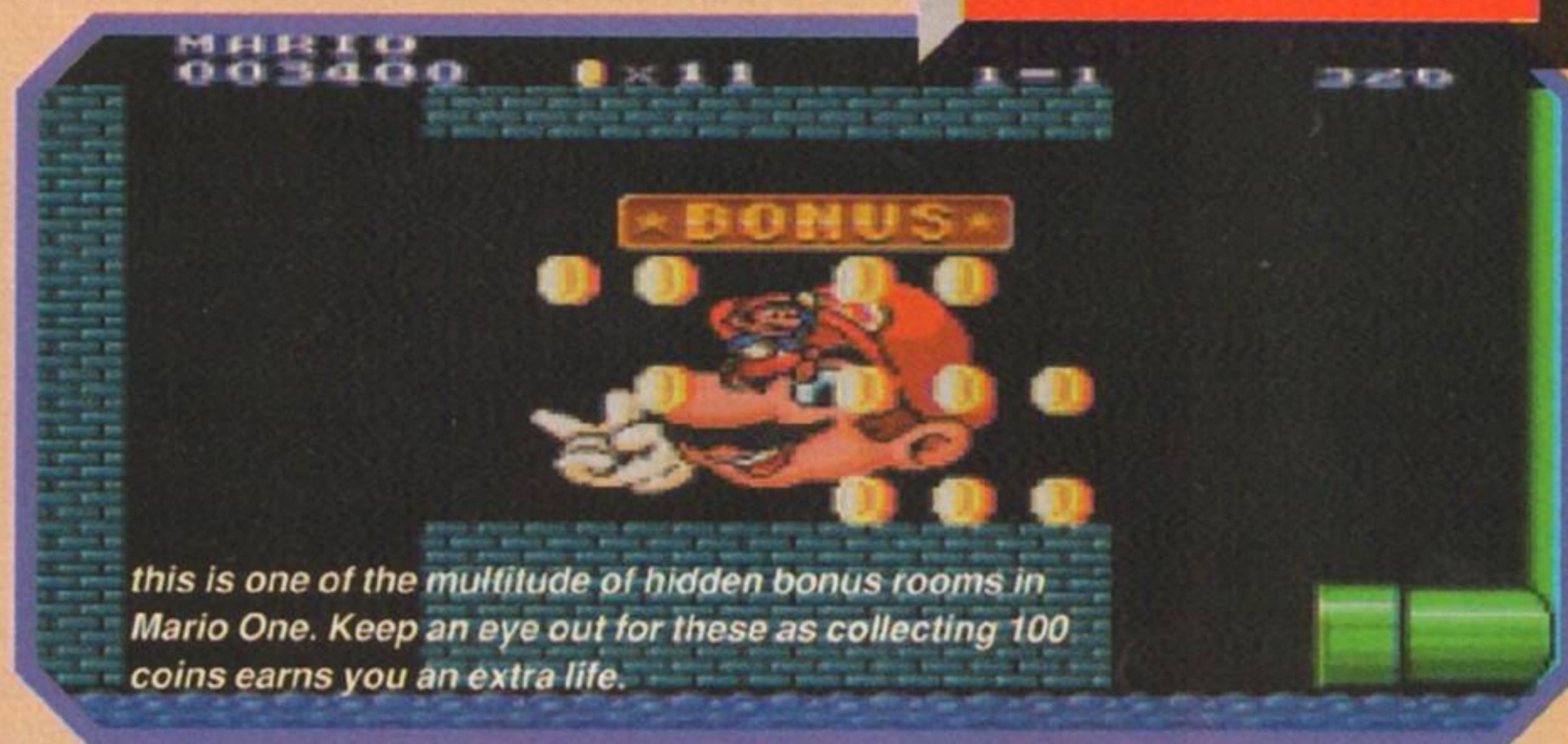
Apart from the rather dull underground bonus stages, there are also nice ones like these. More skill is required to collect coins here, but it's more fun in the long run.

VERDICT

New concepts in platformers may come and go, but this cart proves that you can't beat the old classics – almost! Nintendo have not only crammed the first three Mario games into one cart, nor have they only spruced up the graphics and sounds, but they have even added a whole host of levels that never appeared in any of the previous Mario games – the Director's Cut of Mario games, if you will. If you have an 8-bit Nintendo with the first three Mario games on it, sell it immediately and buy this cart – it's miles better and takes up far less room!

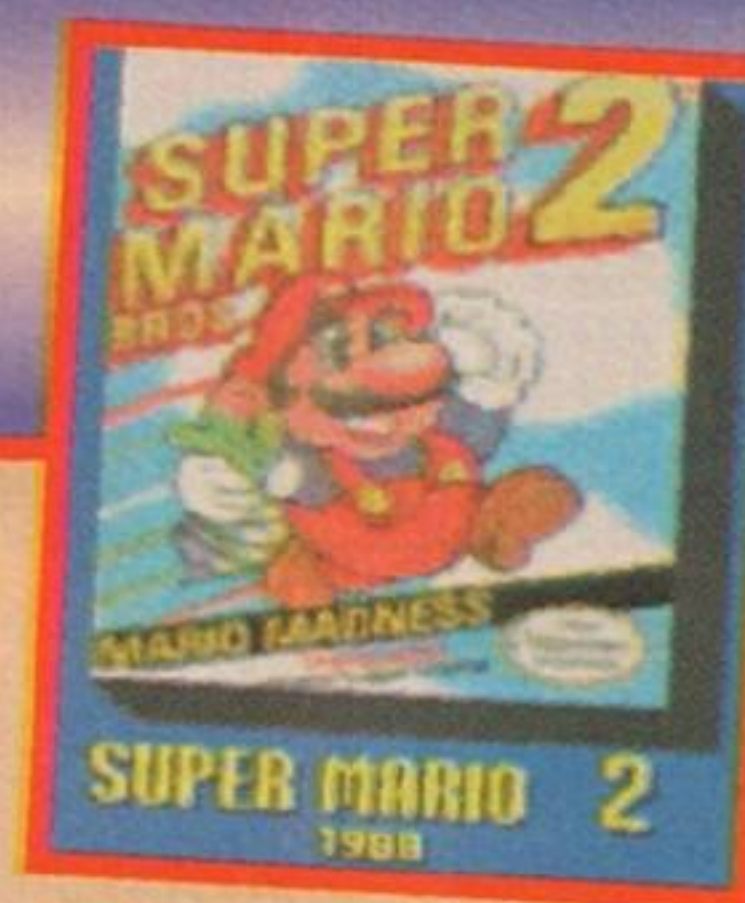


PAUL ANGLIN



this is one of the multitude of hidden bonus rooms in Mario One. Keep an eye out for these as collecting 100 coins earns you an extra life.

SUPER MARIO BROS 2 : 1988-1992



This game started life as an average platform yomp called Doki Doki Panic, then Nintendo decided they could flog more copies by sticking Mario in it. The result is a game which lacks the feel of the other three titles, but is still damn playable. Mario can no longer kill Koopa's henchmen by jumping on them; instead he has to chuck vegetables at them, which are pulled from the ground. He can also pick up the nasties and use them as weapons, as well as grab special POW blocks which destroy any other living thing that's unlucky enough to be on-screen at the time.

MEET THE GUYS

For the first time in a Mario game you're given the chance to play characters other than Mario and Luigi. Here's a rundown on the stars and how they rate in the game.



Toady: Toady's slightly more controllable than the plumbers, although he's not very fast. He can also carry more weight than the other characters.



Mario: For some reason Mario isn't at his best in this game. He jumps in slow motion, and as such is liable to be crocked by one of Koopa's hench-creatures.



Daisy: Princess Daisy's a good all-rounder, certainly putting her male comrades to shame when it comes to running and jumping. She tends to take rather a long time to land though, as her dress flares out around her when she falls, exposing her royal knickers to any passing Koopa turtles down below. Crumbs!



Luigi: Like Mario, Luigi is a real slug when it comes to jumping, but it makes a nice change not having to play Mario.

IMPORT MADNESS!

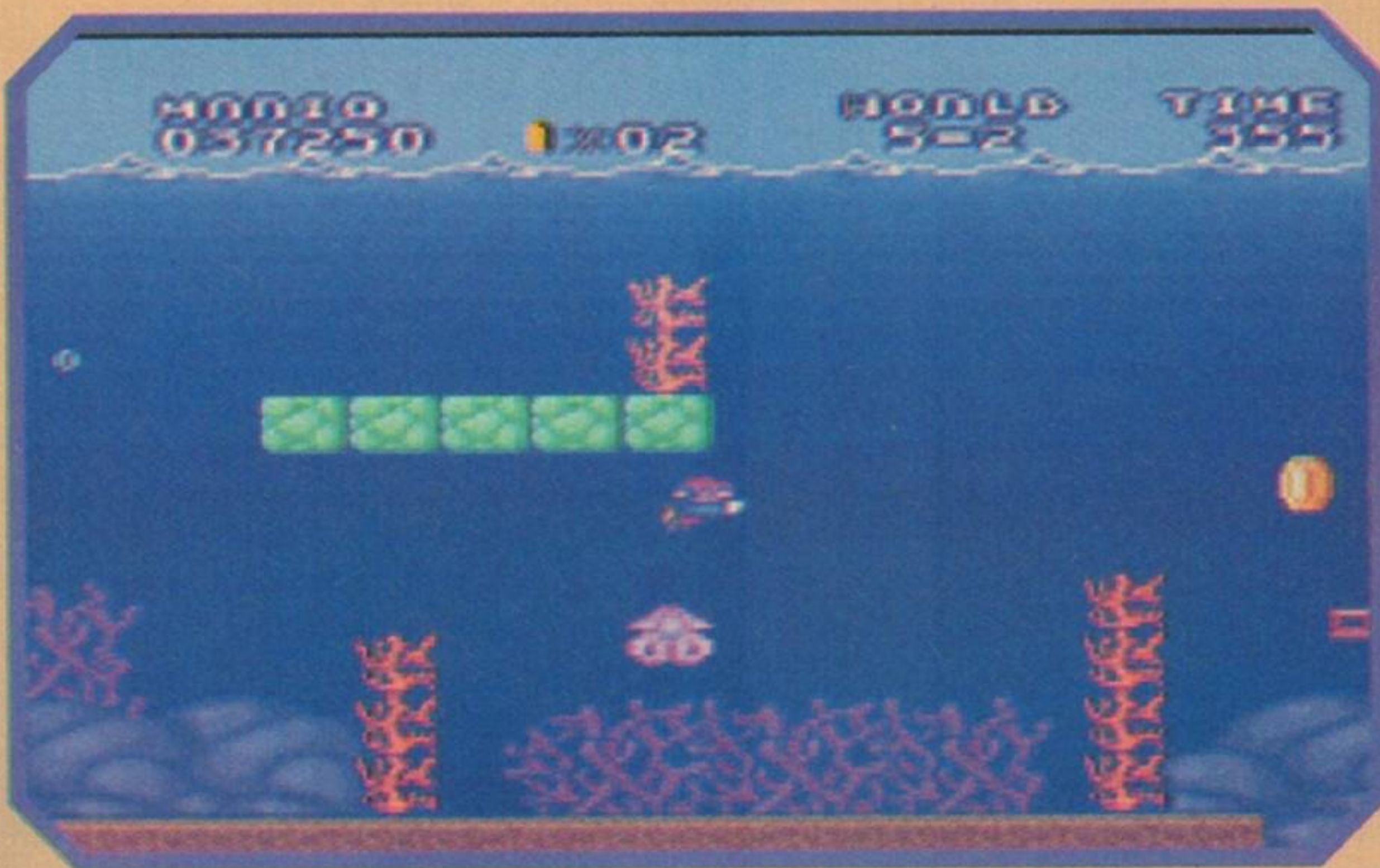
If you're planning on spending a vast amount of cash getting an import version of the game, be warned; there are some differences. First off, the Jap version will only work on some 60Mhz Japanese machines and it doesn't work with converters. Secondly, the games are named differently, with Mario Two now being swapped for the Lost Levels.



The giant world takes a new twist here as it starts to sink into the ocean!



Not content with merely cloud hopping, Mario goes all the way to the Star Zone.



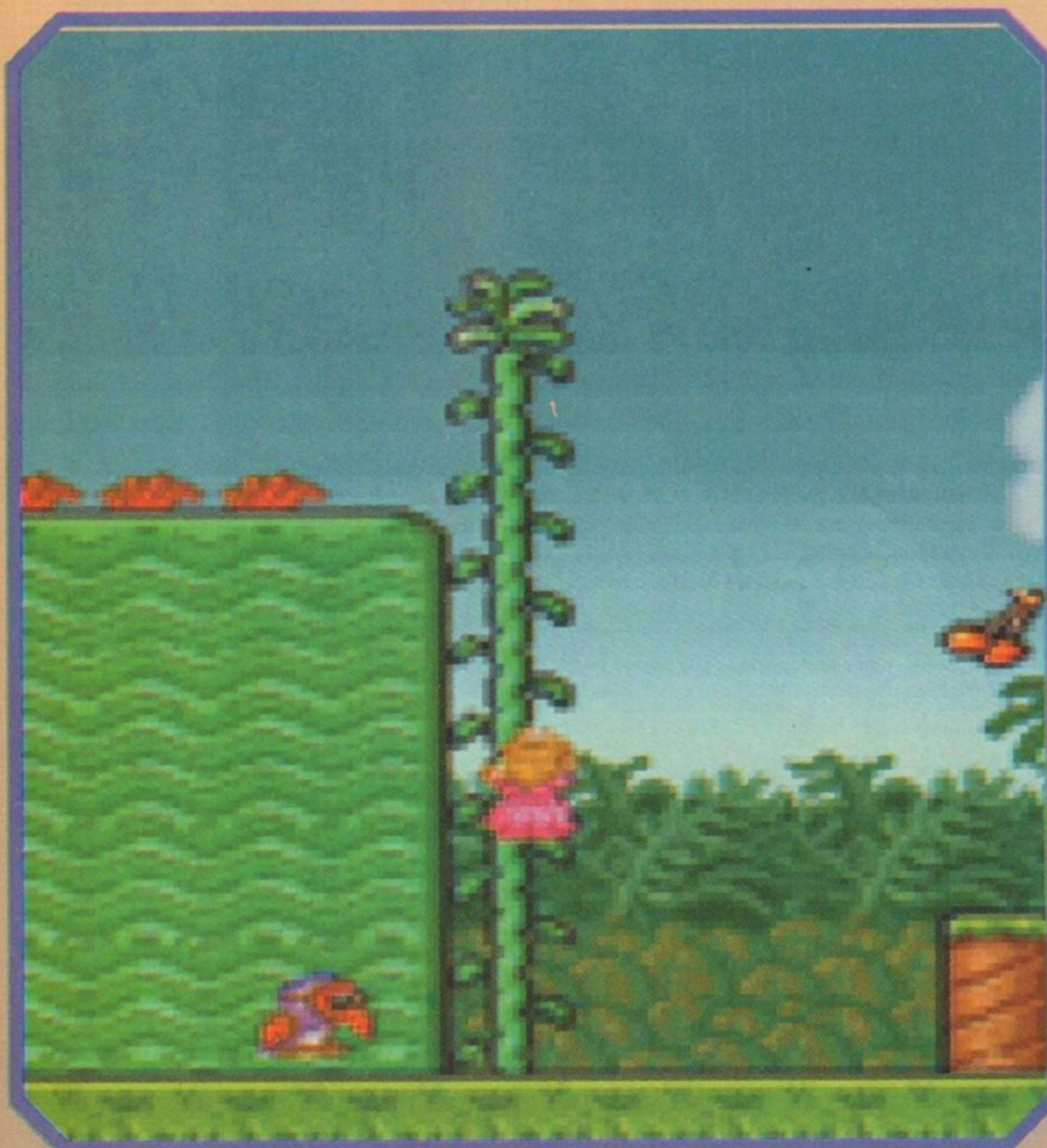
Apart from his super-high jumping ability, Mario is also a bit nifty when it comes to scuba diving. Unlike the rest of us mere mortals he doesn't have to bother with trivial things like holding his breath and so can spend as much time submerged as you want him to.

VERDICT

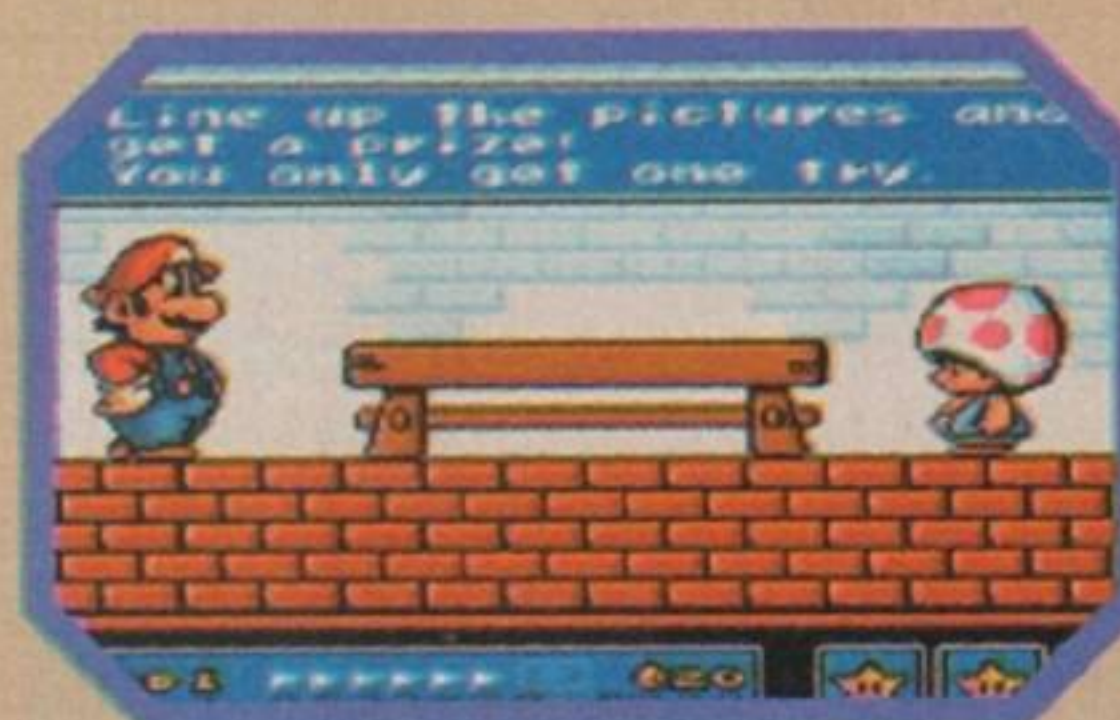
Talk about video game heaven! This is probably the best thing to happen to the SNES ever. I suppose being an ancient fart who rants on about what it was like in the good old days has something to do with it, but seeing these blasts from the past has brought home just how many good games there have been in the last ten years. All the gameplay has been perfectly retained and the new graphics are stunning. Mario-heads, platform freaks and just about anyone who owns a SNES must get a copy of this - it's quite simply the best.



GARTH SUMPTER



Mario Two retains a couple of features from the first game, but apart from that it's an utterly different pot of spaghetti which doesn't quite match up to the rest.



Get ready to win with Toady and his smart bonus game!



Mario gets around in the third game by traversing a Mario World-style map.



Lost Levels is a real challenge for even the most seasoned gamer!

SNES



PROS: Loads of totally absorbing gameplay and incredible graphics and soundtracks.

CONS: Mario Lost Levels is perhaps just a little too difficult for some.

GRAPHICS

Some of the backdrops could have been better, but still very good.

83
2

SOUND

Many stirring revamps of the original soundtracks and effects.

90
2

GAMEPLAY

It's Mario times four! What more could you ask for? Nothing, that's what.

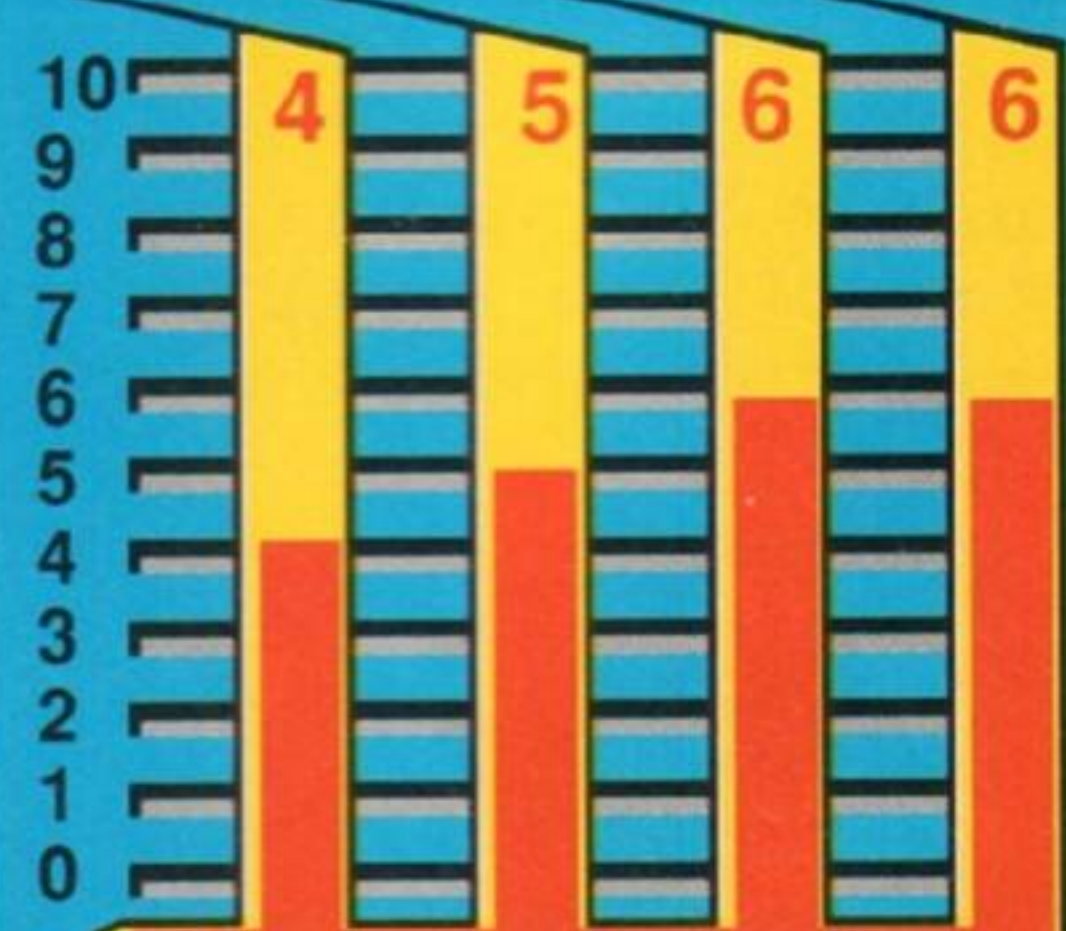
95
2

VALUE

Excellent, but the games are essentially the same as the NES versions.

94
2

STRATEGY SKILL ACTION REFLEXES



MISS OK! HIT

94

SUPER NINTENDO
ENTERTAINMENT SYSTEM



WE RIPPED-OFF A PERFECTLY GOOD IDEA.

True arcade action. You'll find that the only thing missing from our new Super Advantage is the coin slot. Okay, so we added an extra long cord. Still, it's about as close to an authentic arcade joystick as you can get, anywhere. The layout's familiar, and the construction's tough enough to handle the most challenging street fight or the ultimate battle for the universe. If you prefer control pads to joysticks, you'll love the asciiPad (also pictured). Either way, our controllers have a few features you won't find in the arcades—state of the art effects designed specifically for today's coolest games. Special effects like Turbo Fire, Auto Turbo—even Slow Motion. The Super Advantage and asciiPad, for the Super NES. **IT'S HOW TO WIN.**



OUT: Now. Contact Krisalis (0709 372290) for information.

KICKING IT ALL IN

Soccer Kid is much more than a Paul Rand-style armchair supporter; he actually has plenty of on-the-ball skills, which have to be exploited to clear the levels.

CHIP

This one is a high kick which sends the ball sailing right over the top of obstacles; you probably won't see it again afterwards.



OVERHEAD KICK

Of all the moves this is the most spectacular. Particularly useful for taking out nasties who attack from behind.



PASS

The Kid's basic move. He simply hoofs it on the run, which is normally enough to take out the person on the receiving end.



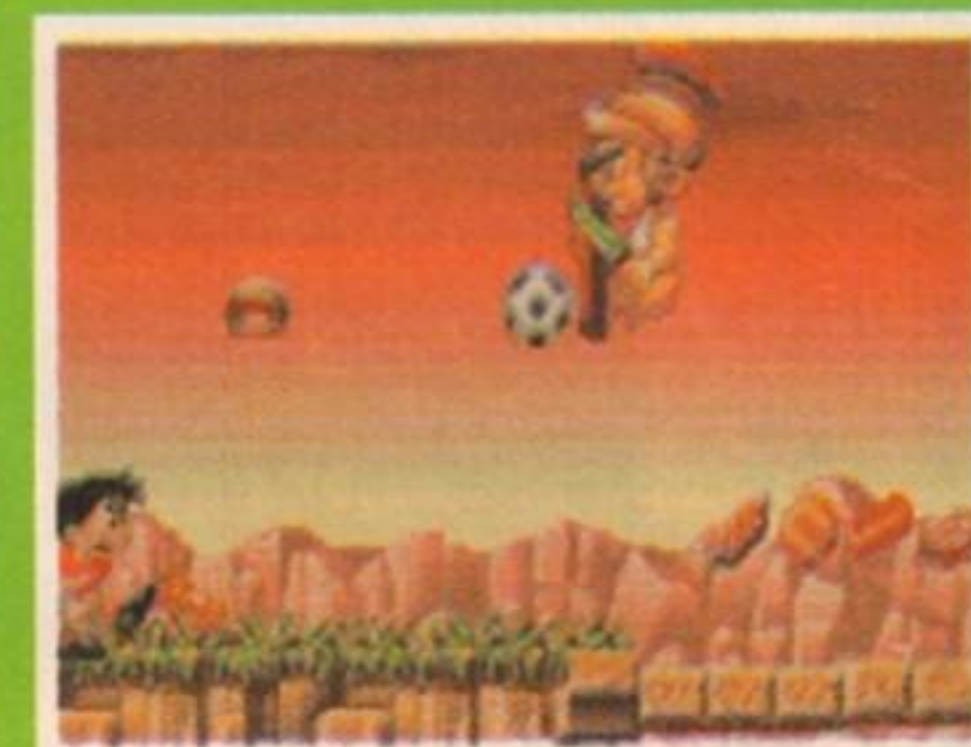
HEADER

This is one of the hardest moves to master, and to tell you the truth it's rarely needed, so forget about it.



SOCCER KID

Become the world's number one footy fan in a soccer game that isn't!



Disaster has struck the World Cup, and it's nothing to do with England making a shambles of qualifying. An evil alien known only as Scab has come to Earth and stolen the trophy. He didn't make a clean getaway, though, as in his excitement he drove his space ship straight into an asteroid. In the ensuing explosion the World Cup was blown into five pieces which have landed in various parts of the world. Sitting at home in good ol' Blighty is the game's ultimate fan - Soccer Kid. Equipped with nothing more than his favourite kit and his ball, he sets out to find the cup and make sure the tournament goes ahead. What a guy!

ALL AROUND THE WORLD

Bits of the World Cup have landed in five different countries, each of which is full of local yobbos and yokels who seem to frown on football.



England: Considering we're a footballing nation, people don't take kindly to Soccer Kid. He comes under attack from construction workers, pit bulls and, on stage two, he has the weather to contend with.



Italy: It may be the home of pizzas and blokes on mopeds, but they don't like the English supporters. Even the wildlife's out to get the Kid, as fish join in the fray.

VERDICT

Soccer Kid is, without a doubt, one of the more original games of the last few years, and it certainly makes a change from the haggard old platformers we're used to. The graphics are ace, with excellent scrolling and detailed, well animated sprites. The football element makes it more taxing than you might think, as most of the Kid's various moves have to be employed at some stage or another. A few more variations in the gameplay and the levels might have made the game even better, but as it stands it still gets a big thumbs up from me.



PAUL ANGLIN



On board a Russian battleship packed with tense sailors is no place for a young boy in shorts to be.



Don't get too close to this waiter or he'll level you with a flying pizza.



Soccer Kid is hard. Forget the terraces at Millwall; try Siberia, in winter, in shorts. Brrr!

PENALTY

Thanks to his uncanny footballing abilities, Soccer Kid's ball is the only thing he needs to help him in his quest. Mainly it comes in handy for punting at unruly types who don't appreciate what he's doing for the world of sport. It also makes a handy trampoline for reaching higher platforms. All's not lost if he loses the ball; hold down the fire button for a couple of seconds and another one appears, although you don't get as many points at the end of the level if you do this.



Watch out for the pitbulls, they're not muzzled and go straight for the face.



It's not fun out in the country where the yokels don't take kindly to Soccer Kid trampling over their fields.

SCHOOL DAZE

To cater for those whose joystick skills are as bad as their football ones, there's a special tutorial mode. Admittedly you have to be really crap to need it, but it's a nice touch all the same. Here you're taken through the Kid's arsenal of footy skills and shown how to execute every one with the sort of precision that would have Gazza calling it quits and heading for an early bath. There's also an option to change Soccer Kid's kit, so you'll never be stuck with the colours of a rival club.



There are worse places to be than deserted underground stations, but not many.



RUSSIA: These guys aren't as boring as you might think; if the crazy sailors don't get you on the battleship, the gym-nasty assassins will in Red Square.



JAPAN: The environment gets the first crack at you here in the form of flying fish and killer insects. After a quick trip on the Tokai Bullet train, you end up in the car factory for a showdown with the sumo wrestlers.



USA: This is where it all happens. The final piece of the World Cup is here, it's just a matter of putting the thing together in time for the World Cup finals.

AMIGA



PROS: An original and very varied version of the platform genre, with great graphics.

CONS: The football often complicates things.

GRAPHICS

The enemy sprites are excellently drawn and animated. Top backgrounds, too.

90

SOUND

A barrel-load of suitably boppy tunes to shake your funky stuff to.

89

GAMEPLAY

An action-packed and very challenging piece of software.

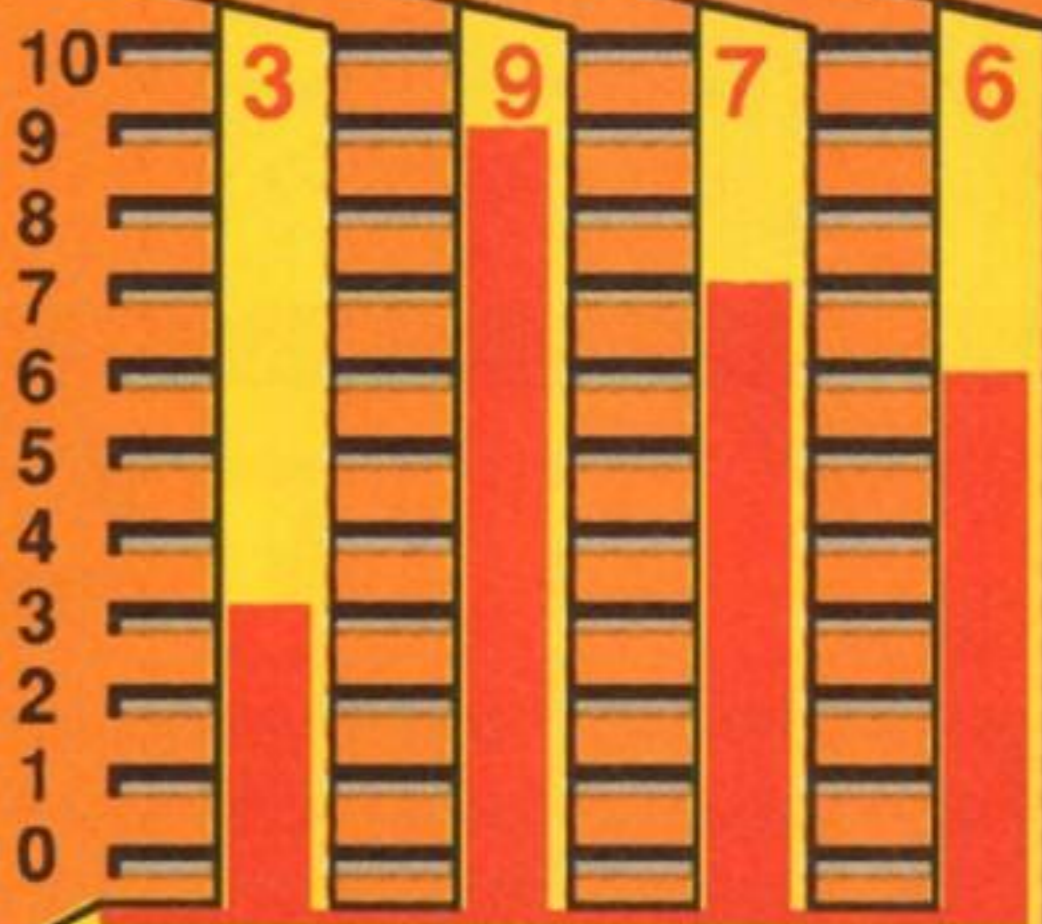
90

VALUE

Tough and addictive – you'll be working on this one for ages.

88

STRATEGY SKILL ACTION REFLEXES



MISS OK! HIT

89

OUT: On import. Contact Dream Machines (0429 869459) for more information.

THE GREAT EIGHT

You control one of eight characters, each of whom have their own attacks and special moves.



Hanzo: The karate master with his own version of the dragon punch.



Fuuma: Studies the same arts as Hanzo, and so has the same moves. What a swizz!



Dragon: Basing himself on Bruce Lee, Dragon is a formidable character.



Janne: Not being very good with martial arts, Janne has armed herself with a rather sharp sword.



J Carn: Carn is the last of the Mongols and is not to be trifled with.



M Power: Despite his strength, M Power is dead slow and easy to beat.



Brocken: Half robot, half psycho, Brocken has a huge array of weapons.



Rasputin: This mad monk employs mystical powers to help him to victory.

WORLD HEROES



Ultimate hardness isn't something you're born with, it's something you have to earn. At least, that's what the organisers of the the annual World Heroes competition reckon. They've taken the roughest, toughest fighters from all over the world and given them the simple task of beating each other into submission. Nine combatants take part in this great global tussle, with you controlling one of the eight main ones. Finally, if you overcome the other seven, you face off against your worst nightmare, a morphing alien with the powers of all the fighters. Aieeee!



Fiery antics with World Heroes hard feller, the Bruce Lee-a-like Dragon.

World Heroes' bonus stage requires you to make a dodgy sculpture from a lump of rock.

ARENA OF DEATH!

If beating people senseless in various normal locations isn't enough to satisfy your raging blood-lust, there's a special hyper-violent battle mode. Here the scenic backgrounds are replaced by giant spikes and electric fences, designed to give the fighters an even tougher time. Naturally the winner is usually the person who boots his opponent onto the spikes/fire/electricity most frequently. If you can win in this combat field, then you are worthy of the title World Hero!



They can't hide it. The dragon punch returns, albeit in a slightly different form.

VERDICT

World Heroes failed to make an impression on me in the arcades, mainly because it was right next door to SF2 Championship Edition. However, getting to grips with the SNES version I was surprised to find myself enjoying it. The moves aren't too difficult to master, but the game retains a strange element of unpredictability (probably due to shoddy programming) which makes each match completely unique. World Heroes doesn't even begin to grovel at the feet of Streetfighter, but it's at least worthy enough to scrub the toilets.



PAUL ANGLIN

SNES



PROS: Varied selection of characters and an excellent battle mode.

CONS: The game is generally rather rough around the edges.



GRAPHICS Large, well animated characters. Some of the backdrops are flat, though. **88**



SOUND Bearable array of tunes and plenty of the usual high-impact effects. **85**

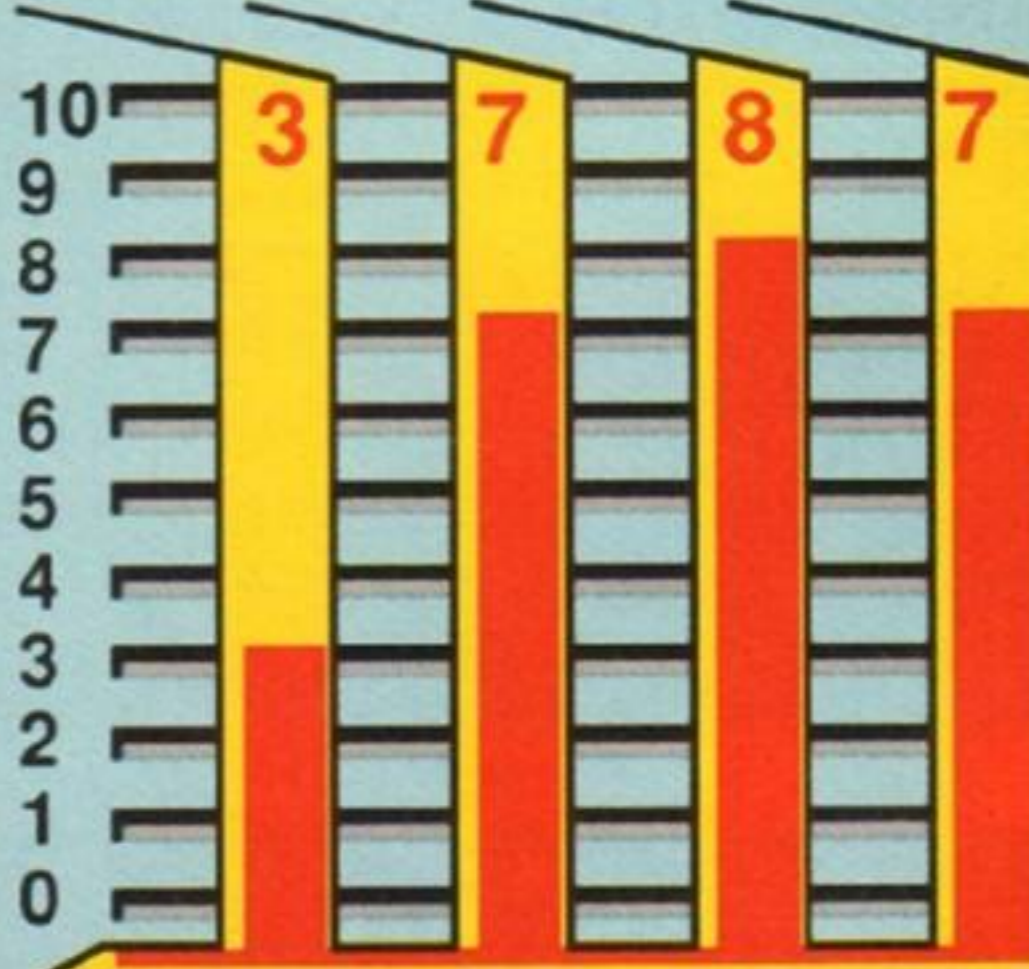


GAMEPLAY Lots of special moves to master, plus the battle mode. **87**



VALUE Even with two types of arena, it's not the hardest game to complete. **82**

STRATEGY SKILL ACTION REFLEXES



MISS OK! HIT

84

Hilarious, fast action cartoon fun as Twinbee and Winbee try to stop the mad Professor Mardock and his evil Donguri Army from taking control of the world.



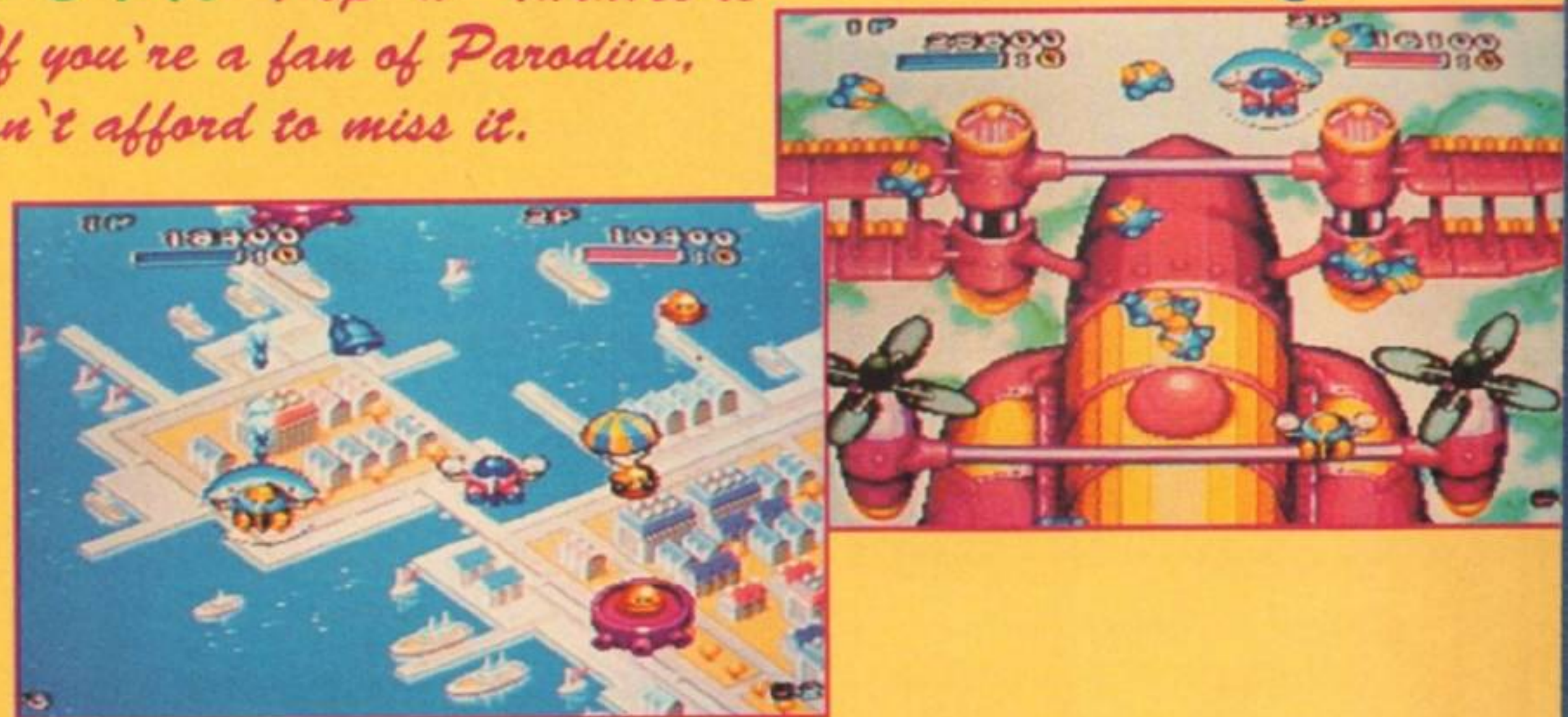
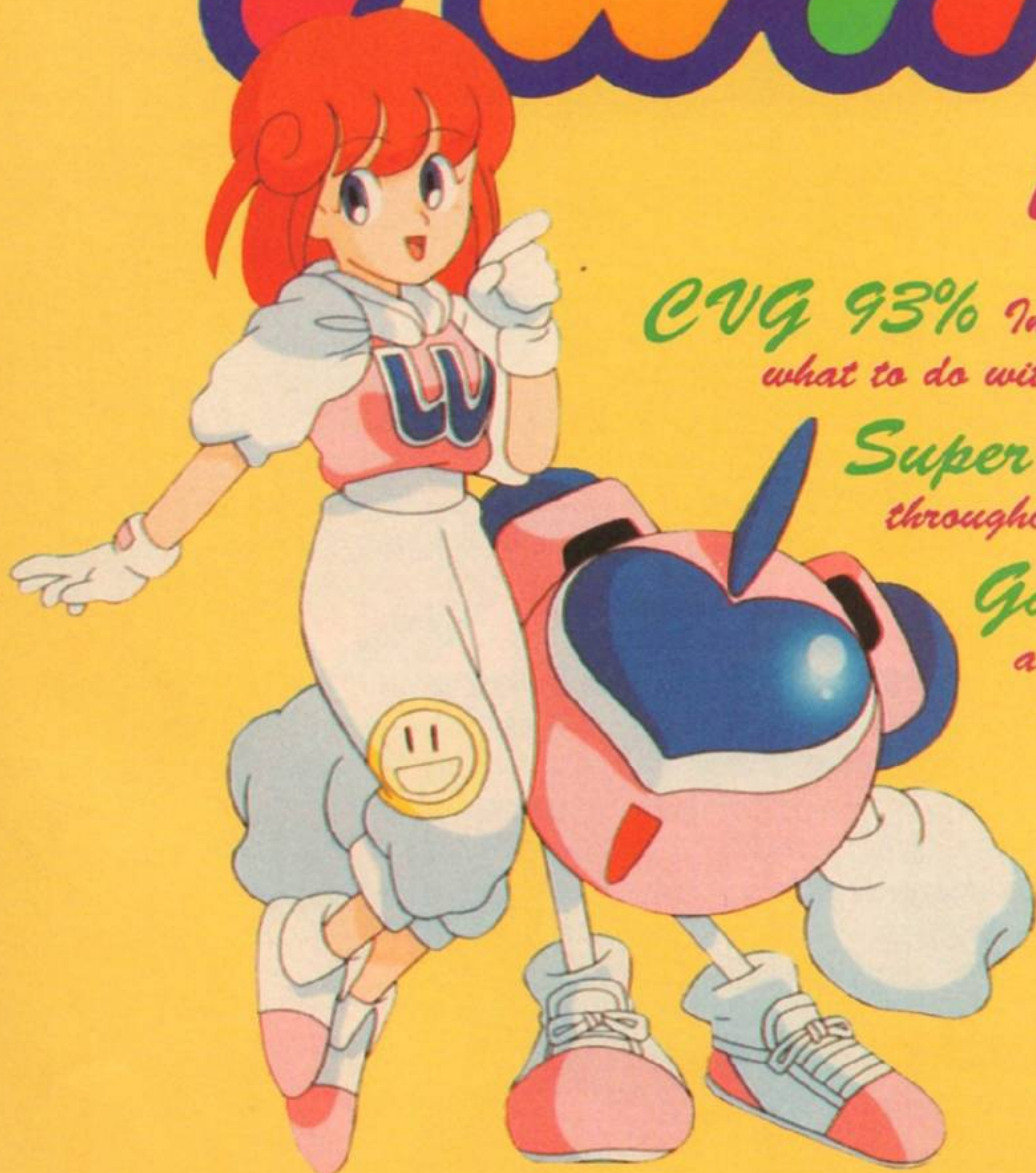
Pop'n TwinBee

1 or 2 Players

CVG 93% *Incredible gameplay and more features than you know what to do with.*

Super Action 92% *There is near-constant action throughout and never a glitch in sight.*

Game Zone 89% *Pop 'n' Twinbee is a smart cart. If you're a fan of Parodius, you really can't afford to miss it.*



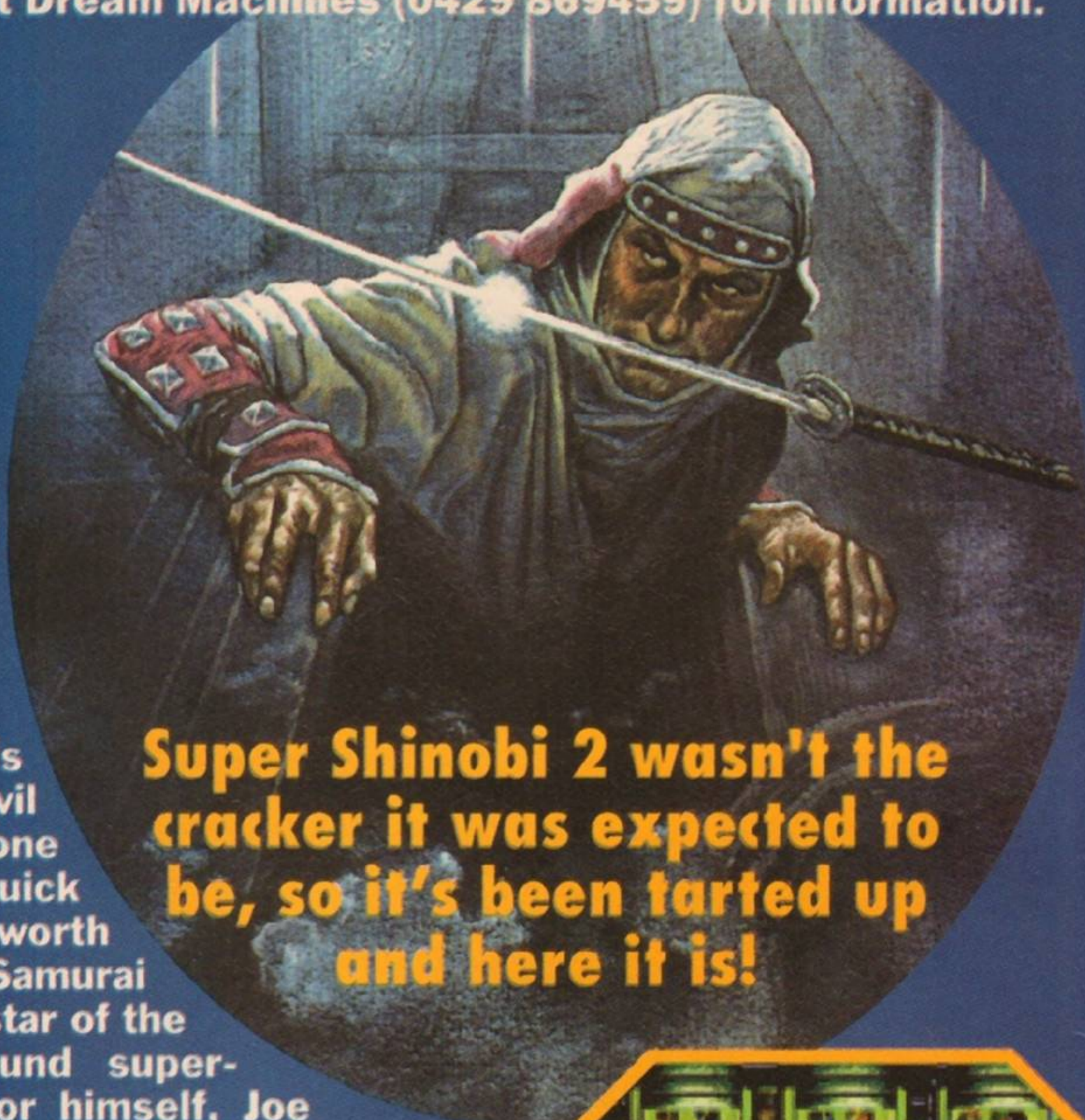
SUPER NINTENDO
ENTERTAINMENT SYSTEM



KONAMI

OUT: On Import. Contact Dream Machines (0429 869459) for information.

The Super SHINOBI



Super Shinobi 2 wasn't the cracker it was expected to be, so it's been tarted up and here it is!

BOSS BATTERING

One of Shinobi's strong points is also a weak one. The bosses vary from dead impressive to small and extremely poor. Without a doubt the best-looking one is the decomposing skull, but even then, when you destroy it, all it does is sink miserably into the ground. Things do get worse, though; one boss is nothing more than a miniscule sprite which fires easy-to-dodge lasers.

SKULL: It looks good, but it's not that hard. Aim for the eyes and keep an eye out for its hand.



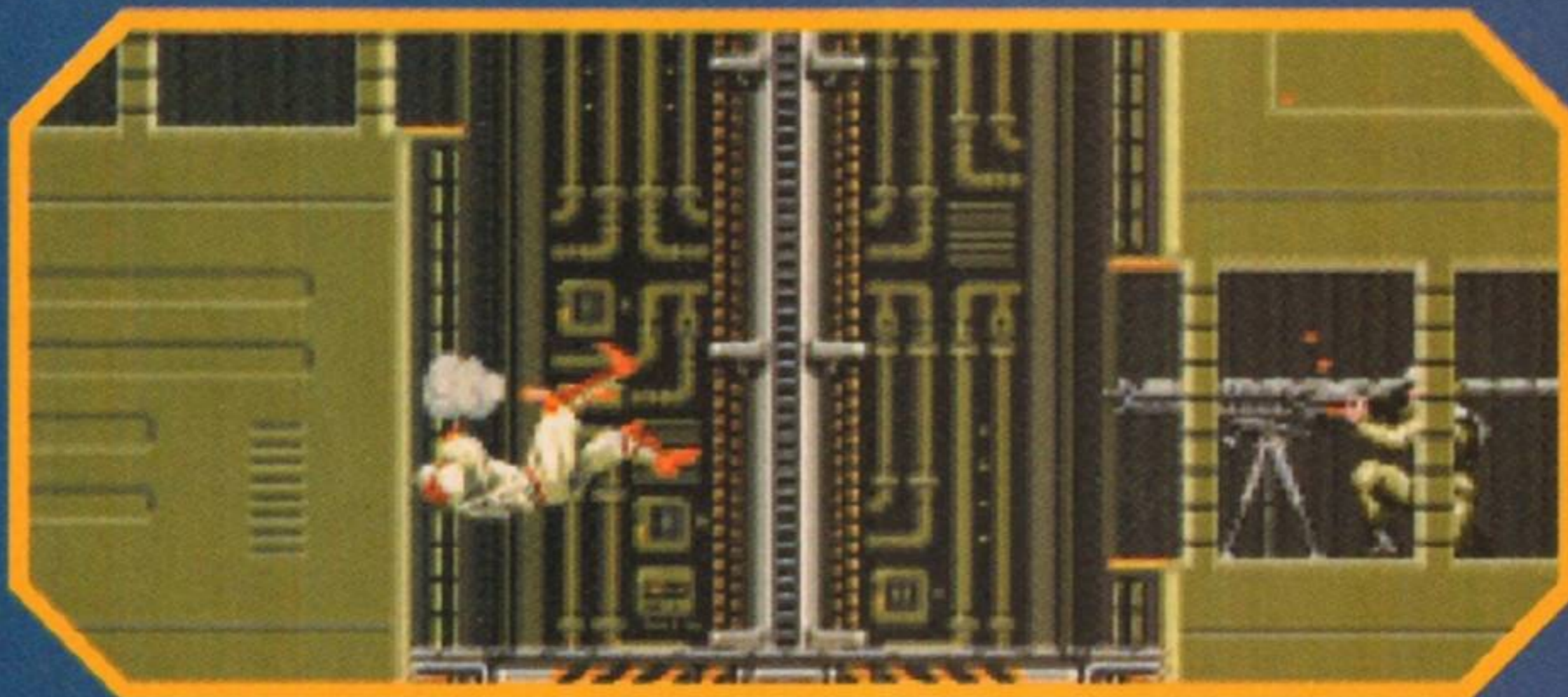
ROBOT: The only attack you have to fear here is when the screen goes wobbly. This reverses all your controls.



SURF ROBOT: This guy is so useless it's incredible. A small amount of ducking and weaving coupled with an active trigger finger gets rid of him in no time.



Once more the world is threatened by the evil Neo Zeed, and only one person can stop them. A quick call to the Agatha Smedlesworth home for retired Ninja and Samurai and we find Joe Mushashi, star of the Shinobi series and all-round super-dude. Without a thought for himself, Joe has packed his haemorrhoid cream and truss and headed off for the nearest assassins supply shop. Armed with a large sword, two dozen quality shurikens and an attitude you could break rocks on, Joe's not going to let a few hundred paltry ninja warriors spoil his day.



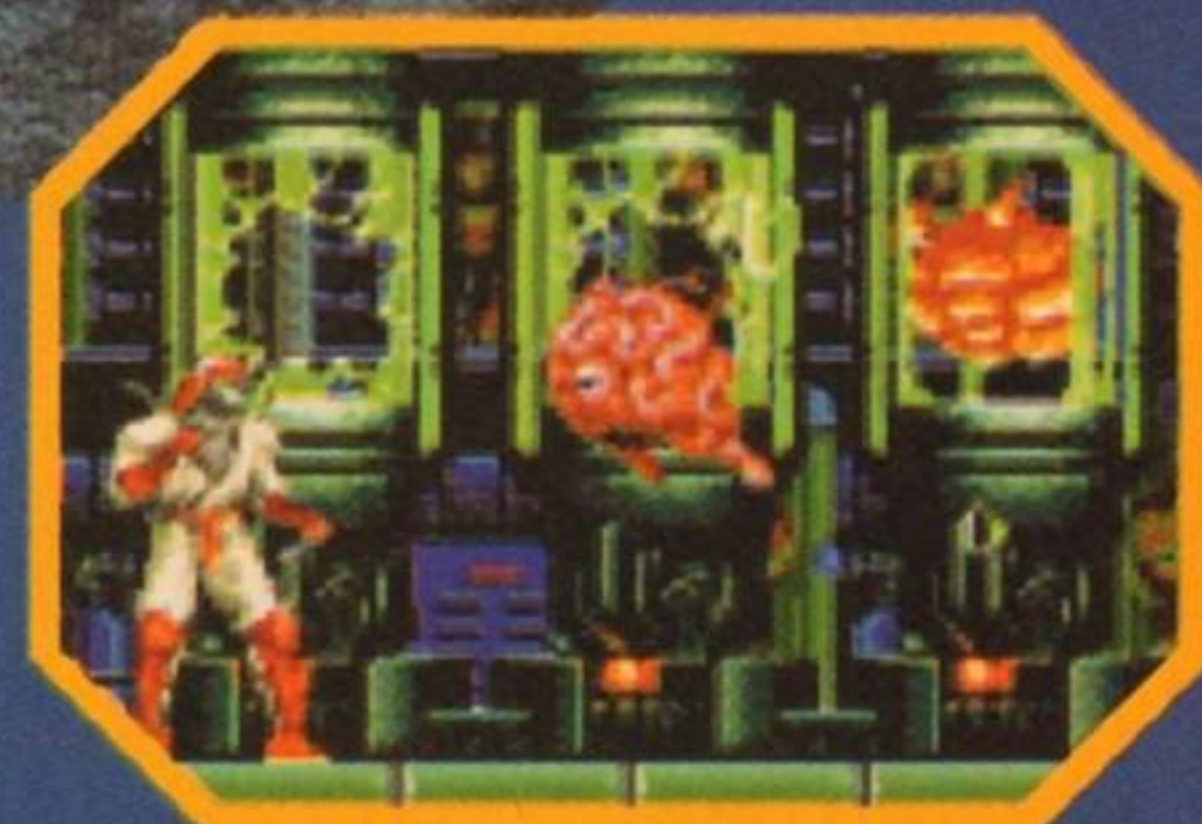
For some reason the Neo Zeed don't want Joe using their lift, and they'll go to any lengths to stop him.



This guy is no match for Joe's sword, but he can only be hit after he attacks.



Some foot soldiers, such as this one, can only be hit from above or close-up with the sword.



Neo Zeed's labs aren't a pleasant place. Fight your way through leaping mutant brains and slime beasts. Yuk!



This level scrolls upwards continuously. It'll cost you a life if you get left behind.

VERDICT

Being a fan of the first Shinobi game, which is still one of the best carts ever, I couldn't wait to get my grubby paws on this one. I must admit I was a little disappointed. It's not that Shinobi 2 is a bad game, it's just not as much fun as the first one as it lacks much of the action and the clever touches that graced each level. The animation is great though, and there are stacks of offensive moves. Even on the hardest level it's not that difficult, so if you complete it within a week you can't complain that you haven't been warned.



PAUL ANGLIN

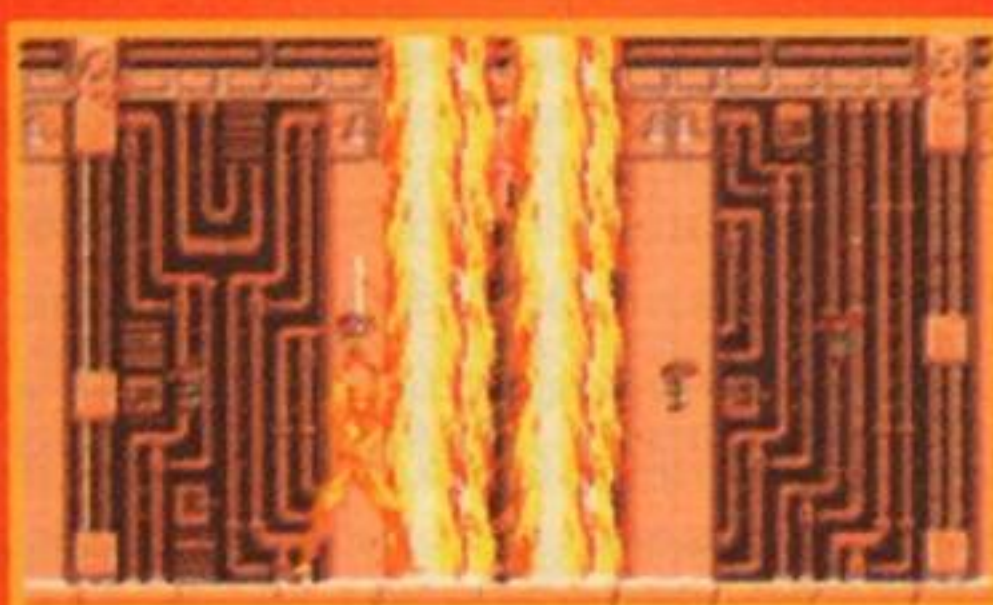
COULD IT BE MAGIC

There are some situations where all the combat abilities in the world just aren't enough. At times like these, Joe needs to invoke his special ninja magic which can be used just once per level.

Lightning: The heavens open and a massive bolt of lightning comes down and strikes Joe. Instead of ending up as a pair of boots with smoke curling out of them, he's imbued with mystical lightning power, making him temporarily invincible.



Fire: Invoking yet more strange forces, Joe calls upon the power of the fire dragons to smite his foes with a sticky napalm death. This one looks the best of the lot, which is all the more reason to use it.



Ghost Joes: When one Mushashi isn't enough, use this power to call up four ghostly Joes! These boys will follow whatever the original does, giving you an added edge in combat.



Explodo-Joe: This is the least impressive of the lot. Joe merely puts his hands together and blows himself up. Despite not looking good, this one does inflict a lot of damage so it shouldn't be overlooked.



W-W-W-W-WIPE OUT!

Shinobi 2 may not be the most original game ever, but it does offer one ground-breaking feature – surfing! For the first time ever, the ninja warriors take to the beach and battle it out on surf boards. Not only can he employ his vast ninja talents here, Joe can also leap, board and all, out of the water to land on the head of anyone who gets too near. And as if cruising the waves wasn't enough, Joe also takes to horseback on one level. Here, he has to leap over spiky fences and fight off evil ninjas which leap from giant kites. Weird.



Get too close and this bloke will toast your butt. Stand back and take him out with shurikens.



Joe demonstrates his amazing ninja equestrian abilities as he battles ninja paratroopers on his bullet-proof horse.



The brains burst out of their special cloning tanks when Joe approaches; luckily, it only takes one hit to kill them.

BOLD THREE

Joe Mushashi is so confident of his amazing ninja abilities that he's forsaken the traditional black outfit for a day-glo white and red one. This leads to him being attacked from all sides, which is just the excuse he needs to dish out the kind of extreme violence that Bruce Lee could only dream of. Joe's main armaments are his shurikens, which are basically lethally sharp throwing stars. If he gets close enough to an enemy he'll use his sword instead, which does far more damage than the shurikens.

VERDICT

The original Super Shinobi 2 was a little weak, but now Sega has released a souped-up version, is the game any better? Well yes, but not by that much. The in-game sprites are a joy to behold – well-defined and superbly animated – but backdrops leave something to be desired. Joe has lots of different moves and power-ups, but unfortunately these only serve to make the game a touch too easy. When it comes to the crunch, this is a worthy addition to the Shinobi line-up, but if you're a red-hot player I would have a try before handing over the spends.



GARTH SUMPTER

MEGADRIVE



PROS: Great animation and loads of moves to master.

CONS: Although big, Shinobi 2 isn't all that difficult.

GRAPHICS

Fantastic animation, but the backgrounds aren't up to scratch.

84

SOUND

Plenty of tunes and sampled sound effects.

88

GAMEPLAY

Lots of moves and things to kill make for good fun.

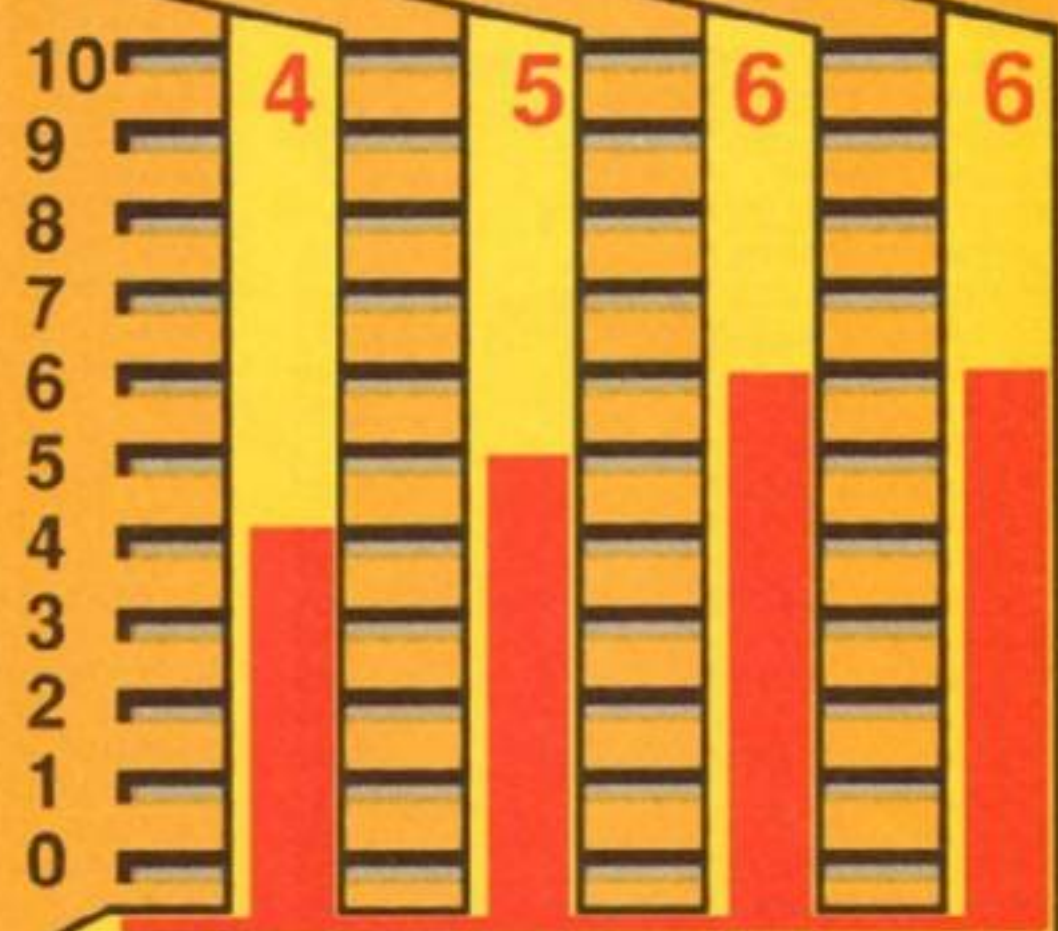
86

VALUE

Not as hard as it could have been.

78

STRATEGY SKILL ACTION REFLEXES



MISS OK! HIT

82

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REVIEW

by CODEMASTERS

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OUT Now. Call Codemasters (0926 814 132) for info.

Making the leap from computers to consoles, Codemasters' very own hard-boiled hero, Dizzy, makes his Megadrive debut. This time his equally eggy girlfriend has been kidnapped by an evil wizard. Will Dizzy crack under pressure? Or will he find the fiend who poached his girly?



Solve the puzzles and get out of there as fast as possible.

fantastic



EGG NOG

The once-peaceful land of Yolkfolk is in crisis; an evil and quite mental wizard called Zaks has turned all the little animals into evil blood-sucking murderers. Even worse, he's kidnapped Daisy, the girlfriend of the Yolkfolk's greatest hero, Dizzy. The problem for these people is that they were all born with strange birth defects – they're all eggs. Naturally, this makes dealing with this sort of trouble a little difficult. Fortunately for the populace, Dizzy was hard-boiled at a very young age, so he sets out to right the wrongs and rescue his one true love. It sounds corny, and silly, but the Dizzy series has clocked up some 3,000,000 sales now across various formats. Someone out there must really like him.

HAM OMELETTE

Being an egg with stubby limbs, life for Dizzy isn't easy. Despite not having any clothes or visible orifices apart from his mouth, he can hold up to three objects at once. One of the keys to getting through the

game is working out what you should take with you and what should be left behind. Not all the objects you need are close to the relevant locations, so you often have to get a good way into the game before you can solve a problem you encountered early on.

STARS ON 45

Dizzy progresses through the game by solving puzzles and helping

people out. Most problems are fairly straightforward, being just a case of hunting down a specific object and using it in conjunction with something else. Rather than make the game predictable, every time you solve a problem a bit more of the game opens up, with new hazards and quandaries to overcome. He also has to collect 250 stars on his travels, which will open the gate to Zaks' palace and lead to the final showdown.



There's plenty of hassle in the street called Castle!



This guy is in trouble!



Solve this puzzle to earn an extra life.

VERDICT

Dizzy is a game I loved to hate. I wasn't a fan of it on other formats, and I've hardly warmed to it on the Megadrive. Putting my personal dislike aside, this is one of Dizzy's better outings. There's plenty to see and do, the graphics are small but neat and there are some original ideas. However, it's not overly difficult and it's often possible to work out how to solve a problem before you even know what items are available. If you've never played this sort of game before, Fantastic Dizzy is a good first buy. Experienced adventurers, on the other hand, will breeze through this.



PAUL ANGLIN

MEGADRIVE



PROS: A good mix of action and puzzle solving.

CONS: A bit too easy and very straightforward. Looks too basic for a Megadrive game.

GRAPHICS

Tiny, but well drawn sprites. Absolutely nothing special, though.

63

SOUND

Jolly, though occasionally irritating, tunes play throughout.

74

GAMEPLAY

Enjoyable from the off, mainly because it's not too difficult.

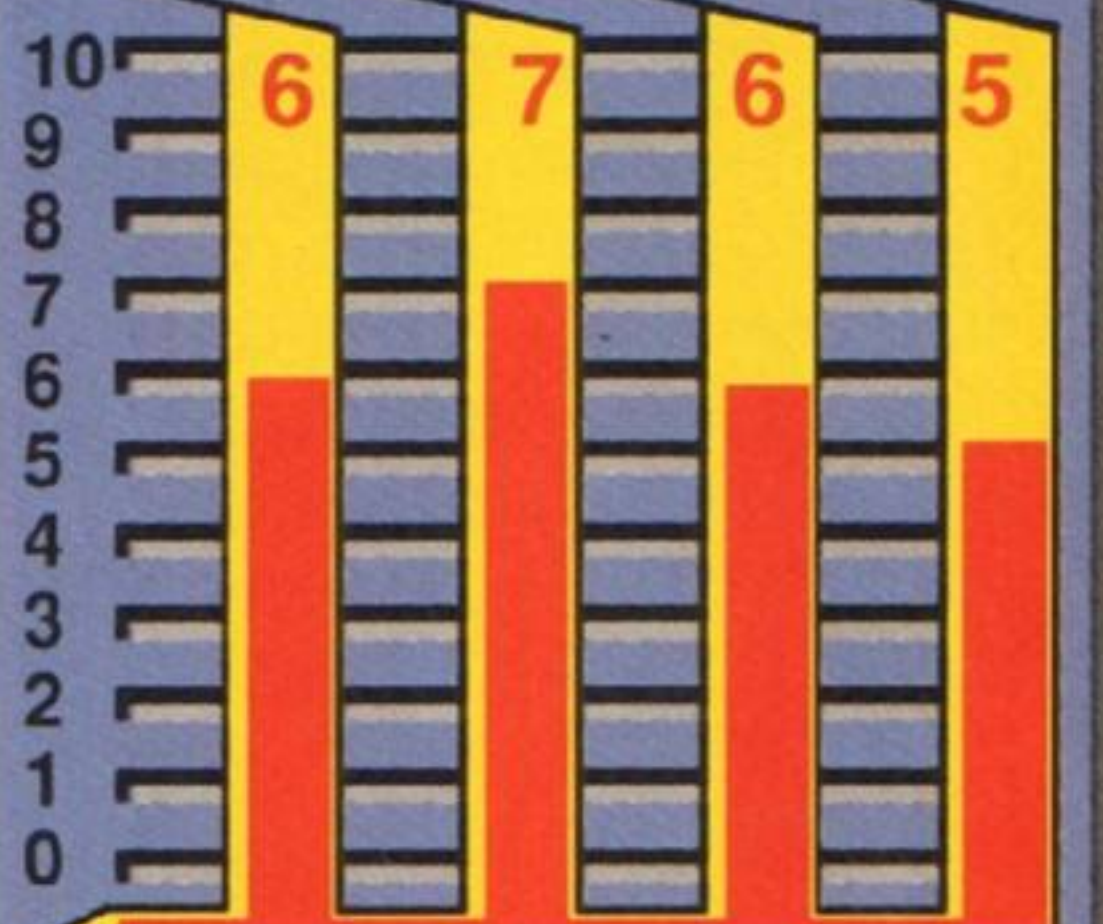
81

VALUE

Experienced gamers will find the puzzles a little too simplistic.

81

STRATEGY SKILL ACTION REFLEXES



MISS OK! HIT

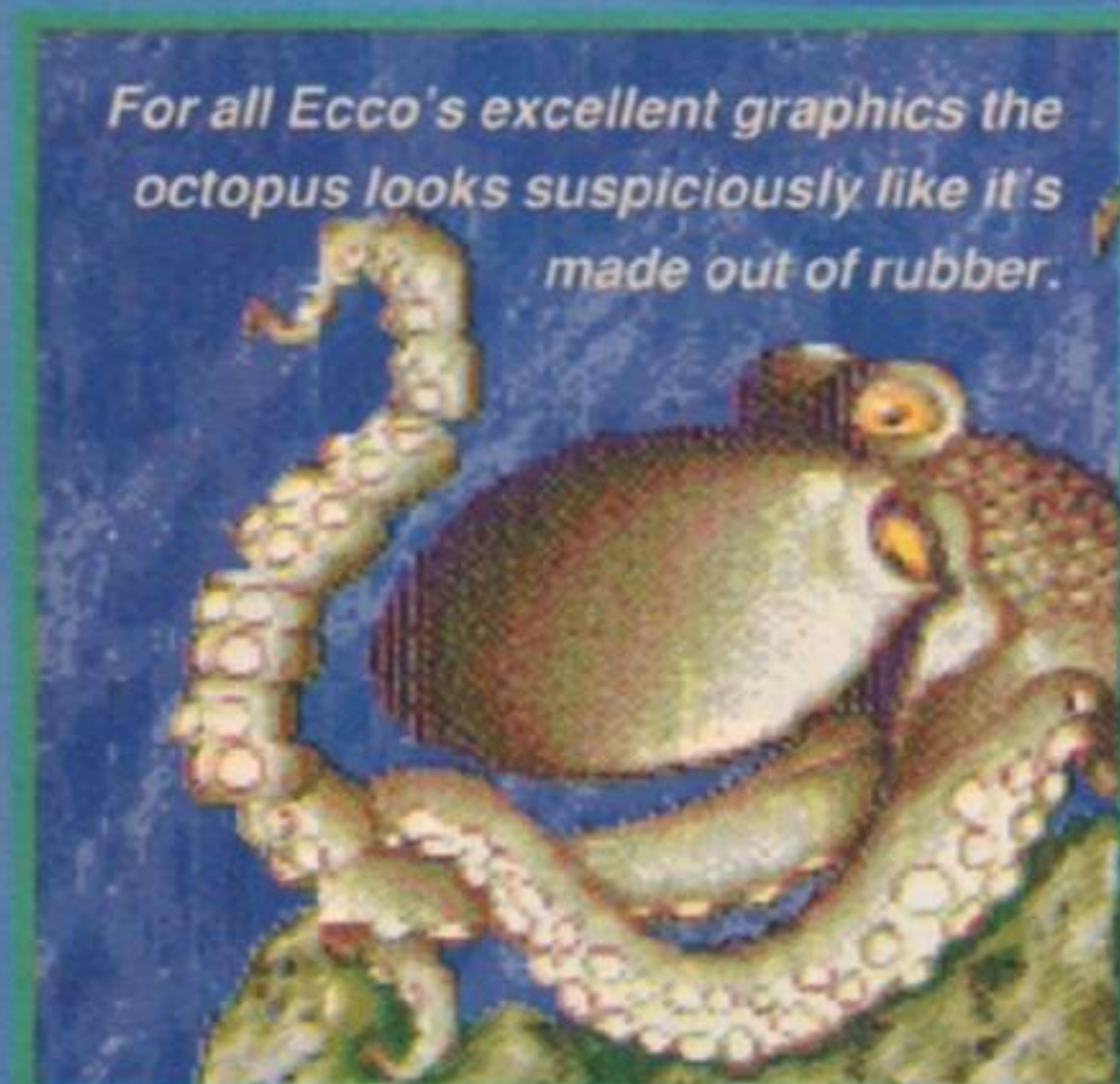
80

OUT: On import. Contact Dream Machines (0429 869459) for information.

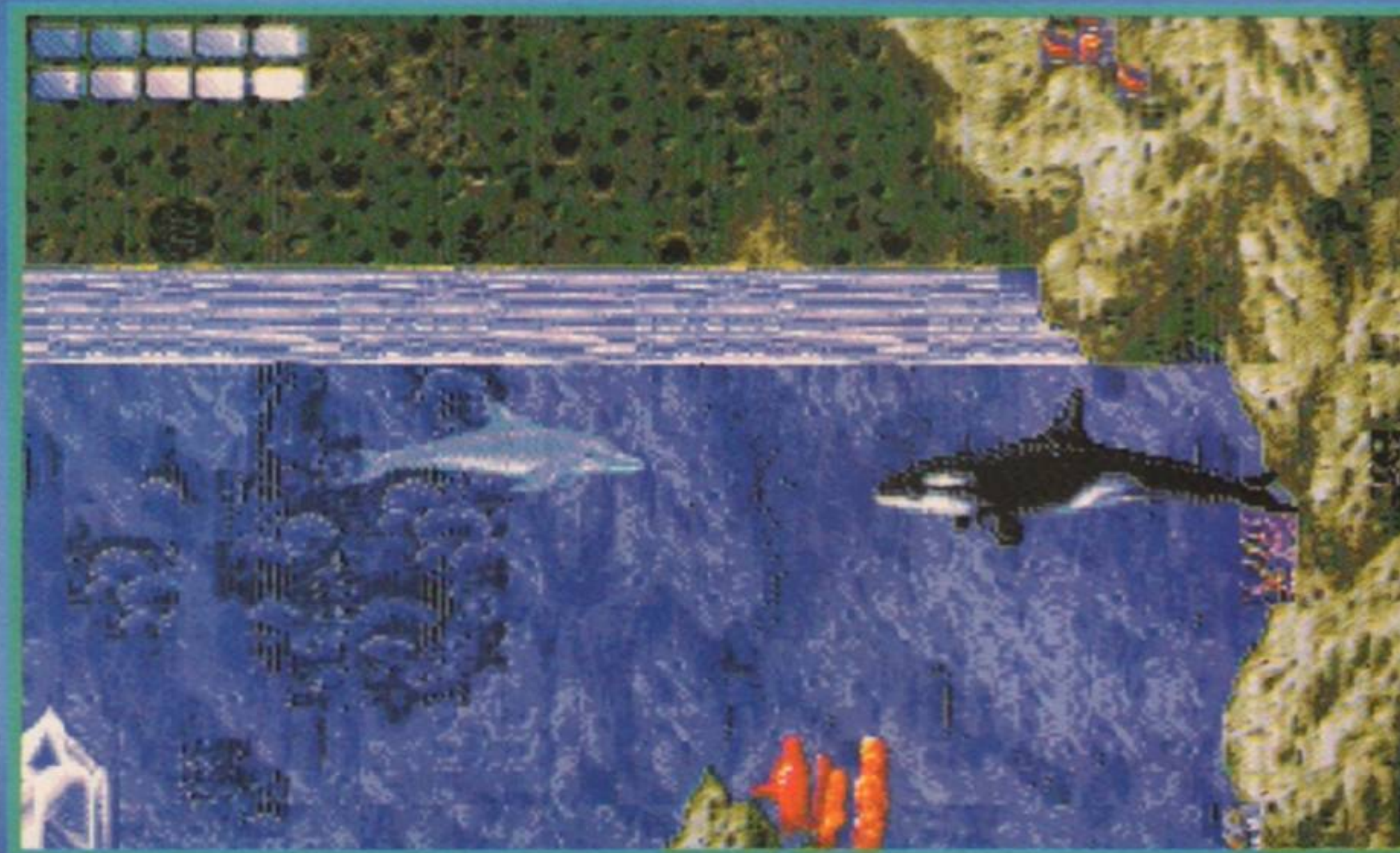
Normally when a human starts ranting on about being kidnapped by aliens, everyone tends to keep their distance. But for poor old Ecco the dolphin it couldn't be any worse. He's actually escaped capture but almost every other sea-dwelling life-form has been sucked up to who knows where. On his own, it's up to Ecco to sort things out, and not only rescue all his fishy and mammalian buddies, but save the entire planet in the process. No mean task for the animal that made the mistake of choosing water as its home at the outset of the evolutionary race.

ECCO THE DOLPHIN

You loved his aquatic antics on cartridge – now get ready to go gaga over Ecco on Mega-CD!



For all Ecco's excellent graphics the octopus looks suspiciously like it's made out of rubber.

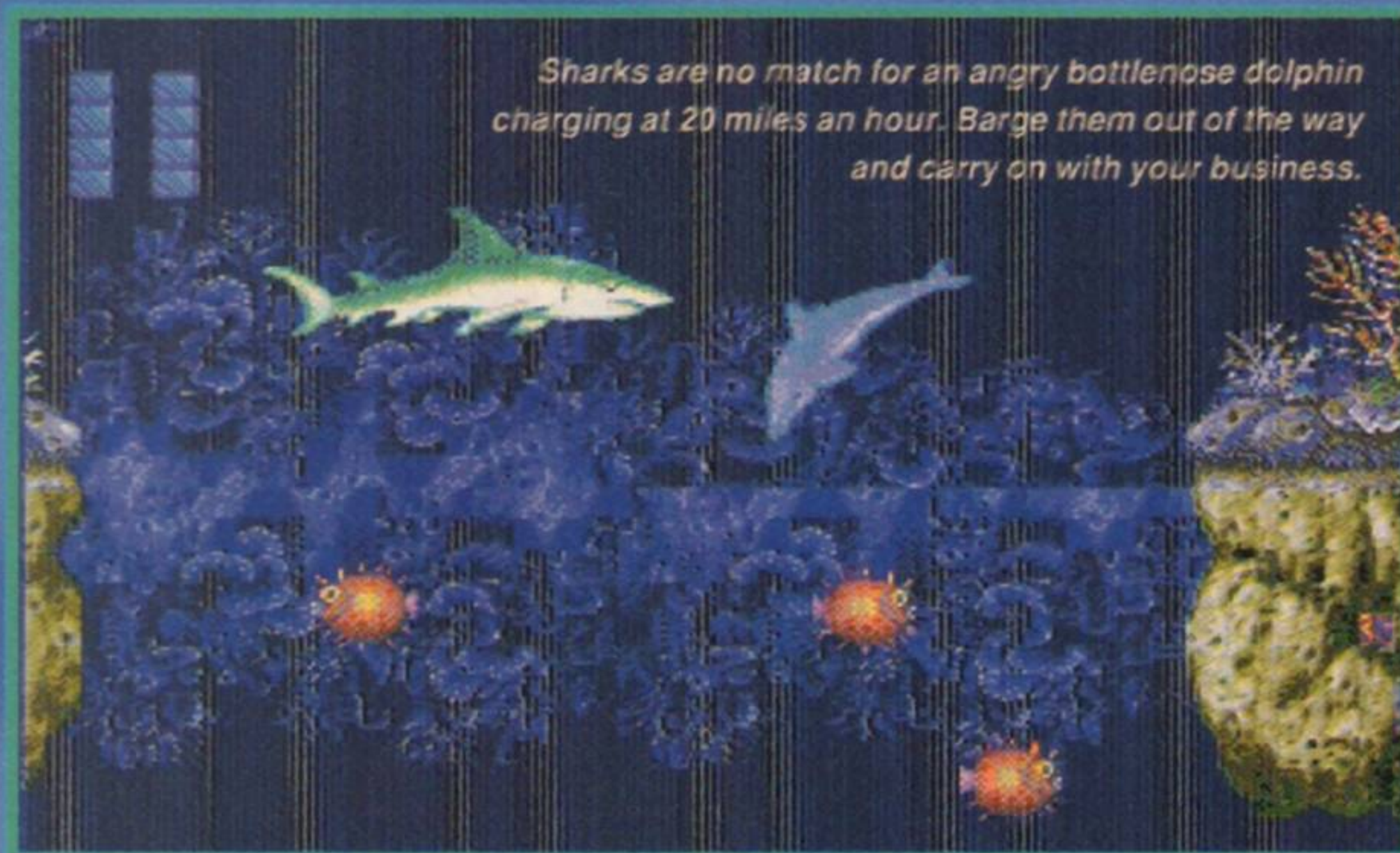


DOLPHIN DATABASE

One major new feature of this version is a database of digitised dolphin facts. When you reach the great library and tap it for some knowledge, you're also presented with excellent digitised video footage. There's over five minutes of footage in total, all of it ace. The only problem is the level it's contained in is halfway through the game, so you've got a long way to go before you see it. Now who said computer and video games weren't educational?

SOUNDING OFF

Probably the most useful weapon in Ecco's arsenal is his voice. By sending out high-frequency signals he can map the surrounding area with a system called echolocation. Ecco also some talent for music and can learn songs which let him deal with enemies just by singing at them. He learns them by completing tasks such as rescuing other dolphins who don't have enough sense to find their own way home. Most other creatures aren't as bright as Ecco and can't answer him when he calls, such as fish who are just there to be eaten.



Sharks are no match for an angry bottlenose dolphin charging at 20 miles an hour. Barge them out of the way and carry on with your business.

GLYPH-HANGER

Dotted around the ocean are strange crystals called Glyphs. If Ecco talks to these they'll often give him clues as to how to complete the current level. Additionally certain Glyphs have to be located in order to pass through barriers elsewhere in the stage. Other surviving members of the aquatic community, such as whales, are also on hand with information, which you should pay heed to if you want to complete the level without missing any vital extras. The ocean isn't without its dangers, though; sharks, jellyfish, puffer fish and other far stranger creatures don't like a smart-ass and will do anything they can to hinder Ecco's progress. Puzzles also have to be negotiated, such as this one:



1) This poor dolphin's lost her mates somewhere in the caverns below the sea and, being the nice lad he is, Ecco's going to help her get back together with them.



2) Your way is blocked by this annoyingly positioned boulder, but fortunately, for some unexplained reason, shells dissolve certain rocks in Ecco's world.



3) Here is the baby dolphin you've been sent to find, but unknown to Ecco that earlier boulder's returned to block his path and cause more pain and hassle.

VERDICT

I was instantly hooked on cartridge Ecco. Like most people, though, I was sceptical about the CD version. I mean, it looks just like the original version, right? Well it does look like the first game, and plays just like it too, but there are several major differences. First there are more levels and the video library, but best of all is the sound. Whoever produced the music was obviously a fan of the Blade Runner sound track – it's so weird. If you've already got the game on cartridge this really isn't sufficiently different to warrant buying. If you don't have it already though, it's an essential purchase.



GARTH SUMPTER

Use sonar pulses to view the surrounding area, talk to glyphs and wildlife and sing songs to distract your enemies.

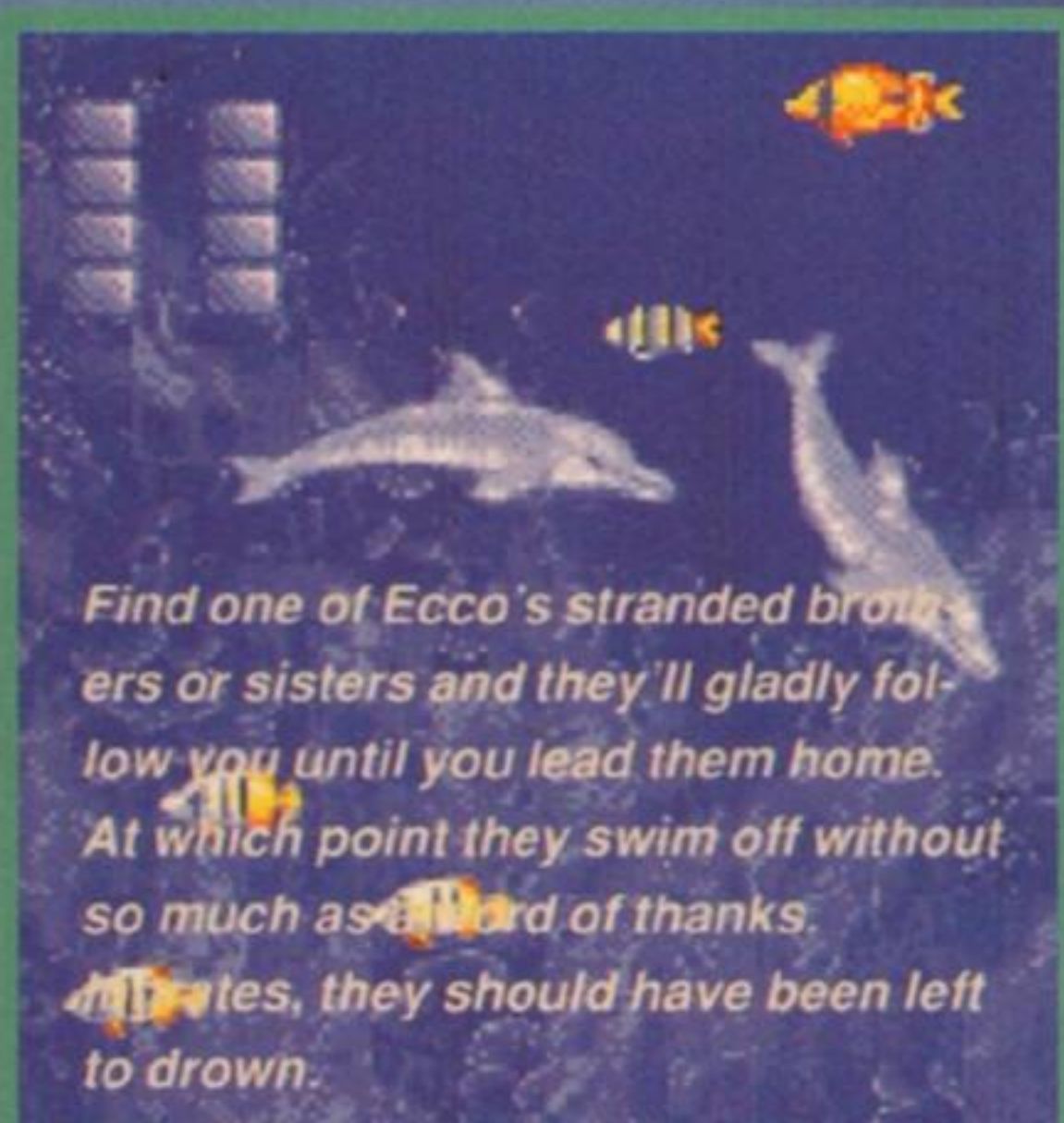


FLIPPING HECK!

A dolphin's acrobatic abilities are for more than just going through hoops in wildlife parks. Nobody knows why they do it, but for some reason wild dolphins are suddenly struck by the urge to leap right out of the water. Ecco is no different, although it actually serves a purpose in the game. As well as an energy gauge, Ecco also has an oxygen gauge, which depletes while he's underwater. To top it up he has to stick at least a nose out of the water and into fresh air. It takes a while this way, so if there's enough room you can speed him up and make him leap out of the sea, replenishing all his oxygen in one swoop. If you want to be really flash, hitting C mid-leap will make Ecco execute a top spinning somersault.



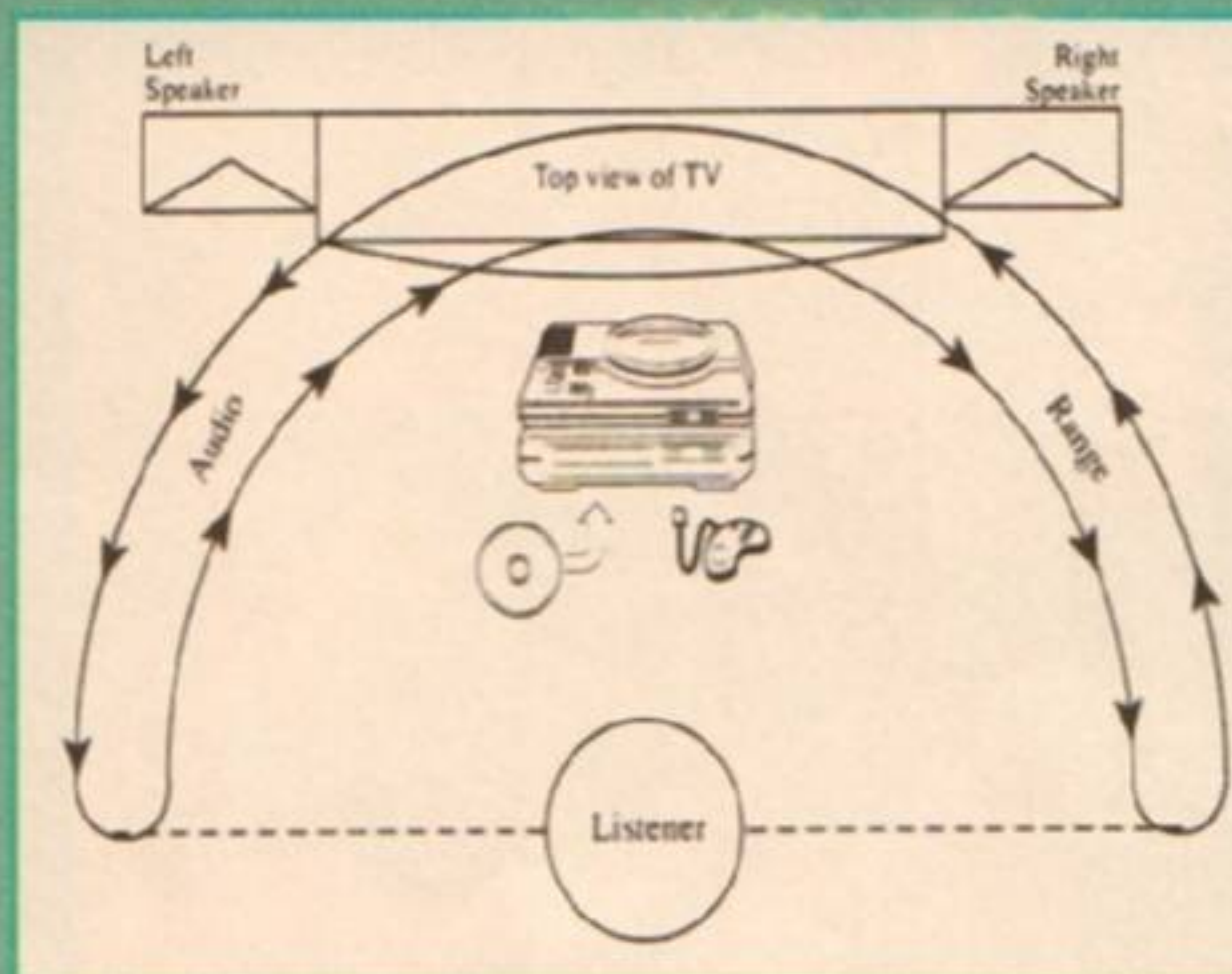
Zap the clams with a sonar blast to make them release energy-replenishing bubbles.



Find one of Ecco's stranded brothers or sisters and they'll gladly follow you until you lead them home. At which point they swim off without so much as a word of thanks. **Tip:** Yes, they should have been left to drown.

Q's-BAD?

Ecco is the first game to incorporate Sega's much vaunted Q-Sound System, which gives a surround sound effect without the need for any extra speakers or hardware! The manual comes with lots of instructions as to how to set up your speakers for best results. It's well worth persevering as the effect is totally stunning!



4) See that pink thing? It's actually some form of bizarre undiscovered sea life with rock-busting abilities. Use Ecco's sonar to position it.



5) You have to hurry from hereon-in, as the creature disappears in a very short space of time. Manoeuvre it under the rock then push it straight up.



6) Ta-daa! You've completed your task and now both dolphins are free to continue! What a top dolphin you are! Now move on to the next level...

MEGA-CD



PROS: Fantastic soundtrack and unmatched gameplay – brilliant.

CONS: If you own the cart, this version's too similar to warrant purchase.

GRAPHICS

Stunning backdrops and incredible animation.

92

SOUND

CD soundtracks which add huge amounts of atmosphere.

97

GAMEPLAY

Just like its cartridge counterpart – completely engrossing.

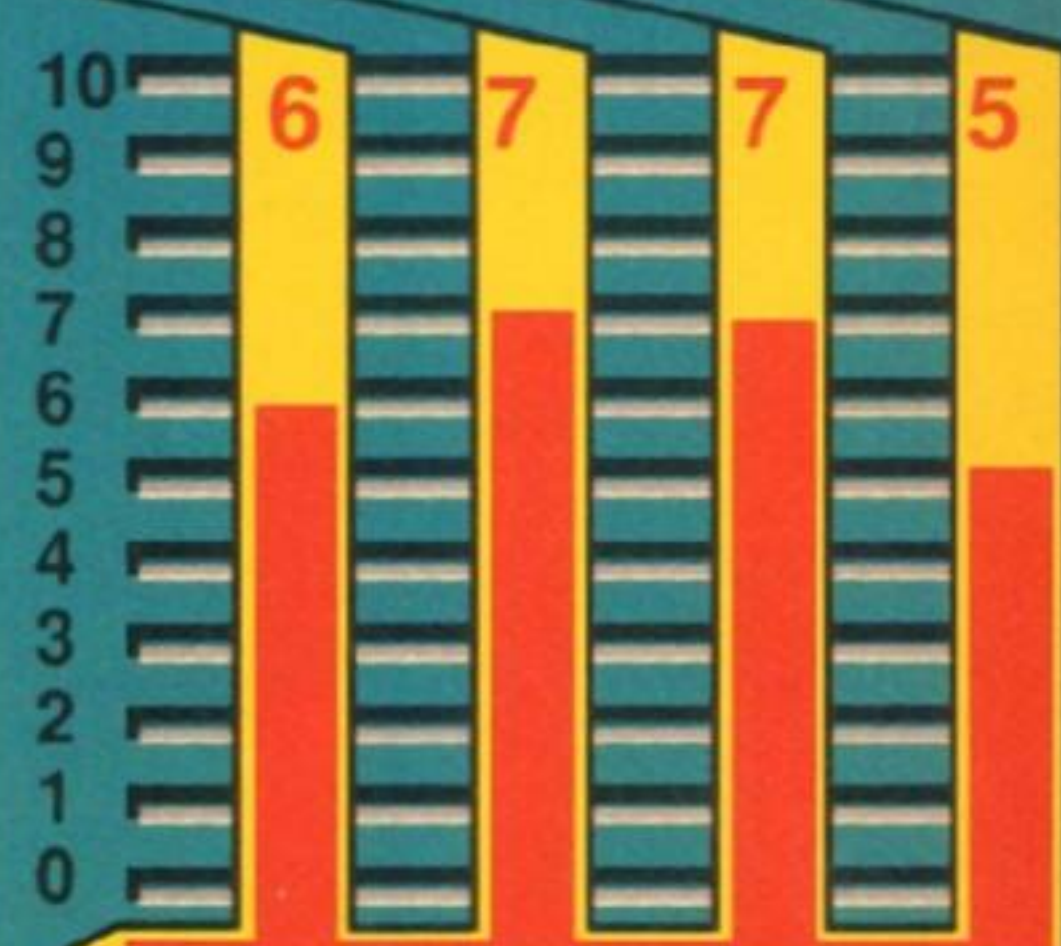
94

VALUE

Very taxing, with more depth than the Atlantic Ocean.

95

STRATEGY SKILL ACTION REFLEXES



MISS OK! HIT

94

OUT: On import. Contact Dream Machines (0429 869459) for information.

You've heard all about it - now find out whether this graphically spectacular game really is as good as the hype!

They came from out of nowhere. A vast alien armada intent on destroying Earth. Little did they know that the year is 3076 and technology has progressed a fair way. The planet is now guarded by a squadron of SA-77 Silpheed attack craft, which are loaded with the latest in weapons technology. The aliens, however, pay little attention to this, and wipe the mat with all but one of the Silpheed squad - you. Alone and out-numbered, the future on the planet rests on your slightly rounded shoulders.

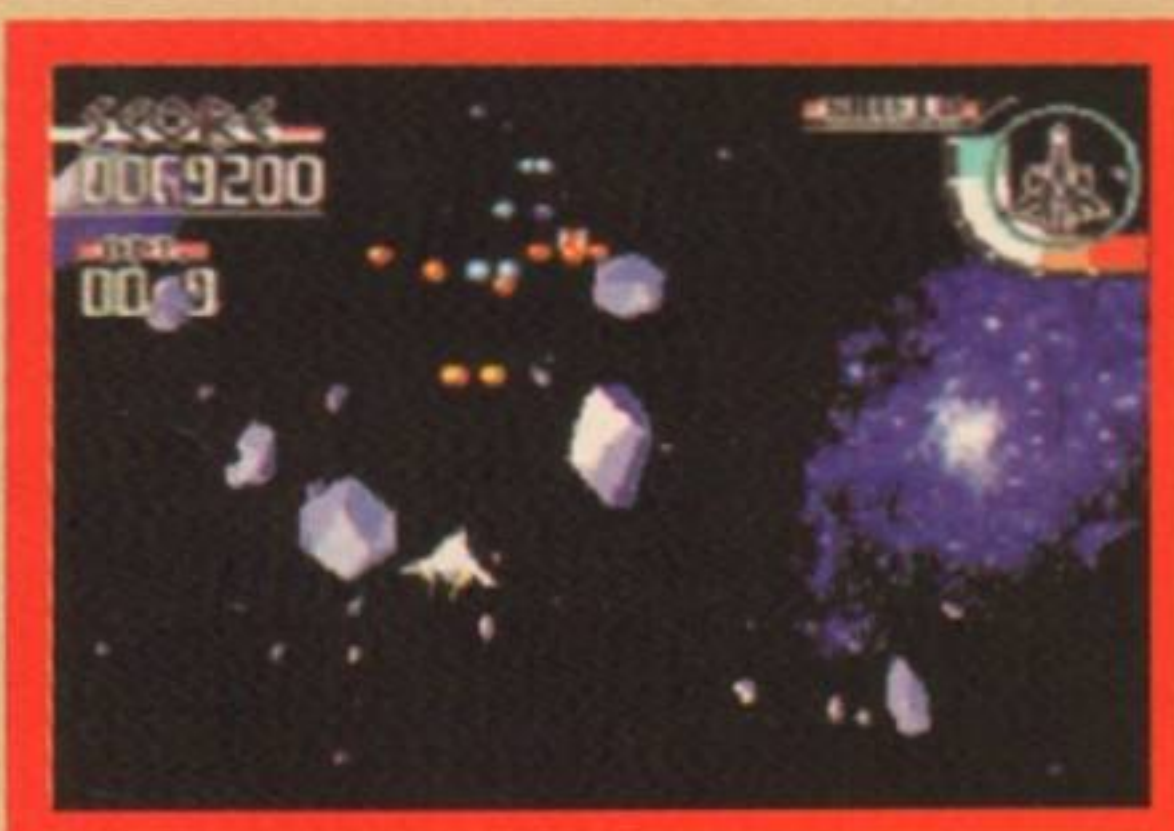


This is where you need to keep your ears open for messages as you're told which way to go in order to avoid oncoming asteroids.



SOUND DEAL

The CD sound has been put to good use as the speakers come alive with chit-chat from your wingmen. It pays to keep your ears open as not all the chatter is idle talk. You're frequently warned of incoming hazards and told to go right or left. As you travel through the levels and your mysterious invisible companions vanish, most of the speech dies away, leaving you with just the occasional message from your base to remind you of obvious things, such as 'Shoot it!'



Despite your ship's formidable weapons, there's not much you can do against giant lumps of space rock.



The game starts with you flying over your home world. It's not very taxing here, so take the opportunity to warm up your trigger finger.

LOADED WEAPON

The SA-77 can be fitted with a variety of weapons which become available as you progress through the game. The right combination is important if you're to survive the alien onslaught, so here's our guide to what you should take into combat.



Forward Beam: This is your basic weapon. It's quite powerful, but not very spectacular. A second forward beam gives you a very heavy volume of fire, although without any spread, making it very limited.



Phalanx Beam: This is second only to auto-aiming as it puts out a concentrated burst of fire that criss-crosses the main beam. Not only is it powerful, it also covers a fair amount of area.



Wide Beam: Not very powerful, although it covers a wide area. This isn't a very good weapon as the bullets fire sporadically, allowing smaller craft to fly in-between them.



Auto Aiming: Get this and the game becomes much easier, mainly because you don't have to worry so much about lining up precisely with your target.



Graviton Bomb: Explodes just in front of your ship, taking out incoming ships and bullets.



EM Defence System: Sounds good, doesn't it? It's not, though, as it's nothing more than a basic shield.



Photon Torpedo: Sends out a burst of powerful shots which tear through alien ships.



Anti-matter Bomb. This fires one super-missile at a time. No good against smaller craft but excellent for dealing with bosses.

VERDICT

I really enjoyed *Silpheed*; as well as the incredible graphics, it's challenging with loads of action, especially level four where you have to dodge the massive laser turrets. My biggest criticism is that this game will not last. Eight levels is not enough; I made it to the end of the fourth stage after playing it on and off for a few hours in the office. If I'd been at home I'm certain I would have finished it in a day. This is the most stunning disc on the Mega-CD, but don't be swayed by the graphics alone.



GARTH SUMPTER



A massive explosion signals the end of one of Earth's last big spacecraft. Looks good, though, wouldn't you agree?

QUICK STICKS

Level four tests your reflexes to the full as you head at top speed through an alien fortress. Not even the alien craft dare enter this section. As you progress, bits of the ground drop away revealing more of the level while huge pillars rise from nowhere, forcing you to take evasive action. For all this neat in-level stuff, *Silpheed's* boss aliens are rather small and pathetic. Most are no bigger than some of the standard ships, which is a real let-down after all you have to go through to get to them.



He doesn't look like much, but the second level boss is one tough cookie. His main armaments are energy darts that cut straight through your shields.



Your skills are put to the test on this level as you're not only required to shoot everything in sight, but steer your way through narrow canyons.

A DAY IN THE LIFE OF A HARD PERSON

The third stage is where the action really hots up. A giant armada has to be seen off and you've been assigned to take out the mother ship.

1) Level three looks simple enough, doesn't it? A nice little jaunt through open space with lots to shoot at.



2) Yipes! That was close! You're now automatically flown in closer to the big ships to avoid the lasers.



3) Don't panic, that ship's awfully close but you have to be a really bad pilot to crash into it.



4) The small-fry's all out of the way, now you can go for the real stuff. The computer guides you in close to the...



5) ...trench! This makes everything else look like child's play as you try to avoid walls, bullets and other ships.



6) Fire a few shots here and the ship will reply with a massive laser. Fortunately it soon gives up and runs off. Hurrah for the good guys!



VERDICT

"It's bloody *Galaxians* with nice backdrops, what a rip off!" Well, it seems as though my first impressions of *Silpheed* were a little harsh – there's actually a hell of a lot more to it than that. As well as looking absolutely stunning, the backdrops on some of the levels even play a part in the game, like when you have to attack the spaceship by flying through the trench, just like in *Star Wars*! As for Rand saying that it's too easy, well, it is if you're playing it on easy level! Crank it up to hard and you've got a disc that'll last ages.



PAUL ANGLIN

VERDICT

I didn't say it was easy! What I said was that Silpheed is a Galaxians clone with ultra-smart backgrounds! And I still feel that. Sure, it's got some snazzy effects, and those backdrops really are amazing - but when it comes to the crunch, Silpheed's really not much more than the old shoot 'em up format, tarted up with up-to-the-minute visuals. It's enjoyable, but it's going to get tiresome after a while. And the sprites are poor compared to the backdrops. Silpheed will make your friends wet their knicks, but I'd question its long-term addictive qualities.



PAUL RAND



Soon the ground opens up to reveal yet more danger, so keep your wits about you.

BATTLE DAMAGE

As your craft takes hits through the course of a level, the shield rapidly depletes. When it's gone completely the ship starts taking physical damage. First, the engines go, which affects manoeuvrability. It does get worse though, as another hit will damage the guns, reducing your ability to fight. There is some good news, as bonus pods frequently drift down the screen. Shoot these

and they'll either release a diamond which increases your score, or a repair icon which, when collected,

patches up the damage or adds to the shield strength. As you can see, it's not all bad.



Massive laser cannons rise from the ground here. They don't fire very fast, but they still get in the way.



CARTRIDGE CAPERS

Silpheed's graphics are nothing short of remarkable. Originally there was speculation that the game would come with a special cartridge which would contain all sorts of new chips to allow the game to produce such

awesome visuals. However, the game needs no such thing, and what you get on the disc is incredible to look at. The ray-traced backdrops and intros are jaw-droppingly good,

although not all of the nice stuff is interactive. For example, the giant ships on the third level can be shot and crashed into, but apart from that do nothing more than look good. It's often quite difficult to tell what should be avoided and what will pass safely beneath your craft. The best way to find out is by firing straight at the offending object and if your shots hit, get the hell out of the way!



This boss is a piece of cake. The blue missiles he launches can be shot and the bullets easily avoided.



Silpheed features several of these excellent cut sequences.

MEGA-CD



PROS: Without question, the best graphics we've yet seen on the Mega-CD.

CONS: There's not enough levels and the game is a bit too easy.

GRAPHICS

Stunning ray-traced craft and vector graphics. Backdrops are simply stunning.

96

SOUND

Plenty of speech, but some of the tunes could have been better.

87

GAMEPLAY

Fast-paced action with loads of enemies to get to grips with.

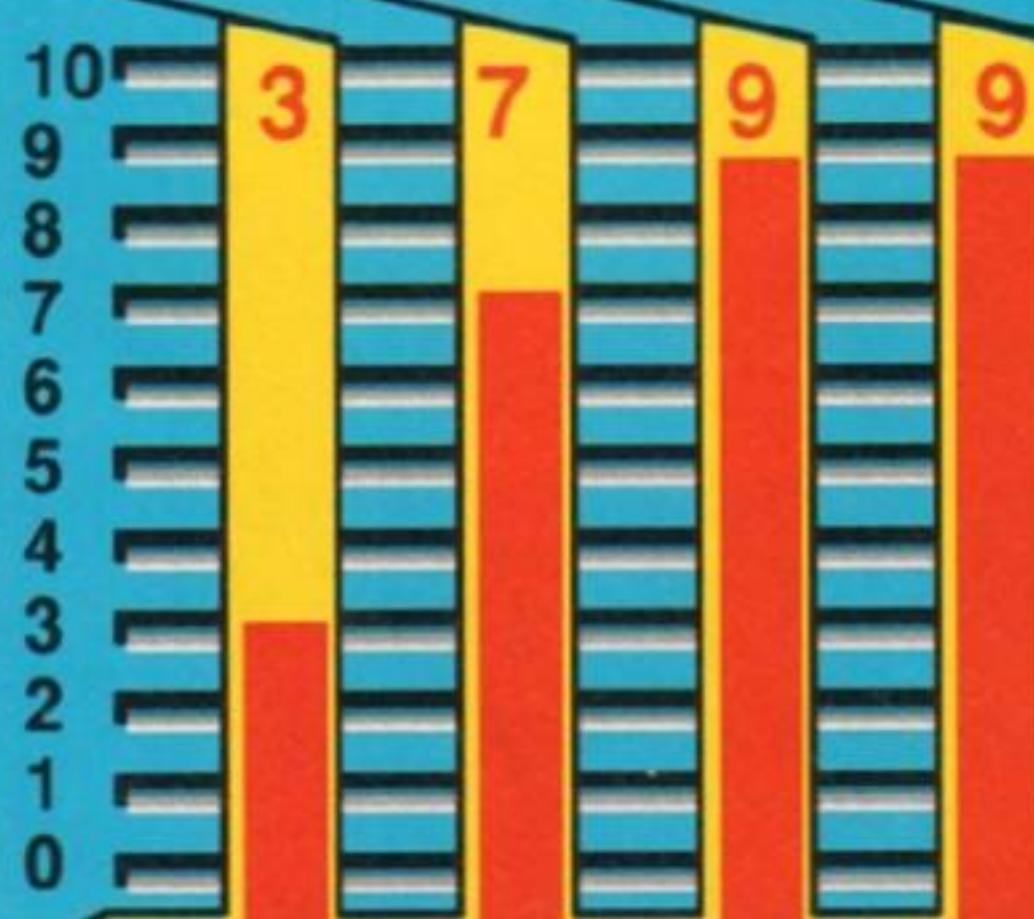
87

VALUE

Could have done with a few more levels and a bit more variety in the gameplay.

83

STRATEGY SKILL ACTION REFLEXES



MISS OK! HIT

85

AND YOU THOUGHT DR. FRANKEN WAS GOOD

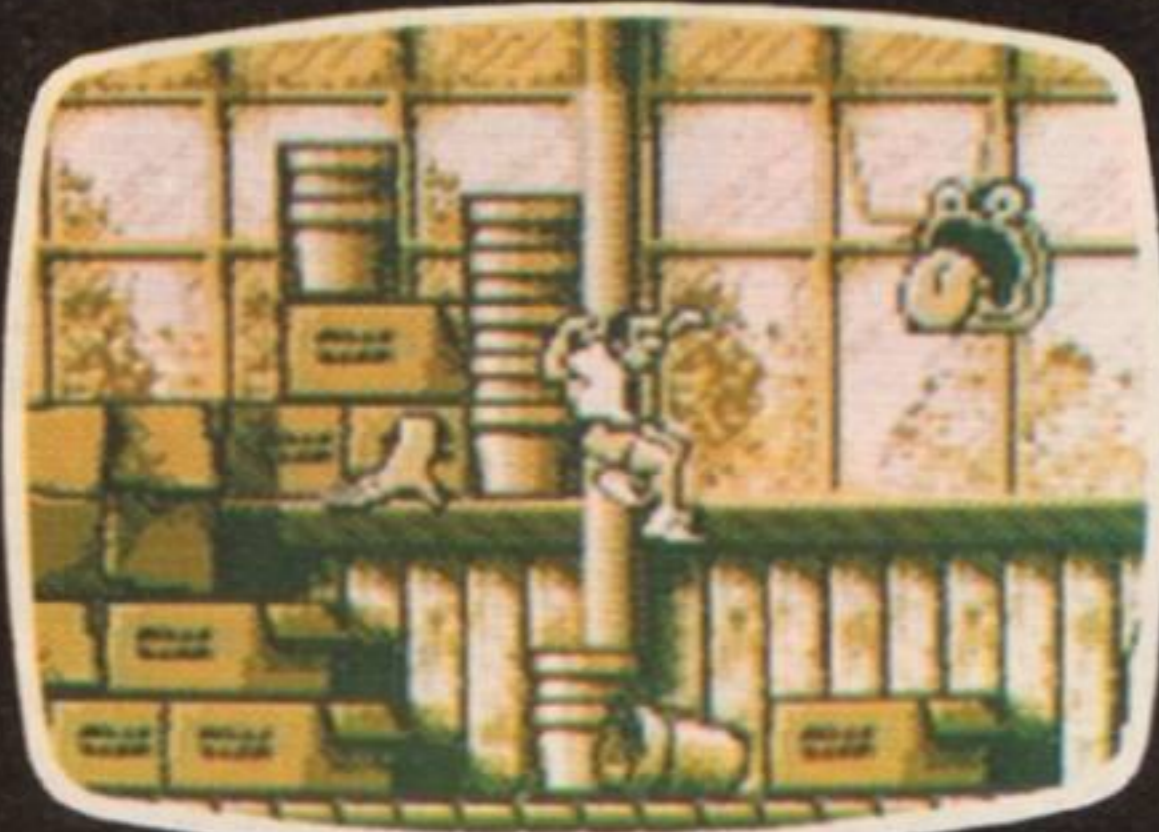
Dr. Frankenstein II



2 Mbit Power
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Franky is back – with new levels and new challenges, but hurry ... time is running out!!

- 7 completely new locations, 140 rooms in 12 different buildings.
- 6 large areas, arcade style scrolling sections.
- All in game text in any one of 7 different languages.
- Complete save game 'facility'.
- Large scale design and multi frame animation give character sprites remarkable authenticity.

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Telephone: + (44) 922 55852, Facsimile: + (44) 922 743029.

OUT: October. Contact Nintendo (0329 822565) for information.



Battletoads

IN BATTLEMANIACS

Rash and Pimple invade your SNES in a desperate mission to rescue their mate Zitz!

The Battletoads originally started life as a not-very good idea at parodying the Teenage Mutant Hero Turtles. Despite the relatively humourless concept, they did spawn a couple of rather good games, although they never really earned the success they deserved. Undaunted, Rare have produced a follow-up to the first Battletoads blast and, by the look of things, they've taken the easy route. Battlemaniacs takes the original formula and, somehow, makes it far worse than you could have hoped for.



The two-player game is the best fun as you can smack your mate around.

TOADALLY HARD

When one of your Toads has battered an opponent senseless he lines up one of his big shots. These are executed automatically and are designed to blast your enemy into infinity as, on the final blow, your Toad's hand transforms into a giant mallet to splat your enemy into next week. The Toads' attacks are rather limited though, with just one button to do the job with. This unleashes a volley of punches followed by a kick, none of which look very impressive. Once an opponent is downed he can be picked up and hurled off of whatever precipice you happen to be standing on.

HEAD TO HEAD

The Battletoads usually consist of Pimple, Rash and Zitz, but poor old Zitz has been kidnapped so it's up to the other two to rescue him. Pimple is the best of the pair thanks to his increased speed, Rash is just useless, not being particularly fast or strong. So that you don't end up fighting each other there's a special two-player option which prevents the characters from hitting each other. You'll probably agree that sounds pretty cack when you can go and beat each other to a pulp using the other option.



Get an enemy either side and your Battletoad will execute a smart double punch, taking care of both of them in one hit.

TOAD IN THE HOLE

The Toads take to various forms of transport to help them in their quest. To begin with they start off with normal items like hoverboards and jet skis, but things soon start to go hay-wire when they take to draughts pieces for a race across a giant chess board! The two-player option makes the game somewhat easier, but then you face a new problem – not enough enemies. The only thing which makes the game remotely fun is that you can take a pop at each other when you're bored.



Get too close to a flying pig and your toad will end up a little smaller than usual.

VERDICT

I really don't know what has gone wrong here. Right from the off you find yourself enduring sporadic action punctuated with bursts of complete nothing. It just goes downhill from there. Level two starts off well, but towards the end your Toad is surrounded by spiky bits of wood as the screen scrolls at several times its usual rate. The only way to make it through is by having all three lives intact as it's impossible to avoid anything. It seems as though the programmers just ran out of ideas and got a bit silly. This is tedious and extremely frustrating in places.



PAUL ANGLIN

SNES



PROS: Nice large bosses and an occasional humorous touch.

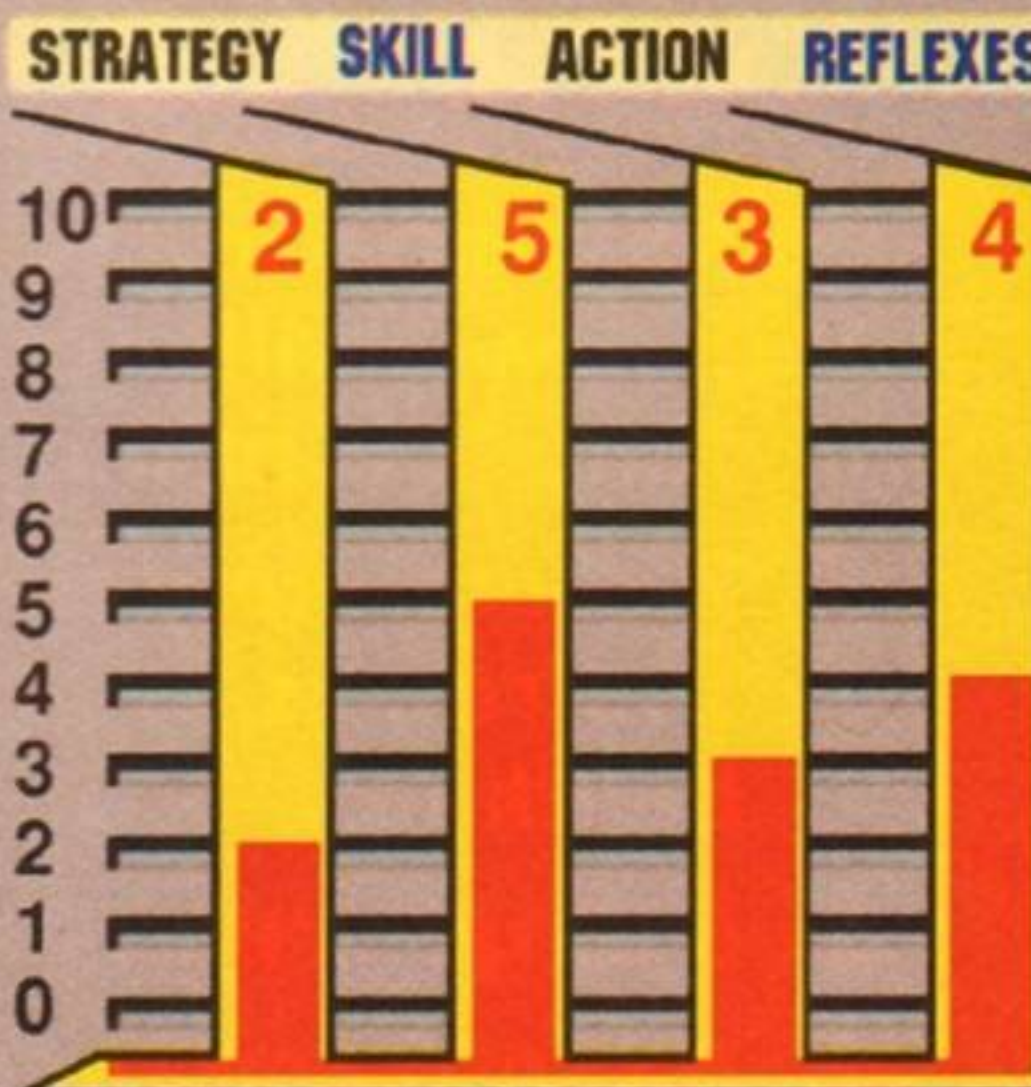
CONS: Dull, apart from the almost-impossible bits which are just frustrating.

GRAPHICS Backdrops are bland and the Toads look like chimps. Generally above average. **73**

SOUND Not excellent. The tunes are quite poor and sound effects are pretty drab. **61**

GAMEPLAY Unbalanced and very frustrating. You'll get annoyed with it quickly. **57**

VALUE It's not terribly exciting, but there's a lot of game in there. **55**



MISS OK! HIT

55

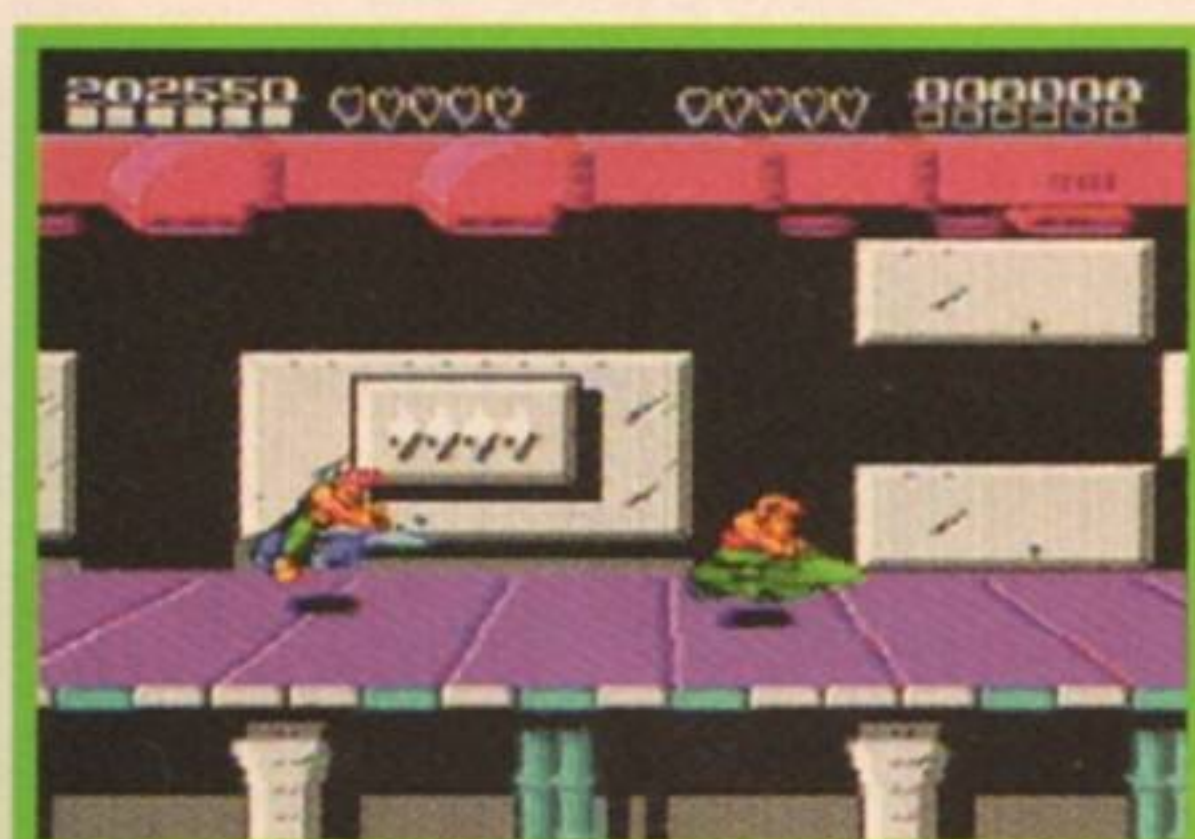
REVIEW

by TRADEWEST

▶ £39.99

OUT: October. Contact D&A (071 352 6416) for info.

BATTLETOADS DOUBLE DRAGON



A throbbing engine nestles between Jimmy's legs.



Fighting along the ship's hull.

TWO INTO ONE DOES GO

The game plays like The Sun crossword – two different sets of heroes, but the game remains the same. With that in mind I'm going to split this review into two parts. The first section deals with those knockabout action heroes of many a console game, the Battletoads. The other centres on Billy and Jimmy, the Double Dragon twins, and has lots of '-Lee' jokes in it.



One of the bosses. To kill simply lob his dynamite back at him.

I want to know what the guy in charge of games design at Tradewest is on and where I can get some. Let's face it, it's not the most natural idea for a game, is it? Feature both the Battletoads and the Double Dragon brothers in one beat and bash thrash? I bet he was responsible for Cherry Coke or something.

RIBBIT!

For mindless cartoon violence you can't go far wrong with the 'Toads. Intercepting the Dark Queen's battleship, which is on a course for Earth, Zitz, Rash and Pimple have to battle their way from the outer hull through to the Queen's own lair and put paid to her evil plans (what, you were expecting a decent plot? Ha ha ha...). The turtle take-offs have a whole bunch of bizarre fighting moves available, from super fists to smashing bad guys through the floor with a large stick. It's lunar lunacy at its greatest.

HAI-YAH!

The Dragons' plot is essential-Lee the same as the Toads', but since the Dark Queen teamed up with the

Shadow Boss, the two good guy teams joined forces. The twins fight their way to the centre of the ship using predictabl-Lee similar moves. The real fun comes when you team up with a second player and play as a team, using any combination of the two hero groups. There are also two versions of the two-player game, one where you can nastil-Lee hit each other, the other being a more friend-Lee affair.



The team. It's as if they were made for each other.

VERDICT

After the disappointment of the latest SNES version of Battletoads, I was more than pleased to play a decent game with the gung-ho green guys. And though it sounds like an odd combination, teaming the Battletoads up with Billy and Jimmy Lee adds even more scope to the game, especially with two players. The graphics are brilliant, with some excellent (and truly violent) methods of destroying the enemy – wait until you try using a bad guy as a baseball! Battletoads/Double Dragon is fun and violent – who could ask for anything more?



PAUL RAND

NES

PROS: Brilliant fun and ultra-violent. Varied gameplay and impressive graphically.

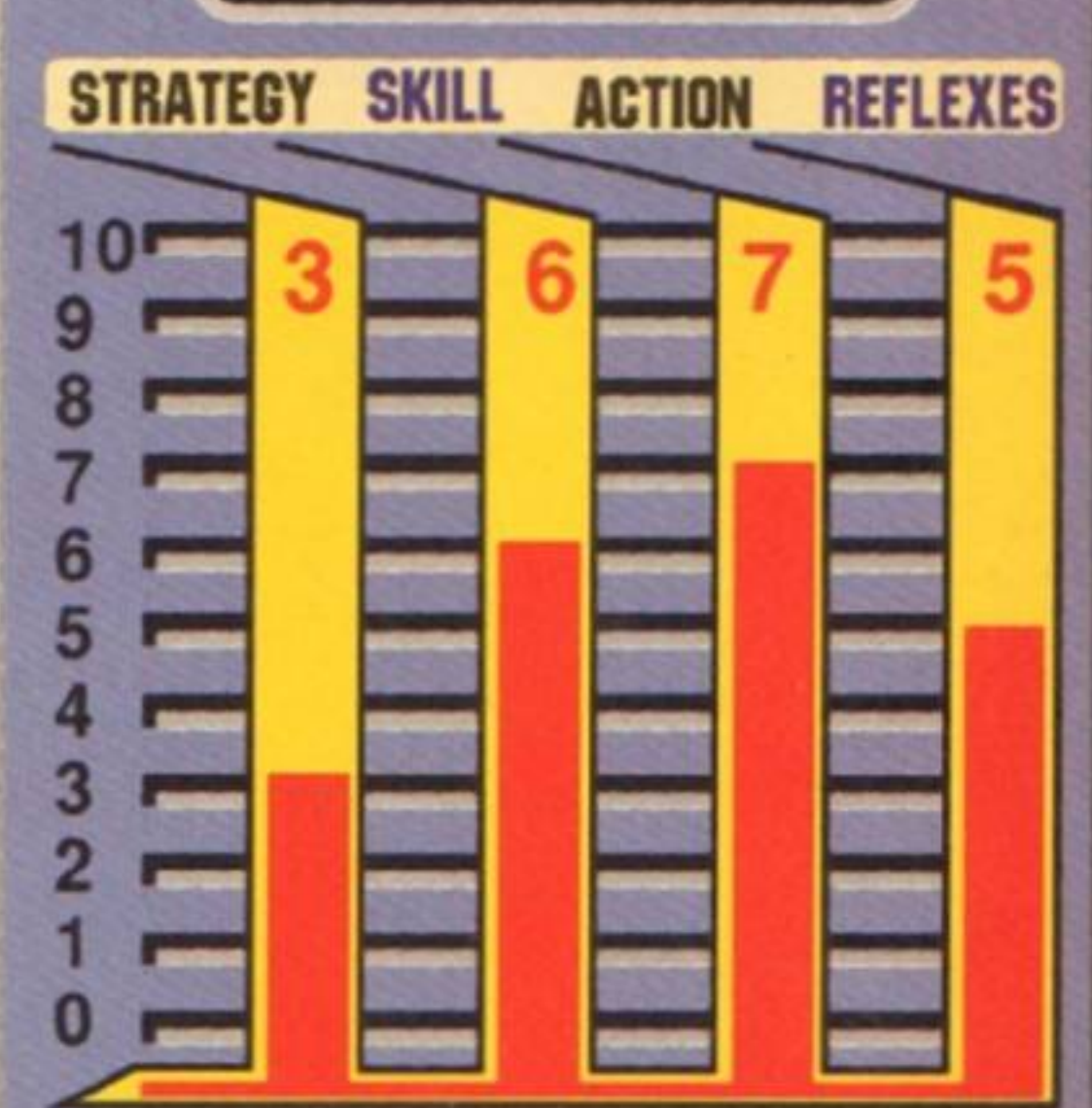
CONS: Sound is barely adequate and one player game is slightly limiting.

GRAPHICS Detailed and amusing, but with an occasional lapse in sprite collision. **80**

SOUND Workmanlike tunes and average sound effects. Nothing special. **50**

GAMEPLAY Plenty of variety with more than just fighting action to cope with. **81**

VALUE Not likely to keep single players hooked for ever, but two player fun is great. **75**

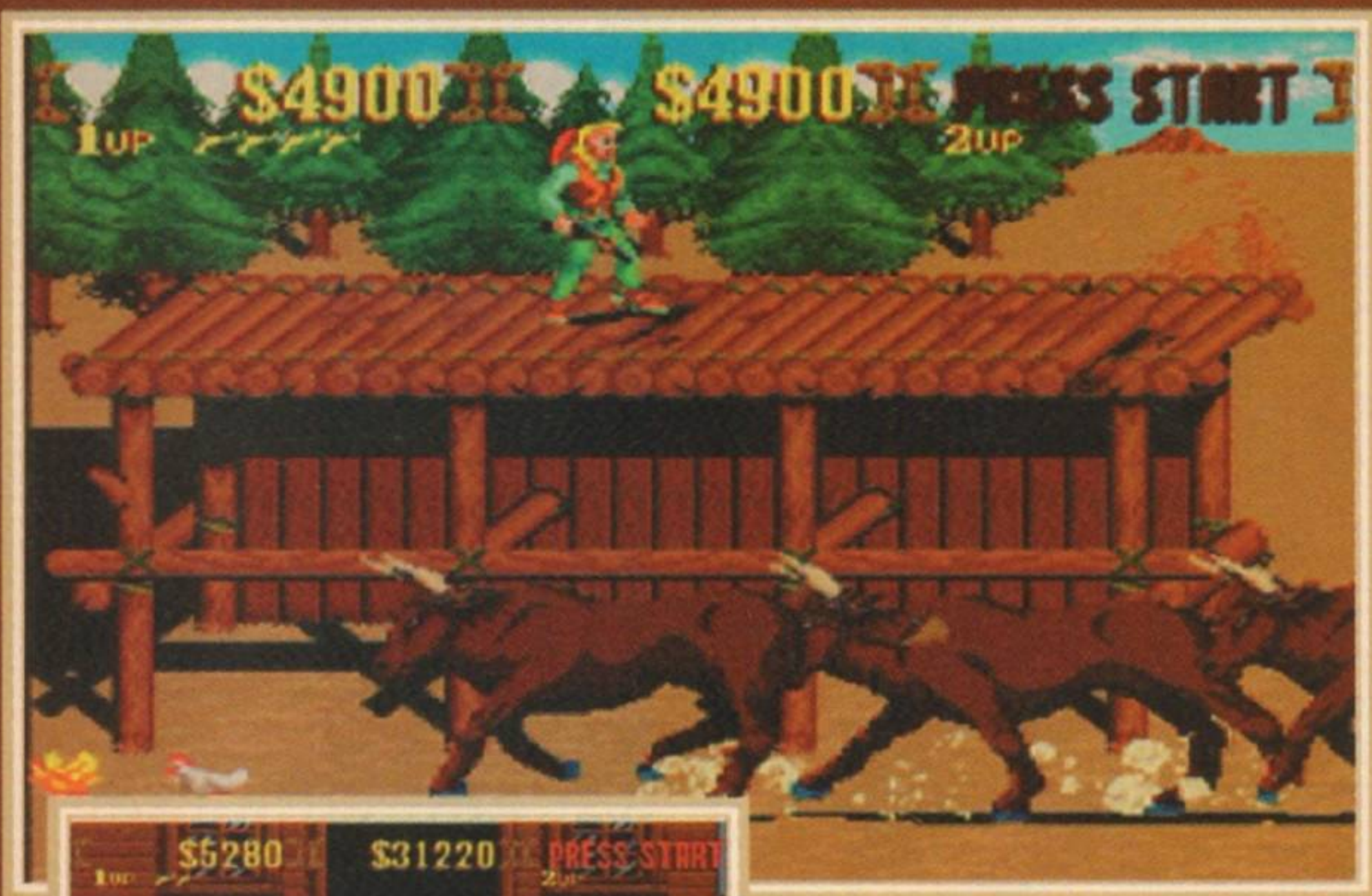


MISS OK! HIT

80

OUT: October. Contact Konami (081 429 2446) for info.

Unfortunately, mass animal slaughter isn't part of the game.



They're big, they're bad, they're the end-of-level guardians!

Yee-ha! Rootin' tootin' bandit shootin' comes to SNES from Konami!

Ah, that wacky wild west! Where men were men, women were all stereotyped madams with heaving bosoms and cowboys wore large purple shirts and fired six-shooters with more bullets than an Uzi. It's this level of authentic realism (!) that

Konami has gone for in its conversion of everybody's favourite arcade 'cowboy shoot 'em up that stars three different gunslingers and a Mexican'. So say hello to the Sunset Riders - and just pray that they never have to save your town from bandits!

SUNSET RIDERS

POSSE-FOOTING AROUND

In order to round up every bad guy in the west, you're going to need a posse. Unfortunately, these four guys tend to make it an im-posse. Steve and Billy are good with the ol' six-shooters, Bob packs a mean shotgun beneath his belt and Cormano has a hefty rifle tucked behind his poncho. Admittedly there's little difference between the four, but when you start picking up the power-ups, the shotguns tend to have the edge when it comes to letting off the rounds.

GOIN' LOCO

For anyone who's ever envied those stuntmen of old, level five plants you on top of a moving steam train which you've got to run along. Jump those carriages! Dodge those snipers! Get hit in the stomach by those low-level wooden beams! Rumour has it that British Rail is to introduce a similar scheme to help decrease congestion inside its peak-time carriages...



Those purple things are actually bullets! Wait a mo; three-way guns in the wild west? Whatever next?

GET OFF YER HORSE

A couple of levels put you atop your trusty steed to test your horseriding skills. Wagons deposit logs for you to jump over, horsemen fire bullets for you to avoid (unfortunately, due to the large sprites, when the bad guys fire their guns you don't tend to see the bullets until they're right in front of you) and a train rattles by, carrying more unpleasant surprises.

VERDICT

I'm not the world's greatest arcade gamer, so when I can get through to the penultimate level after just one afternoon's play, I guess it's safe to question the long-term appeal of this game. Sunset Riders is hardly the most dynamic use of a SNES, but it is quite good fun while it lasts - which unfortunately isn't very long at all. It looks a little strange; the graphics are quite blocky and the sprites are picked out in strange colours, but they aren't that bad. No, it's definitely the gameplay that's at fault; it's just too easy and dull to last.



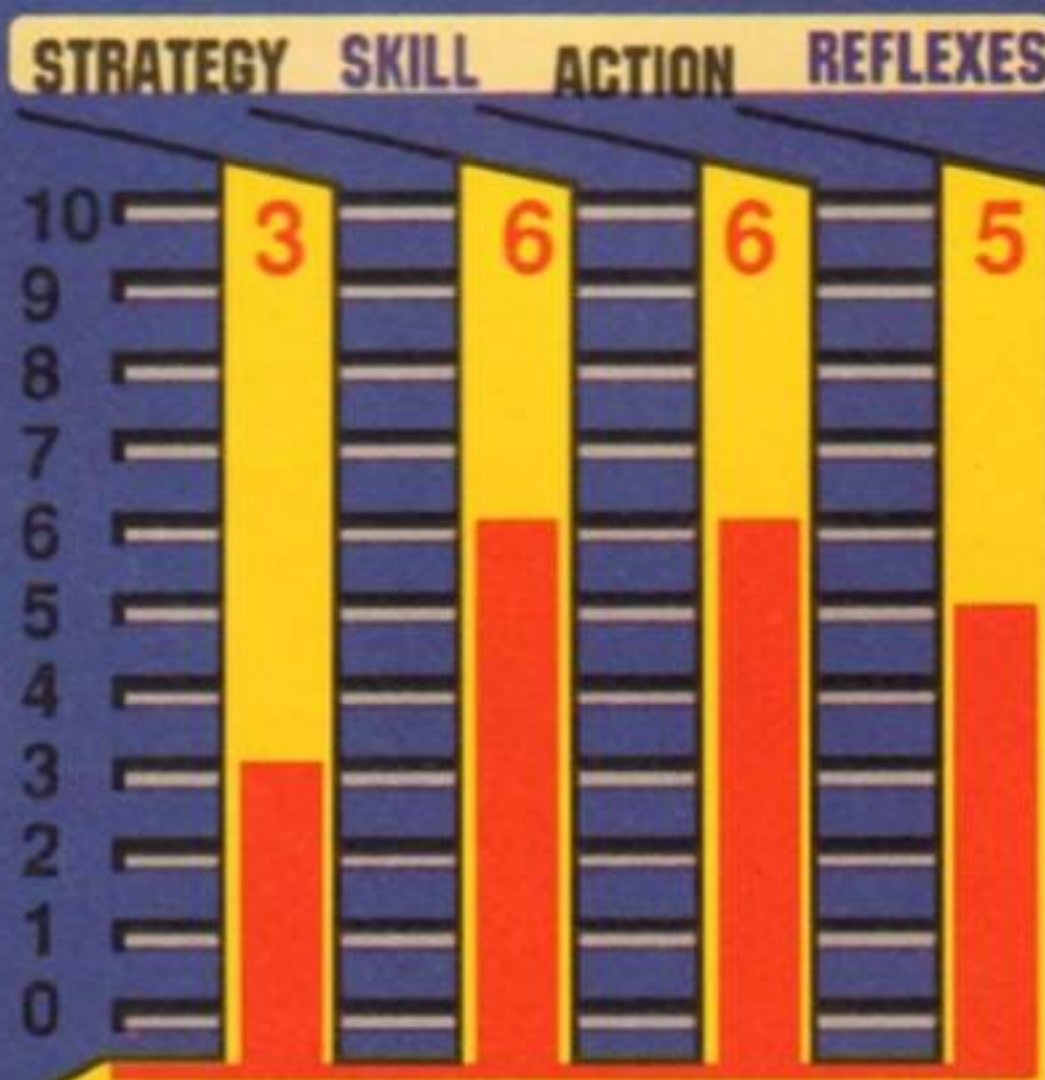
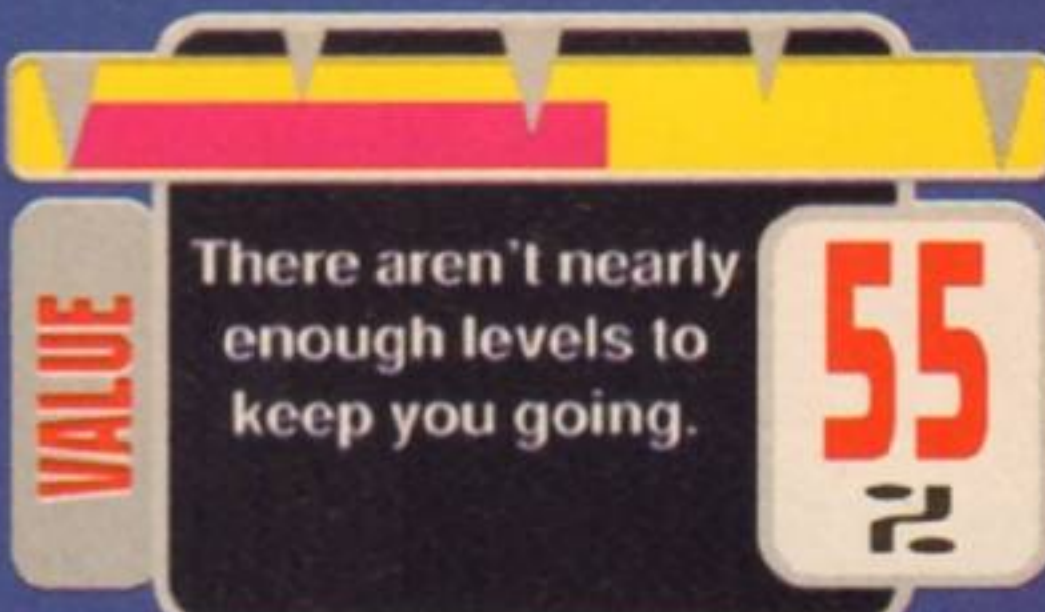
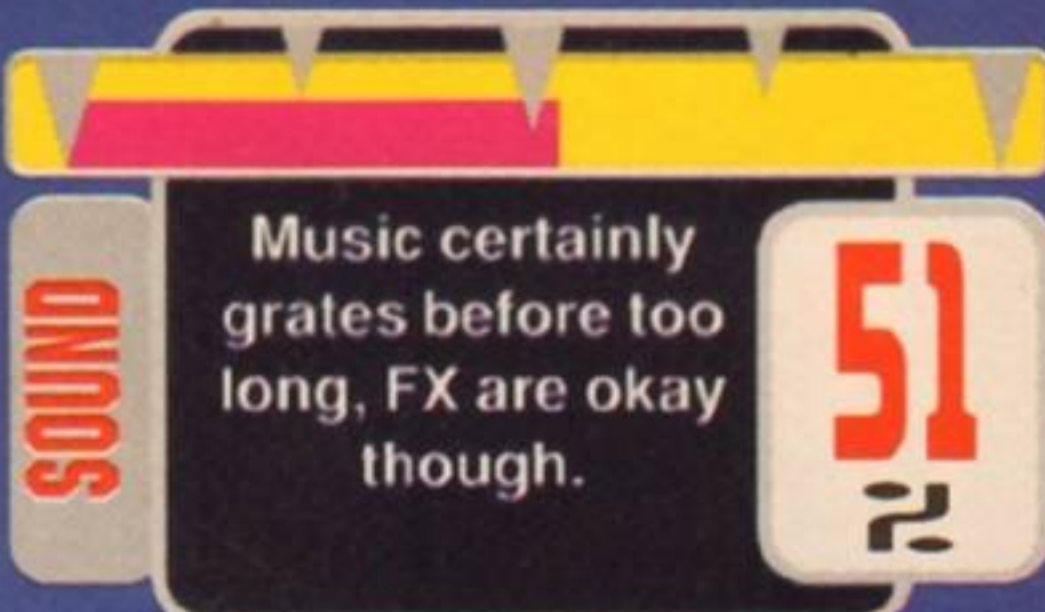
PAUL RAND

SNES



PROS: Colourful and fast. Two-player mode can be quite fun.

CONS: Not enough challenge, dodgy sprite collision. Stupidly positioned horse levels.



MISS OK HIT

65

KEVIN KEEGAN'S
**PLAYER
 Manager**

A DREAM COME TRUE! -Football management + Superb KICK OFF - Played separately or brilliantly combined to bring the management decision to the pitch in a live action; a feature unique to Player Manager.

REVIEWS

Nintendo

Magazine System

89%

Player Manager is one of the most sophisticated simulations you're going to find anywhere. You'll probably never find one better than this. Hugely playable Kick Off-style action and soccer management mayhem second to none. **HIGHLY RECOMMENDED.**

Computer and Video Games

95%

Thoroughly addictive piece of software that sucks you in from the word go, and doesn't let you go for a minute. Without a doubt Player Manager is quite simply the best all-round footy game on the market. **BLINDER OF A GAME.**

SNES Force

90%

Player Manager is the most involved soccer sim I've ever played. Five minutes with the cart and you loose all touch with reality. The most important factor in any game is playability and Player Manager has it by the bucket load. The attention to detail is incredible. Every element of gameplay has been thought through. One of the best simulations I've ever played and a must for serious soccer fans. **IT'S A GODSEND**

Super Pro

An utterly enthralling game.

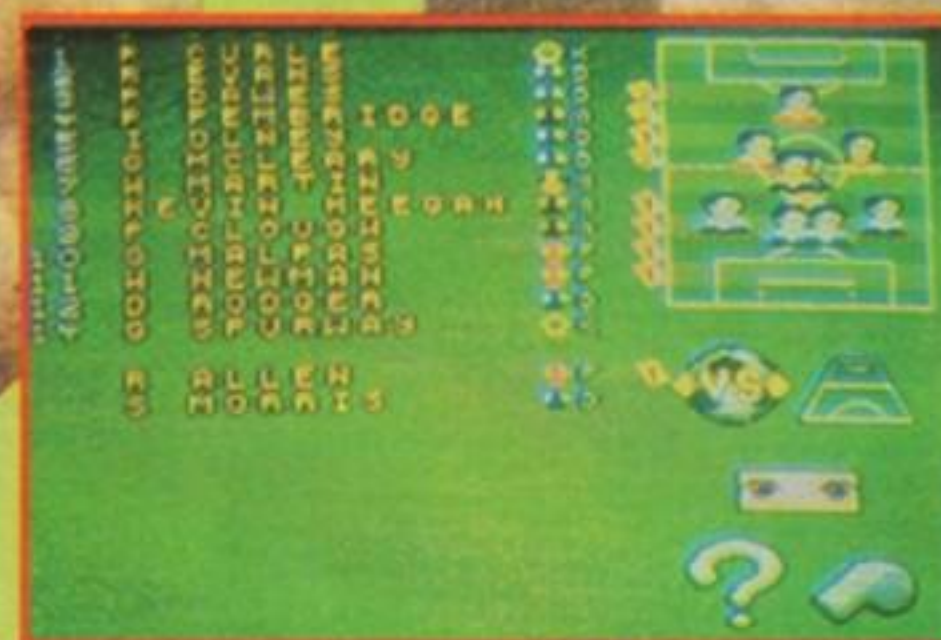


Also available on IBM (386 Min.) and AMIGA (1M only). Release end of October



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Kevin Keegan

OUT: November. Contact Electronic Arts (0753 549442) for information.

HAUNTING

Scare the willies out of the Sardinis in this 'dead' good Megadrive game!

The first indication that something is wrong.



DON'T GO INTO THE CELLARRGGH!

The main section of Haunting involves terrorising the Sardini family. This is achieved by jumping into various objects around the house and waiting for one of the family members to activate them. For example, jumping into the sofa will cause it to vibrate, drawing attention to it. As soon as one of the Sardinis go over to it it'll turn into a huge slathering mouth (or perform some other scary routine). The stupidity of the Sardinis is almost unbelievable. After the first few scarings you'd expect them to be wary of anything that starts wobbling of its own accord, but no. Every time something moves, off they trot to investigate. They deserve everything that's coming to them, frankly.

Restore your Ecto with a trip downstairs.

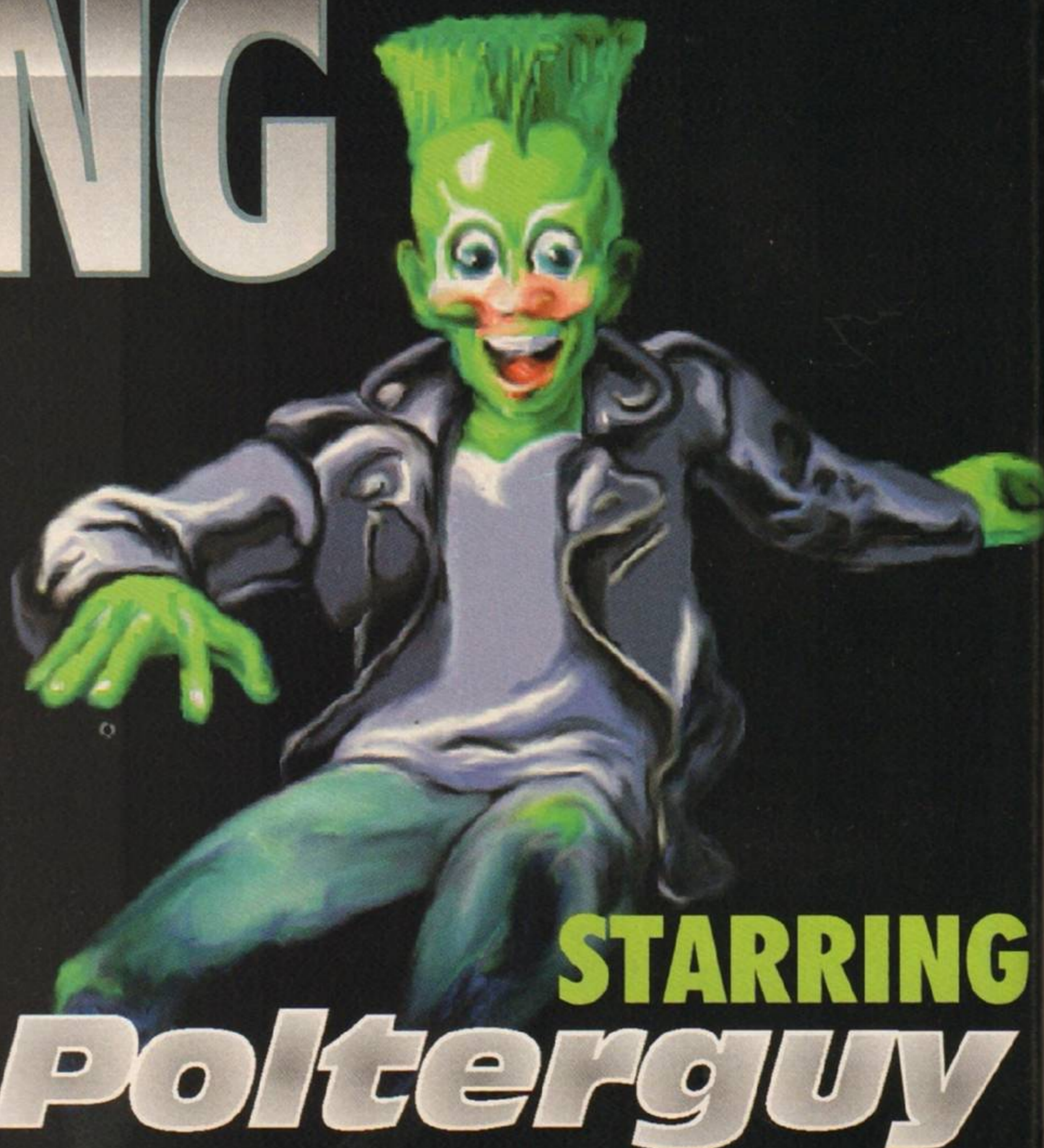


MUMMY, WHY HAS JOHNNY'S FACE GONE ALL GREEN?

You can possess a family member by casting one of your ghost spells. Inhabit their body then find one of the others and explode in front of them. Guaranteed to break the ice at parties! Other spells include a top-up for your ecto-energy levels, a limited supply of ghostly fireballs and a diversion for the family dog (who can see you, bite you and drain away your energy).

HE SLIMED ME!

Every spell, possession and re-animation costs a certain amount of ecto-energy and once you've run out, you're little more than a hapless otherworld observer. Fortunately, ecto can be obtained from a nasty little place called The Dungeon. Monsters lurk here, all waiting to cause Polterguy unspeakable harm. Your task is to collect as much ecto (and any bonus spells) as you can before finding the exit and returning to the house.



STARRING *Polterguy*

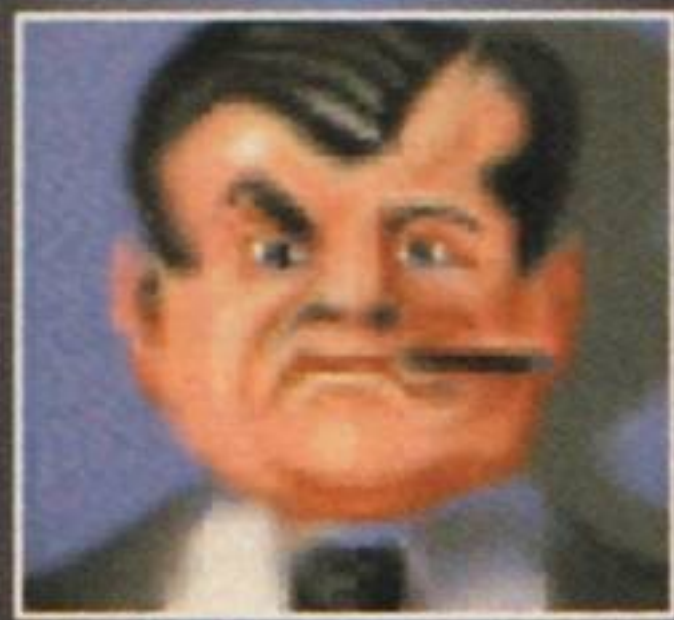
Well here's a novel twist. Haunting isn't so much Ghostbusters, more a ghost that's bustin' loose! Take control of the bad guy! Cause havoc at every turn! Be downright dirty, mean, monstrous, cruel, calamitous, unpleasant, unspeakable, deadly, detrimental and deleterious! Take revenge on the family of the man that caused your death. Possess Mr Vito Sardini's teenage son and scare the willies out of the dog. Terrorise his teenage daughter by animating the monsters under her bed. Who says console games all have to be sweetness and light?

The last two levels take place in the Sardini's summer homes.



MEET THE SARDINIS!

It's time once again for the further adventures of everyone's favourite middle-class, eternally victimised all-American family. In this week's episode, Vito Sardini discovers a ghost is haunting his house, with hilarious consequences...



Vito

A smile, a song and a quick takeover bid before breakfast. Head of the family, master of the house, wearer of the trousers (until he's scared out of them).



Flo

Mother, devoted wife, member of the local high school's governing board, chief high coven of the local satanic worship cult. An all-round normal housewife.



Tony

Typical American high school brat. Into heavy metal, ninjas, model aircraft, pet frogs, mucky mags under the bed, etc.



Mimi

The lovely daughter. Into dolls, easy-listening pop music and teen idols called Corey.

OOH, MOTHER!

Being dead, Polterguy has the power to possess any number of various objects and characters. Here's just a few of the interesting tricks Polterguy can perform.



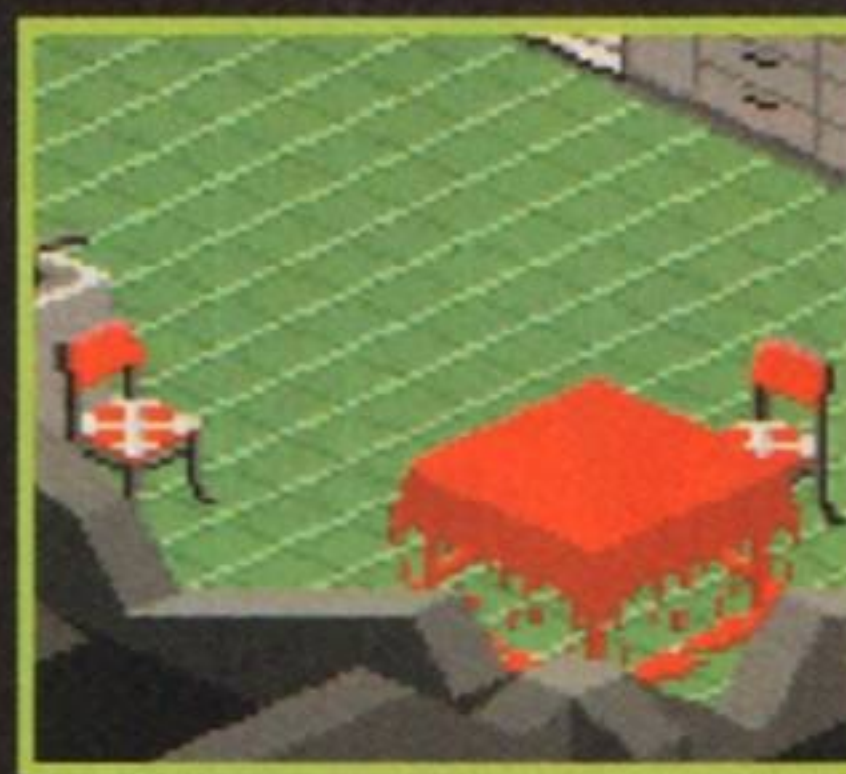
The man-eating sofa!



The TV presenter!



The monster in the attic!



The bleeding table!



Fish-tank shark!



The haunted helicopter!



The computer mouse!

THAT'S TRULY DISGUSTING

Amongst all the many wonderful tricks and traps you can set for the Sardinis, one of the best is situated in the lavatory. Find a spanking new toilet and trap it. Wait for one of the Sardinis to spend a penny and sit back to enjoy the delights of what can best be described as the Turd Monster. As soon as someone approaches it, up pops a disgusting brown creature which immediately shoves its hand into the bowl and starts lobbing... ahem... stools everywhere. And I'm not talking about the three-legged wooden variety.

VERDICT

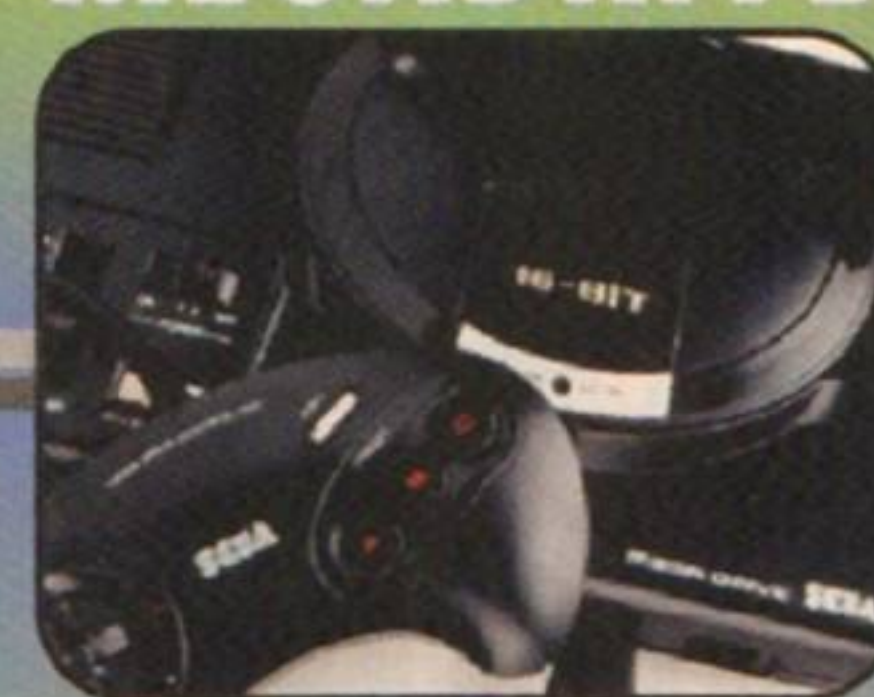
What can I say about a game that features a turd monster? Haunting is certainly one of the more original games to arrive on the Megadrive and the first few times you play it really is pretty funny.

But, as with most comedies, once you've seen the jokes you've seen it all and it soon becomes repetitive. It's also let down by the dungeon sections, which are just plain dull and serve to annoy rather than add variety, and the rather strange control method for Polterguy doesn't help. However, Haunting does provide a few chuckles and a good couple of afternoons worth of entertainment.



GARTH SUMPTER

MEGADRIVE



PROS: Very funny (and very disgusting) ghost tricks, and fun cartoon-style graphics.

CONS: The jokes wear thin after a while, and longevity is a bit lacking.

GRAPHICS

The animation can be a bit ropey on the sprites but on the whole they are very funny.

80

SOUND

Tunes are nothing special and effects hardly push the machine to its limits.

61

GAMEPLAY

Finding out about the tricks is entertaining but the whole thing is a little too easy.

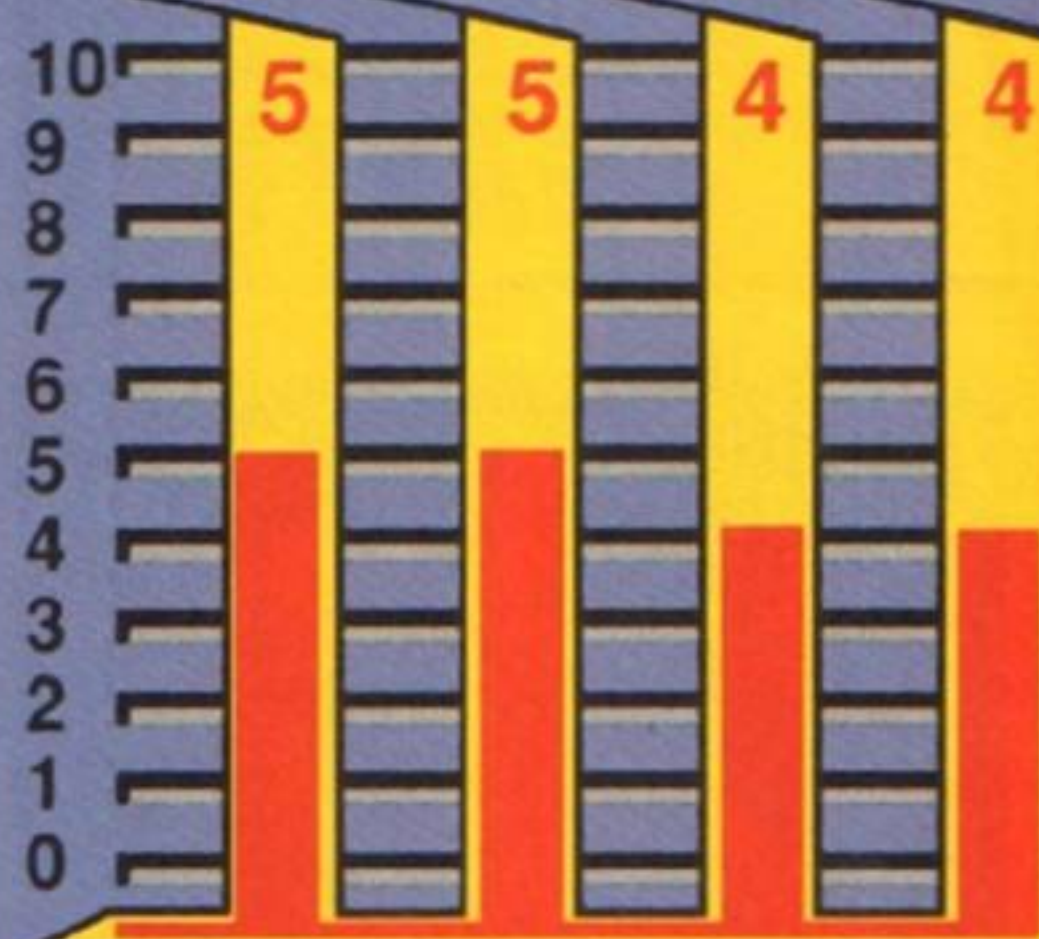
72

VALUE

With only four houses and one family to haunt it gets a bit repetitive.

65

STRATEGY SKILL ACTION REFLEXES



MISS OK! HIT

75

OUT: Now. Contact Virgin Interactive Entertainment (081 960 2255) for information.

POPULOUS 2



Uneven land prevents your people from building large houses, so flatten as much as possible to help them out.

BAD MANAS

Without believers, your god is as useless as a paper hat in a monsoon. Believers generate the gods' power, called Mana, which allows him to do all his wizzo divine-type things. Naturally, you have to protect your worshippers or end up completely mana-less. The amount of worshippers you have is depicted in an area at the top-left of the screen. If your enemy starts getting the upper hand, the only thing you can do is attempt to smite some of his people and level things out.

Sick of God botherers? Pretend you're getting rid of them with this game!

Wouldn't it be great if you could just summon up a lightning strike and remove offending personalities from your life? Well, you can get a taste of this kind of power in Populous 2, the sequel to, you guessed it, Bullfrog's groundbreaking Populous. As a minor god on a backwater planet, you've got to ensure your survival by beating off your rivals using a variety of godly powers. Naturally, gods are too aloof to fight themselves, so they take it out on each others' worshippers. When a god loses all his believers, he's stripped of his powers and kicked out of wherever it is gods live. All you have to do is protect your interests and start hurling those lightning bolts.



Tornadoes are one of the excellent wind powers you call on to make life miserable for your rival's people.



Lightning bolts are the most precise of your attacks, capable of smiting individual people.



Some land is less fertile which prevents populations from expanding.

EARTH, WIND AND FIRE



Earth: Rend the ground beneath enemy villages, reducing the land to sea level and seriously annoying the locals. On the other side of the coin, massive volcanoes can be conjured up, complete with lava, to make the land uninhabitable.



Fire: For the ultimate in crop and property destruction, use this command. It lets you create gigantic flame columns which obliterate everything in their path. The downside is that they're unpredictable and just as likely to burn your houses and people.

No, this isn't a box-out on the popular 70s group which none of you will remember anyway; the title actually refers to the many excellent godly powers featured in the game. These fall into four categories:



Air: Take everyone by surprise on a sunny day by creating a massive electrical storm. These'll zap buildings and ruin land, and the more powerful ones last for quite some time.



Water: This isn't as devastating as the other available powers, but it does allow you to place baptismal fronts in enemy territory. Should any of 'his' soldiers fall in, they'll quickly see the error of their ways and change sides!

VERDICT

At first glance, at these screenshots at least, you may think 'Hurumph; this is the same as Populous.' It's not, though. One of the biggest failings of the first game was that it soon became very dull. Its sequel gets around this by 'rationing' your powers, so the really good stuff doesn't appear until you've conquered a few dozen worlds. In fact it's these powers which make for the only real difference between the two games. If you haven't got the first game, this is well worth a look if you fancy dabbling with the lives of mortals.



GARTH SUMPTER



If you want to be really flash and have loads of mana, try summoning up burning rain, which is always a laugh.

BUILDING BLOCKS

In order for your people to reproduce, they need smart houses. They'll automatically build a home wherever they find a piece of spare land, but for best results you have to intervene. The more flat land there is around a building, the larger that abode becomes. So, by employing your powers you must create as much flat land as possible. Occasionally it pays to upset a house by raising some land nearby. This reduces its size, resulting in one of the occupants being cast out. Although that might sound like a daft thing to do, it comes in more than handy if you need some people roaming around to fight off enemy attacks.



Fire destroys people and buildings, allowing you to rebuild on what was formerly enemy territory.

MAGNETIC ATTRACTION

One key element of the game is the papal magnet. Both sides have one, each symbolising a religion. By clicking the appropriate icon, you can instruct your people to head straight for it – useful if you place it in enemy territory, as your followers troop off and beat up the opposition. The other advantage is that, when people meet up at the magnet, they join together to form even stronger folk. When you think the super-person is powerful enough and you've got enough mana in the bank, it's worth turning him into a knight. These ferocious characters are dedicated killers; once called into existence, a knight will head straight for enemy land, killing and destroying everything in his path. He tramples flowers, too.

To begin with your powers are rather limited – take this puny lightning bolt, for example. But as your population increases so do your abilities.



VERDICT

Populous II is a big improvement on the original, mainly because, due to the fact that it's not possible to get hold of all your powers in a very short space of time, it takes longer to get through the game and is more involving, hence it's got more of a hold over the player. That said, Populous II bears more than a few similarities to the original and, as such, if you've got the original you'd be wise to give the sequel a test to see whether it's sufficiently different to warrant purchase. If you're new to Populous, though, go for it!



PAUL RAND

MEGADRIVE



PROS: Excellent godly powers and a huge amount of levels.

CONS: Very samey throughout, which limits the lasting appeal.

GRAPHICS

Miniscule spites and quite dull scenery, but some very impressive special effects.

81

SOUND

Apart from a few unimpressive spot effects, there's not a lot to listen to at all.

30

GAMEPLAY

Easy to learn but difficult to master – more than suitable fodder for strategy fans.

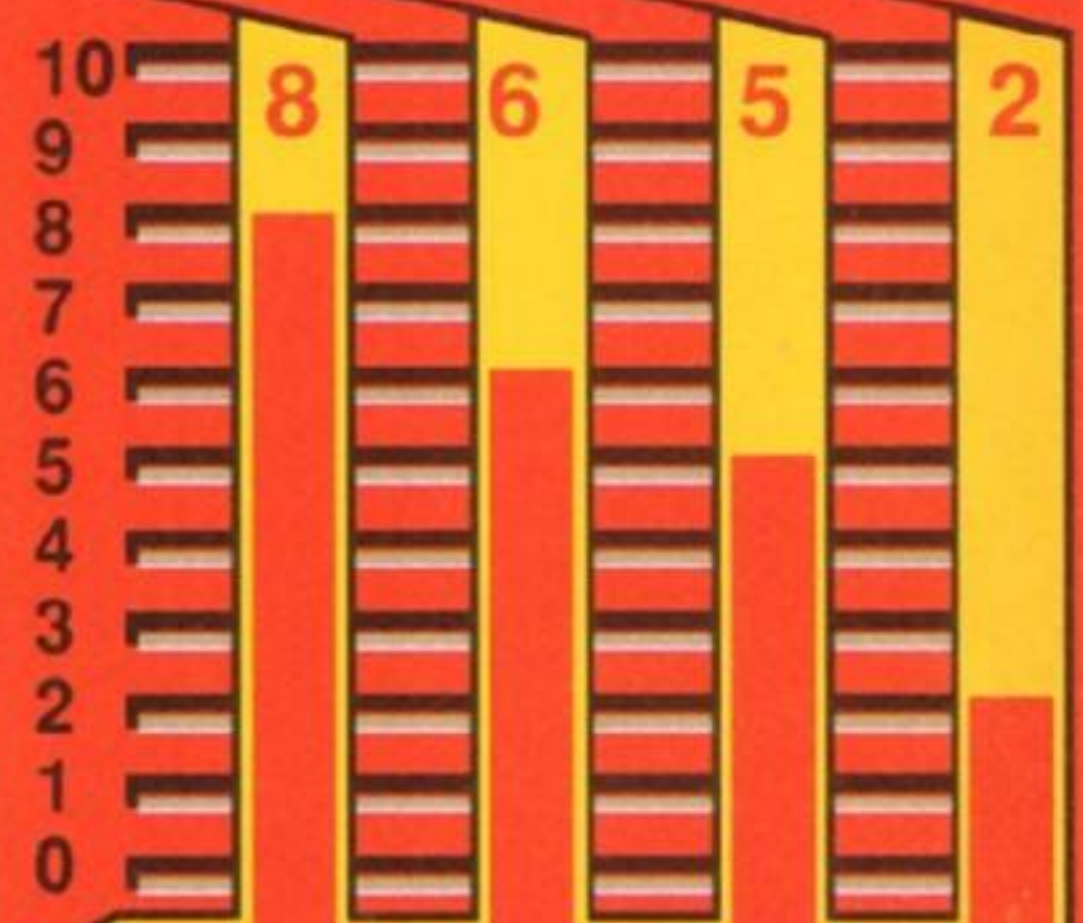
88

VALUE

Unfortunately, the game's repetitive nature kills much of Populous 2's lasting appeal.

80

STRATEGY SKILL ACTION REFLEXES



MISS OK! HIT

86

OUT: On import. Contact Dream Machines (0429 869459) for information.

MYSTIC MOMENTS

The Samurai's quest takes him throughout time, where the demons get fiercer and the backgrounds better. Here's a sampler of the kind of danger that's in store for him.

BATTLEFIELD: 1730

The Samurai's first mission is set in his own era, but that doesn't make things any easier. Historical accuracy is thrown out the door as giant killer wasps, aliens, green devils and other strange creatures from the dark side who shouldn't be in ancient Japan gang together.

TIME TRAIN: WHO KNOWS?

Being a closet train spotter, the Demon Lord has built a time-travelling locomotive to transport his troops to the future. Not having booked his ticket the Samurai must fight his way to the front, past the engine driver of the train who's an undead corpse. A bit like normal BR staff, really.

TOKYO: 1999

Demons are running riot and only the Samurai can stop them. These demons are harder than ever; they were warned to expect a bit of aggro and have prepared in advance by tooling up with weapons as well as their demonic powers.

TIME ELEVATOR

Following the destruction of his train, the Demon Overlord has built a time-travelling elevator to transport his hordes. Should he come through here, the Samurai finally reaches the lair of the Dark One.

FIRST

THAT'S A MAGE-ING

The Samurai isn't entirely alone his quest; he can call on the help of the ghostly Wizard Mage. To do so, he has to first find a magic bell, then when he reaches a particularly unpassable area, ring it.



Oh dear. Mr Samurai has forgotten to pack his asbestos boots. It's lucky he found that bell.



Ring the bell and the Wizard Mage appears. He mutters the magic incantation and gets to work.



There's a brief pause for effect while the Mage works on some smart pyrotechnics.



Bingo! The Samurai is free to continue and attack whatever lies ahead.

SAMURAI



Samurai were renowned for many things, not least their ability to chop other Samurai up into small quivering pieces. The chopsocky star of this game is on a quest to prevent the evil Demon Overlord from destroying Japan. Knowing that the Samurai will give him a jolly good thrashing with his sword, the Overlord has taken refuge in the future and summoned an army of lesser demons to protect him. Using only the magic of the Wizard Mage and an incredibly pointy sword, you must take on the guise of the First Samurai and save Japan - past, present and future.

YOU'VE HEARD OF THE LAST NINJA? NOW GET READY TO TIME-TRAVEL THROUGH TOKYO WITH THE FIRST SAMURAI!



Most of the general nasties aren't this big, they're just a lot meaner and far harder to kill, so be careful.

VERDICT

The First Samurai was a great game on the Amiga so it's good to see a SNES version which is even better. There are loads of neat animations, although some of the backgrounds are a little basic and rough around the edges. The sound is also fantastic, with brilliant tunes and some smart samples. And the gameplay is excellent, with dice 'n' slice action galore to keep most people happy for a long time. This is one of the most original platform games in a long time, and the mix of action and problem solving will keep you hooked for ages.



GARTH SUMPTER

DEMONIC DROPPINGS

Helpful items are lying around, thanks to absent mindedness on the part of the demons. Collecting these makes your quest a lot easier.

Mystic Runes: You need to collect five of these to release the big demon boss at the end of a level.



Warp Lanterns: Activate a lantern to return to the last force pot.



Treasure Chest: Collect these to top up your score, not that it makes any difference to the game.



Token: You must collect five of these to summon the boss to battle.



Magic Bell: Ring one of these and the Wizard Mage appears.

Force Pot: Crouch down next to one of these until it turns blue. It's now a restart point.

Food Basket: One of the most important pick-ups to grab, this replenishes energy.

Demon Bane: Invokes the power of absolute excellence to splatter all the monsters on screen.



Keep back from this guy. It helps to have plenty of energy at this point, as you're odds-on to lose your sword.



One of the zombies on the train gets a touch of the Blankas as he tries to fry our heroic Samurai.

MORTAL COMBAT

The Samurai's main weapon is his sword, but it doesn't stay with him forever. Along with the energy bar is the force scale, and he only gets the sword when the scale is above 70%. Every time he kills a demon the force bar increases slightly. It also acts as an extra energy bar, which allows the Samurai to take a few hits when the normal energy bar runs out. The down side to this is that he also loses his sword and is reduced to fisticuffs until he powers up again.



Tokyo of the future is infested with zombies and the sewers with jellyfish.



Apart from standing around looking mean, this frog puts up little resistance.

VERDICT

Amiga First Samurai was a cracking game. Unfortunately, things got all mucked about when Mirrorsoft (the company that was bringing the floppy version out) went down the tubes. So it's particularly good to see that the SNES version is even better than what was already a very good hack 'n' slay fest. Graphics are polished, sound is a bit tinkly but suitable for the type of game, and the action is unrelenting and very tough. There could have been a few more levels, but what's there is perfectly acceptable and worth any slash fan's attention.



PAUL RAND

SNES



PROS: Excellent variety in the gameplay. Looks impressive, too.

CONS: A few more levels certainly wouldn't have gone amiss.

GRAPHICS

Some very nice sprites, but the backgrounds tend to be a little on the grainy side.

85

SOUND

Plinkety-plink Japanese tunes are accompanied by a smattering of good effects.

87

GAMEPLAY

There's a good mix of action and problem solving, and it's very addictive.

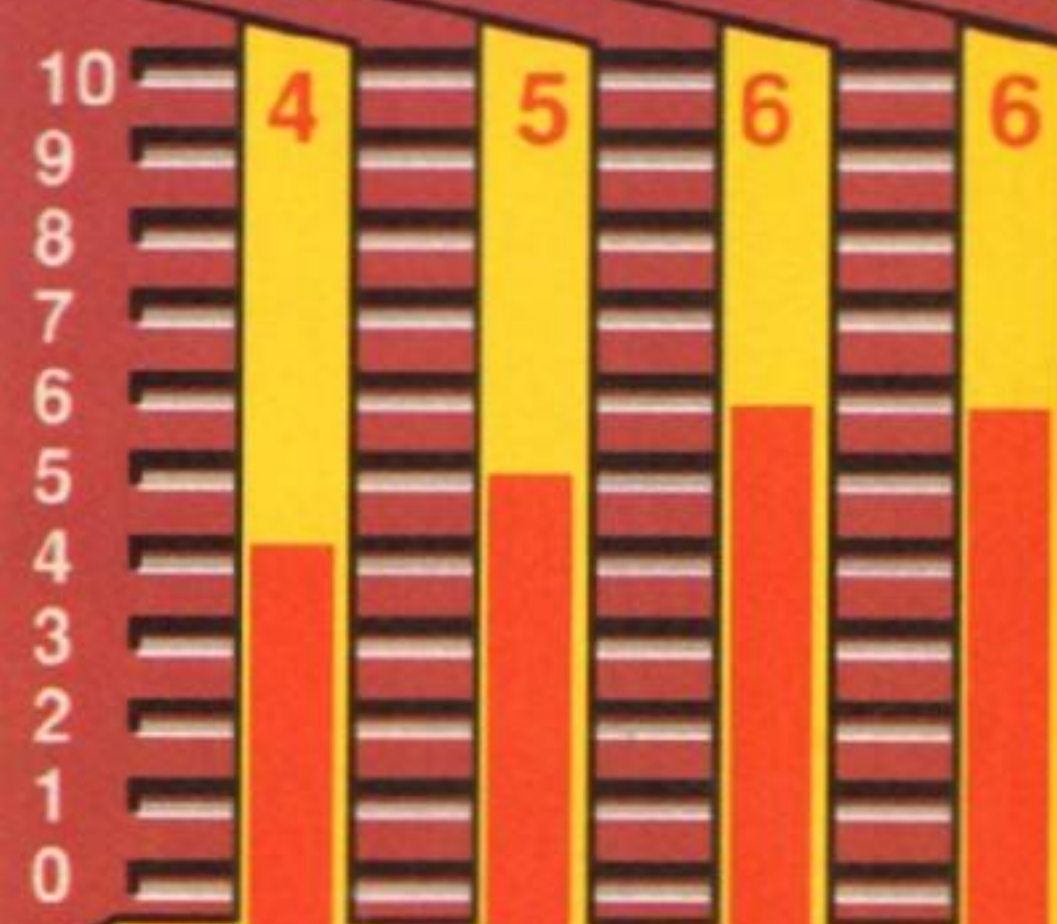
88

VALUE

Despite being taxing, the game is a little too short. More levels would have helped.

85

STRATEGY SKILL ACTION REFLEXES



MISS OK! HIT

87

HAUNTING



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REVIEW

by ASMIK

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OUT: On Import. Contact Dream Machines (0429 869459) for information.

WING AND A PRAYER

Super Air Diver features two basic types of mission – air-to-air and air-to-ground. If you're up against other aircraft you'll be flying either an F-14 or FS-X air combat plane. Apart from being really fast, they also come with loads of excellent missiles. If you're assigned a ground mission you'll be flying either an A-10 or Tornado IDS, both of which carry napalm and Maverick guided missiles – perfect for blating unwanted terrorists.



Keep your finger on the cannon button for a constant stream of fire.

TRICKS AND TACTICS

The manual goes to great lengths to show you loads of supposedly excellent combat manoeuvres. As it turns out, these are almost impossible to execute, and the best tactic is usually to fly straight at any enemy aircraft foolish enough to challenge you and open up with all your missiles. Pressing the flare button launches a super-hot lump of magnesium which dupes the enemy missiles into flying straight past your plane – tops, eh?



VERDICT

Considering this cart's supposed to have a fabby graphics chip inside, the results are very poor indeed. The mode-7 scrolling is fast, but it's hardly detailed and the aircraft graphics are decidedly poor. It's also a very easy game to play; so easy, in fact, that the only challenge comes from avoiding the boredom which sets in after you've destroyed your fifty-millionth aircraft. If you're after top flight action to get to grips with, go for F-15. Alternatively, if you want a shoot 'em up there are dozens of better games than this. Poo!



GARTH SUMPTER



A featureless desert is the background for the second level.

Super Air DIVER

More Mode 7 madness abounds in Asmik's latest airplane blast!

Someone should pop over to Asmik's offices in Japan and point out to them, quite politely, that even Noah is sick of the sight of Mode 7 games. They were a novelty when the SNES first appeared but now they're the sad Seventies fashion victim of the games world. In this particular one you're up against armies of international terrorists who've built themselves massive bases and huge squadrons of attack aircraft. Being a member of a unique international terrorist-busting airforce, it's you whom the governments of the world have turned to to rid them of this menace.



This the dull special mission, in which you're asked to shoot boring static targets with your cannon.

WEAPONS OF WAR

Each plane is armed with missiles and a machine gun. While the gun is often the most fun to use, it doesn't have the range of the missiles which can destroy a target at long-range. Air-to-ground missiles are a different case altogether. They require you to put your butt on the line by diving straight towards the ground target to make sure the missiles hit. If you don't pull up fast enough you'll end up making a hole deep enough to bury an elephant in, so don't fall asleep.

SNES



PROS: Impressively fast Mode 7 scrolling.

CONS: Extremely boring and repetitive.

GRAPHICS

Fast scrolling but very poor aircraft sprites.

67

SOUND

Some excellent tunes but the spot effects are nasty.

80

GAMEPLAY

Hah! What game-play?

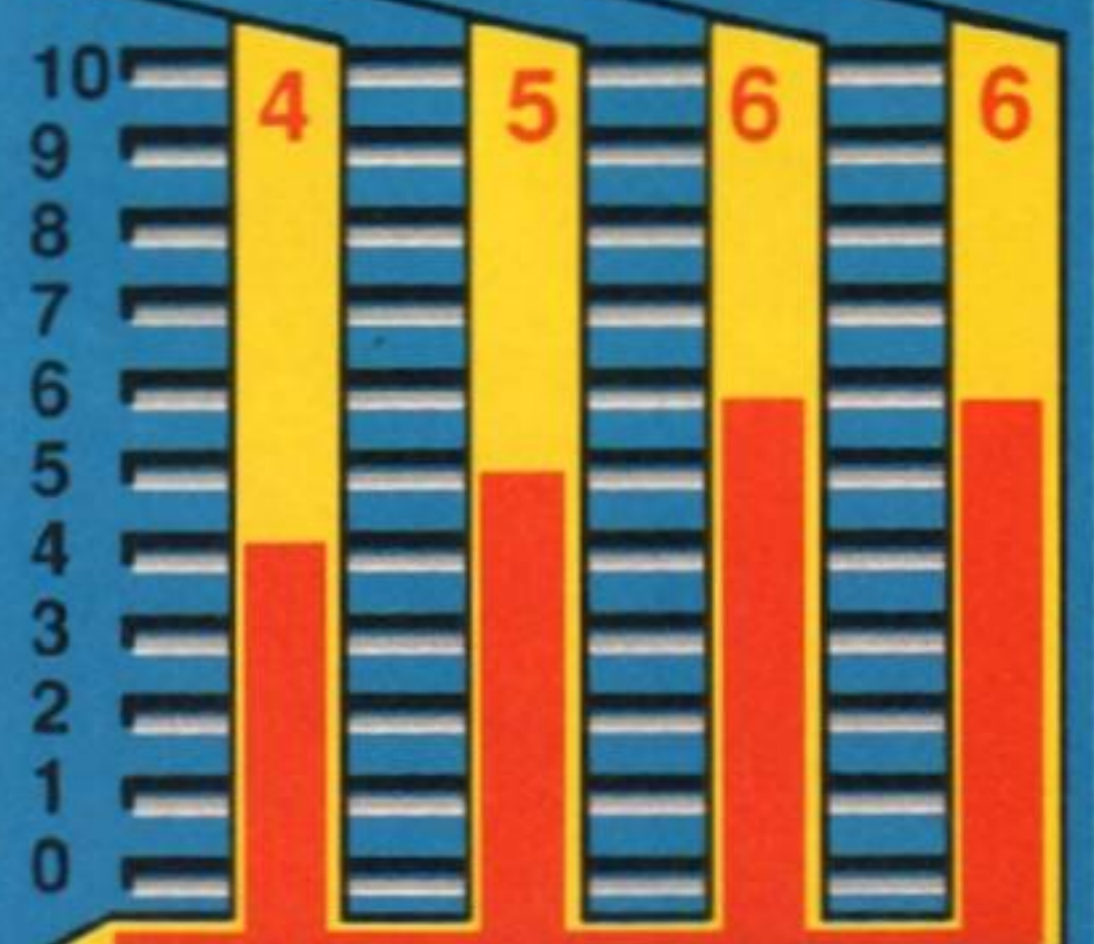
45

VALUE

Could win an award for dullness.

43

STRATEGY SKILL ACTION REFLEXES



MISS OK! HIT

43

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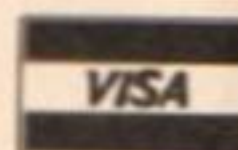
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ZOMBIES

Classic Hammer horror comes kicking and screaming to your SNES!

Run! Run for your lives! The Martians have landed! The undead are rising from their graves! Can't you see, you fool? The aliens have invaded! Whatever the situation, the classic B-movie brigade will sort it out. *Zombies* takes all the old cliches and bundles them together in one humour-packed cartridge. Basically there's this mad film buff-cum-scientist who's created real-life versions of classic B-movie monsters and unleashed them on your home town. Being the only one bright enough to see what's going on, it's up to you to rescue your neighbours before they become lunch!

GHOULS 'N GHOSTS

A real rogues gallery of creatures stands between you and victory. Some merely zap your energy, while others slow you down or do loads of damage. The most common creatures are zombies, which are slow-moving and not very bright. Above all they're easy to kill, requiring just one shot from your water pistol. By far the most dangerous character is the chainsaw maniac. The chainsaw he's armed with not only lets him slice up you and your neighbours, he can also hack his way

through bits of scenery, so try to keep out of his way. Other nefarious creatures include the Jelly Blobs, whose ectoplasmic offspring attach themselves to your head in order to drain loads of energy.



It's *Invasion Of The Body Snatchers* all over again, as alien pod plants create clones of your character.



The aliens have landed to kidnap Earth's cheerleaders! Watch out for the electricity bolts fired by the mother ship.



The deadly axe babies appear in the shopping malls, but they're nothing compared to the dangers you face in the factory!

A CHANGE IS AS GOOD AS A REST

Being a streetwise kid, no matter how cool, isn't always enough when faced with legions of undead attackers. It just so happens that a bunch of mad scientists were let out as part of a day release program and, during the course of their excursion, left loads of experimental potions lying around. Drinking these can have a variety of effects: here are some of the neatest.

Werewolf Kid: In this form nothing can stop you, and that includes walls, doors and fences. Very handy for getting out of tight spots and especially excellent for beating the giant baby on level eight.



Zombie Child: Green, mean and uncontrollable. Just keep your fingers crossed and hope your character doesn't go anywhere near the neighbours!



Ghost: This form is handy for scouting as you can't be hit. On the down side you can't shoot anything either.



VERDICT

Zombies is utter excellence. It's much more than a mere maze game. There's bundles of humour, which is made all the more funny if you actually know the films which are being parodied. The action comes thick and fast as zombies rise from the ground and werewolves leap into the attack – you need to keep your wits about you at all times or you'll end up joining the legions of undead. This isn't a remarkable game in any single area, but what there is combines to form a hugely addictive romp that you miss at your peril.



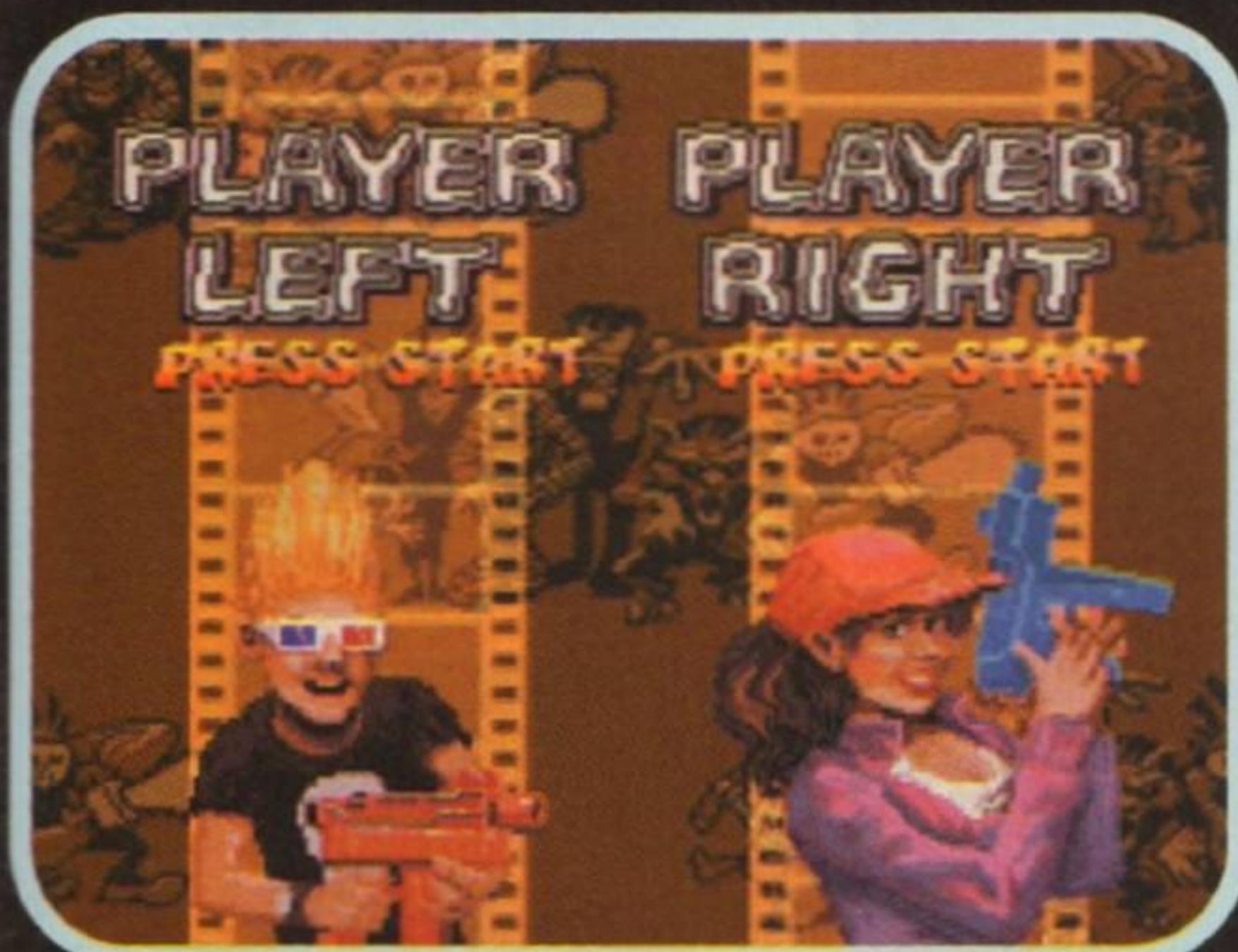
GARTH SUMPTER

SEEK AND DESTROY

Apart from blasting monsters, the bulk of the gameplay is based on exploration. Your neighbour-seeking radar only has a limited range, so you need to check the whole level thoroughly. Many areas are only accessible after you've carved your way through fences and walls, and then some locations require specific keys. A detailed search of each area is important, as objects are often secreted in cupboards, under piles of sand or in treasure chests. Of all the items the bazooka is probably the most useful. Armed with one of these you can blow down doors, walls, packing crates and other obstructions, as well as any creatures which get too close for com-



It's forty-feet high and angry! Big Baby is not to be messed with. Can you imagine what the contents of its nappy look like?



Choose the boy or girl; it doesn't make any difference to the game itself, but it makes a nice change!

VERDICT

The biggest problem with Zombies is that many of you will not have seen some of the old movies which it's based upon! It takes elements of games such as Gauntlet and Alien Syndrome and backs them up with lots of humour and, best of all, excellent playability. Zombies doesn't really get progressively more difficult in the real sense; many-a-time, after battling through a couple of ridiculously hard stages, you'll come across a level which is a breeze, before being thrust right back into the thick of things. Zombies is a product which stinks of LucasArts' trademark – quality. The stages tend to get a little samey, but you don't notice that too much as you're too busy trying to stay alive! A top quality title that you'll go back to time and time again.



PAUL RAND

GUN-HO

There are loads of different weapons in the game, but some are more effective against certain creatures than others. Fortunately the manual tells you what's best, so you don't have to expend valuable game-playing time experimenting.



Squirt gun:

A useful weapon against zombies, but quite iffy against anything else.

Soda cans:

Stuns Bruce the chainsaw maniac and blows the demon babies apart!



Bazooka:

Deadly against all life-forms, but even better for blasting away walls.

Fire Extinguisher:

Freezes enemies. Best against the Jelly Blobs.



Weed Eater:

Cuts through mutant plants as if they weren't there.

Plates:

If there's nothing else, frisbee a few plates at the nasties.



Tomatoes:

A good all-purpose weapon. Simply throw them at the nasties.

Ice lollies:

Use these to freeze the Jelly Blobs for a short time.



Knives and forks:

The perfect items to use for getting rid of nasty werewolves.

Talisman:

Conjures up a spinning ball of fire which destroys everything it touches.



Relive your favourite scenes from Dawn Of The Dead as you hack your way through legions of mouldy stiffies! Has anyone told a stiffy joke yet, by the way?



Zombies have invaded suburbia and they're hungry for a barbecue, with your mates on the griddle! Splat 'em with your gun.

VERDICT

I hate this game, and I'll tell you why. It's so excellent, I sit and play it for absolutely ages, and then get told off because I've done no work all day! *Zombies is tops*, and even if you don't know all of the movies which it's taking the mickey out of, it doesn't matter because the game itself is of the highest quality. There are loads of weapons to use, and you'll need them because some of the monsters can be a real pain in the ass! There's no one reason why *Zombies* is excellent, just lots of little reasons that combine to form one of the best SNES titles this year!



PAUL ANGLIN



These ugly aliens are armed with special Martian bubble gum guns which trap you in a ball of sticky stuff.

CLOWNING AROUND

As well as the weapons, there are plenty of special items to collect. First and foremost are the medical kits, which replenish your energy. At the other end of the scale you have the magic boxes, which annihilate every nasty unfortunate enough to be on-screen at the time. Another handy pick-up is the inflatable clown. Use one of these and a laughing clown punch-bag appears which immediately attracts the attention of any nearby nasties, giving you time to get away.

The evil mummies in the pyramids take loads of hits to kill, so it's best to keep out of their way.



When you've rescued your neighbours from the pyramid, stick around – there are plenty of extra bonuses to be had.



This stuff is the pits. It's almost impossible to shift and constantly drains energy.

B-AGGRESSIVE

The game is set in a number of typical B-move locations, ranging from the inside of pyramids to a college where Martians have landed to kidnap cheerleaders. As an added bonus there's also a special Day Of The Tentacle level, which features the characters from the fab LucasArts game of the same name (reviewed in issue 141). Each type of stage has its own set of hazards; in the pyramids you'll have to avoid spiked floors while negotiating your way around doors which snap shut behind you, whereas gardens contain mutant plants which have to be cut away with a Black And Decker Trim 'N' Edge.



Cut through the spiky plants of doom with your handy trimmer.



SNES



PROS: Great humour and excellent graphics make *Zombies* stand out from the crowd.

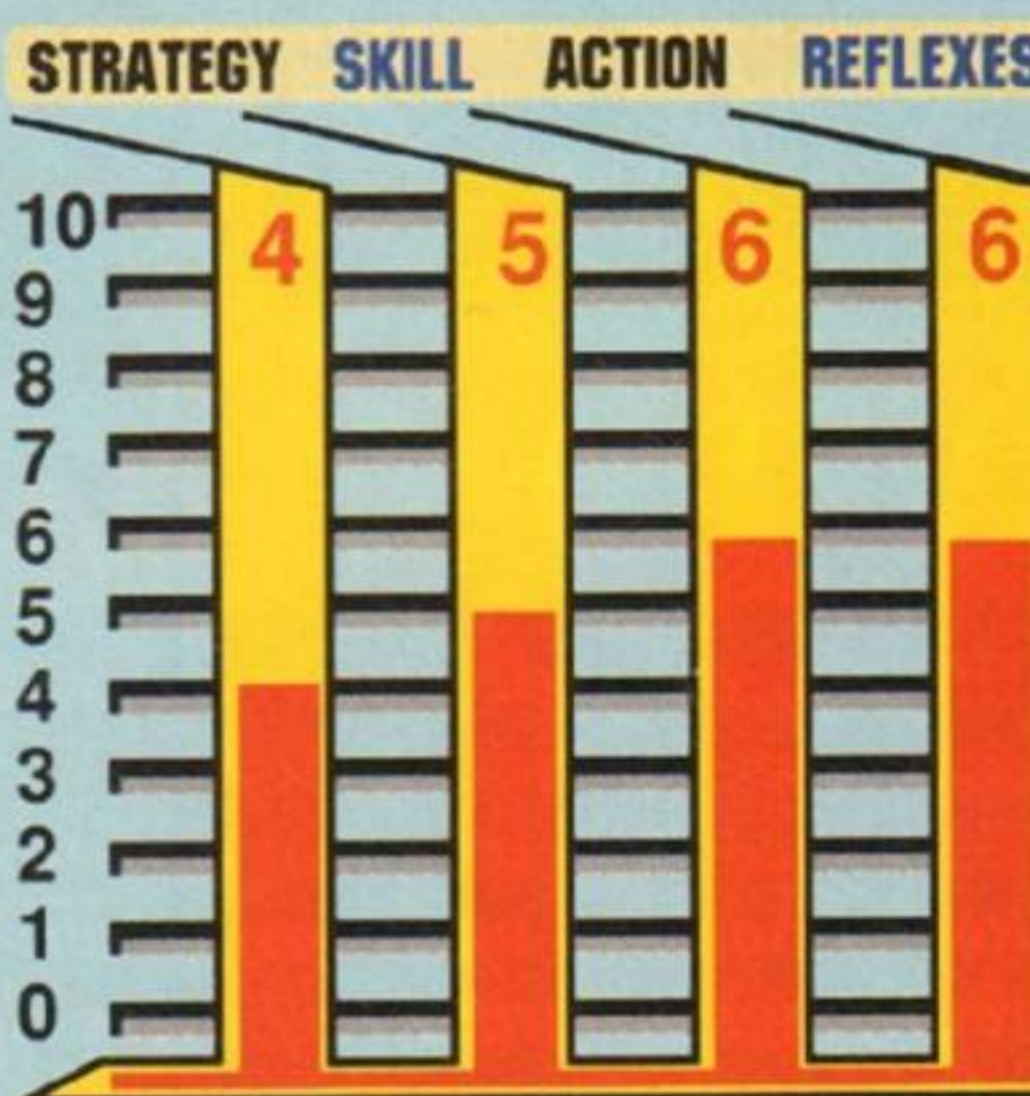
CONS: It's a little bit on the repetitive side.

GRAPHICS Excellent-looking sprites, but some of the backdrops are a little bit dull. **89**

SOUND A good variety of fitting tunes and brilliant sampled sound effects. **88**

GAMEPLAY Non-stop laughs and action make this game instantly enjoyable. **90**

VALUE A bit more variety in the gameplay wouldn't have gone amiss. **88**



MISS OK! HIT

88

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Lands Of Lore



A life on the ocean wave, de-diddle de dee de dee.



The King's court. He caught what? And is it contagious?



Bad guy alert!

THE RUBY OF TRUTH MEETS THE JOCKSTRAP OF COURAGE

Fantasy games are always chock-full of silly made-up names and legendary 'Items of Power'. Lands of Lore, although guilty in a couple of places, doesn't fare too badly in this respect. The ruler of the land is the sensibly-named King Richard, not Grandalthraxx the Overseer or something equally unpronounceable, and the land is tentatively titled Gladstone, instead of somewhere with vowels at either end and three or more Zs in the middle. The plot, such as it is, sees you initially in search of the Ruby of Truth and the Nether Mask (hey, I didn't say it was completely perfect) in order to fend off the

Come with us to a land that's free, where people are good and kind. Then witness as the darkness comes and lands them in all sorts of trouble. Gladstone used to be just like any other country hamlet until a shape-changing hag arrived, causing untold havoc. Things don't look too hot – the Ruby of Truth, coupled with the Nether Mask, are the only things that can stop her, and these items aren't exactly in places where you can just put your hands to them. Heroes needed, apply within...

ON THE OTHER HAND

LEGENDS OF VALOUR

The British answer to the Yankee Underworld threat doesn't quite hold its own in the gameplay department. The presentation isn't much cop and the graphics, smooth as they are, don't have a realistic enough feel.

73

REVIEWED: N/A

evil power of Scotia, an 'orrible old witch who has recently found a source of unspeakable power. There are plenty of sub-plots along the way that spice things up and keep the game fresh from one encounter to the next.

WANDERING ORCS AND ALL THAT JAZZ!

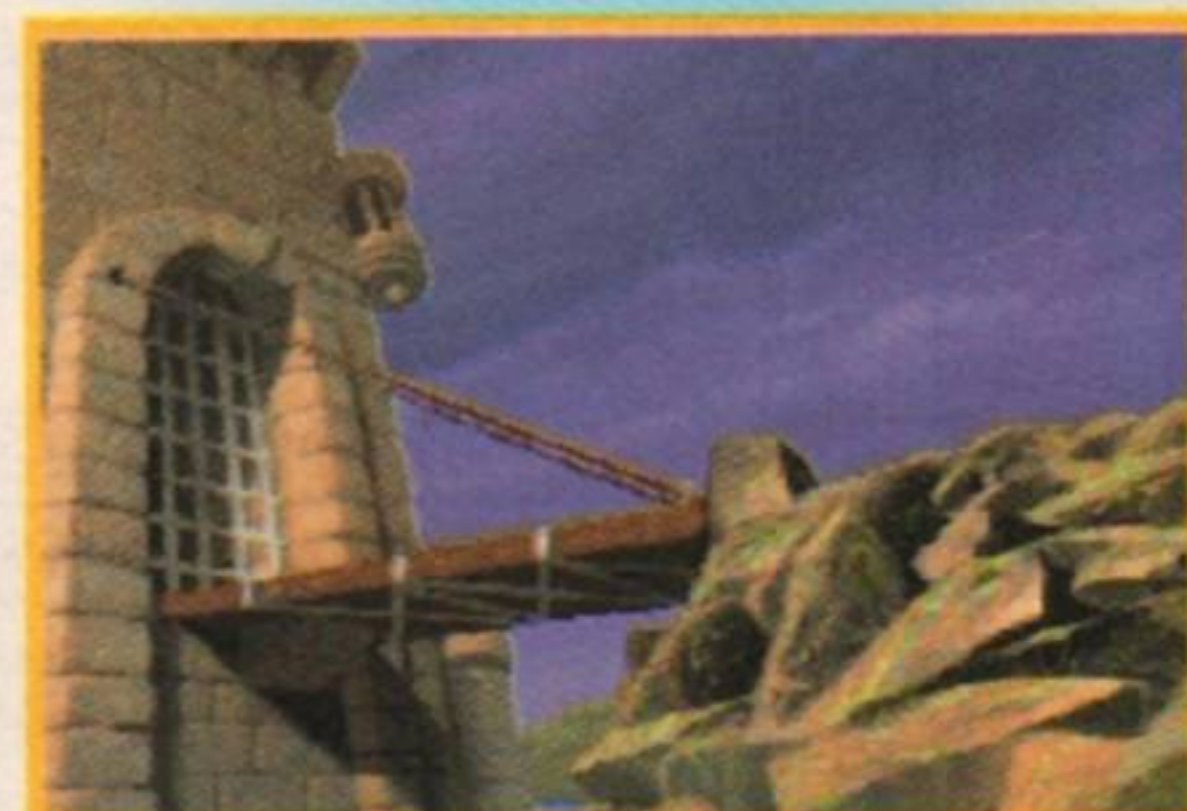
I hate wandering monsters, they're the bane of every adventurer's existence. There you are, happily wandering through a densely wooded area minding your own business, when all of a sudden there's a rustle in the bushes behind you and bingo, four Orcs are bearing down on you from nowhere, with sharp pointy swords in their hands. And what does it have to do with the plot? Nothing. Not a sausage. Fortunately for Lands Of Lore, there doesn't appear to be any 'true' random encounters. The monsters in each section seem to have been pre-placed and then left to walk around at will. Therefore, once you've cleared a

forest of all the bad guys, it's safe to assume that there won't be another bunch appearing as if by magic to take you on again.

CLOSE UP

One of the things that always irritated about certain other RPGs was that, whenever anything important happened, it would always take place on the same game screen. The resulting scene was often hard to make out clear-

ly. Whenever something truly important happens here, the game either switches to a very attractive animation sequence (with only slightly dodgy lip-synching) or a close-up of the characters' faces. The animations vary between simply gorgeous to absolutely breathtaking. Scenes such as the opening sequence or the magical preservation of the King's body are truly stunning and, when combined with the stirring musical scores and digitised sound effects, they make for some wonderfully tuneful computer moments. Lovely!



Cunning traps No. 34A. Wait until your opponent is halfway across the draw-bridge, then raise it quickly.

VERDICT

Lands Of Lore is everything that Eye Of The Beholder III should have been – and more besides. It has an engaging storyline, beautiful presentation, workable controls – everything you could want from an RPG (apart from Underworld-style scrolling). The best thing is the magic. Finally, an RPG that has good magic effects. If there is a fault it's that the game is a touch easy – you're able to camp and heal after each fight, seemingly without interruptions. Apart from that, Lands Of Lore comes highly recommended.



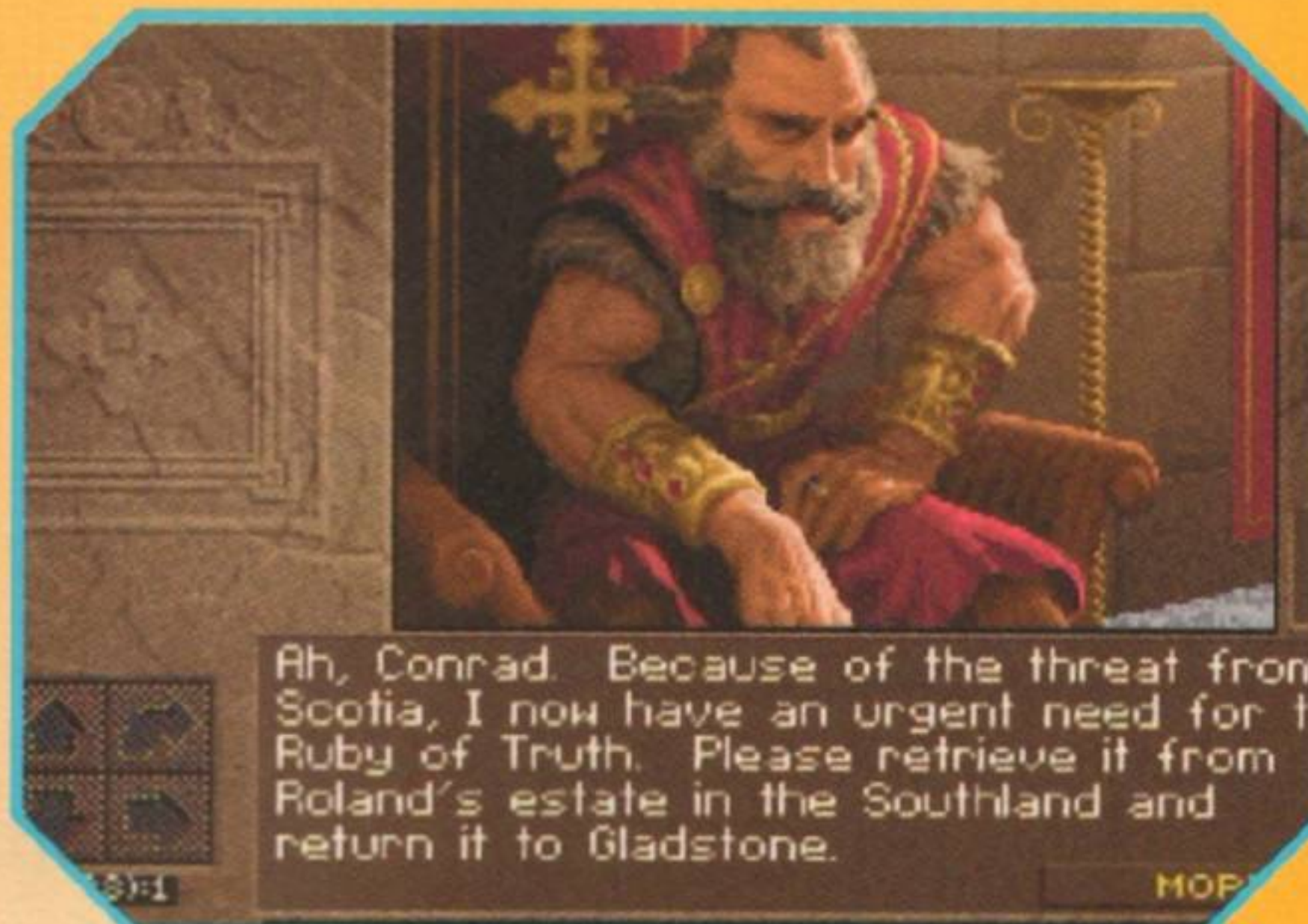
PAUL RAND

YOU'LL LIKE THIS – NOT A LOT

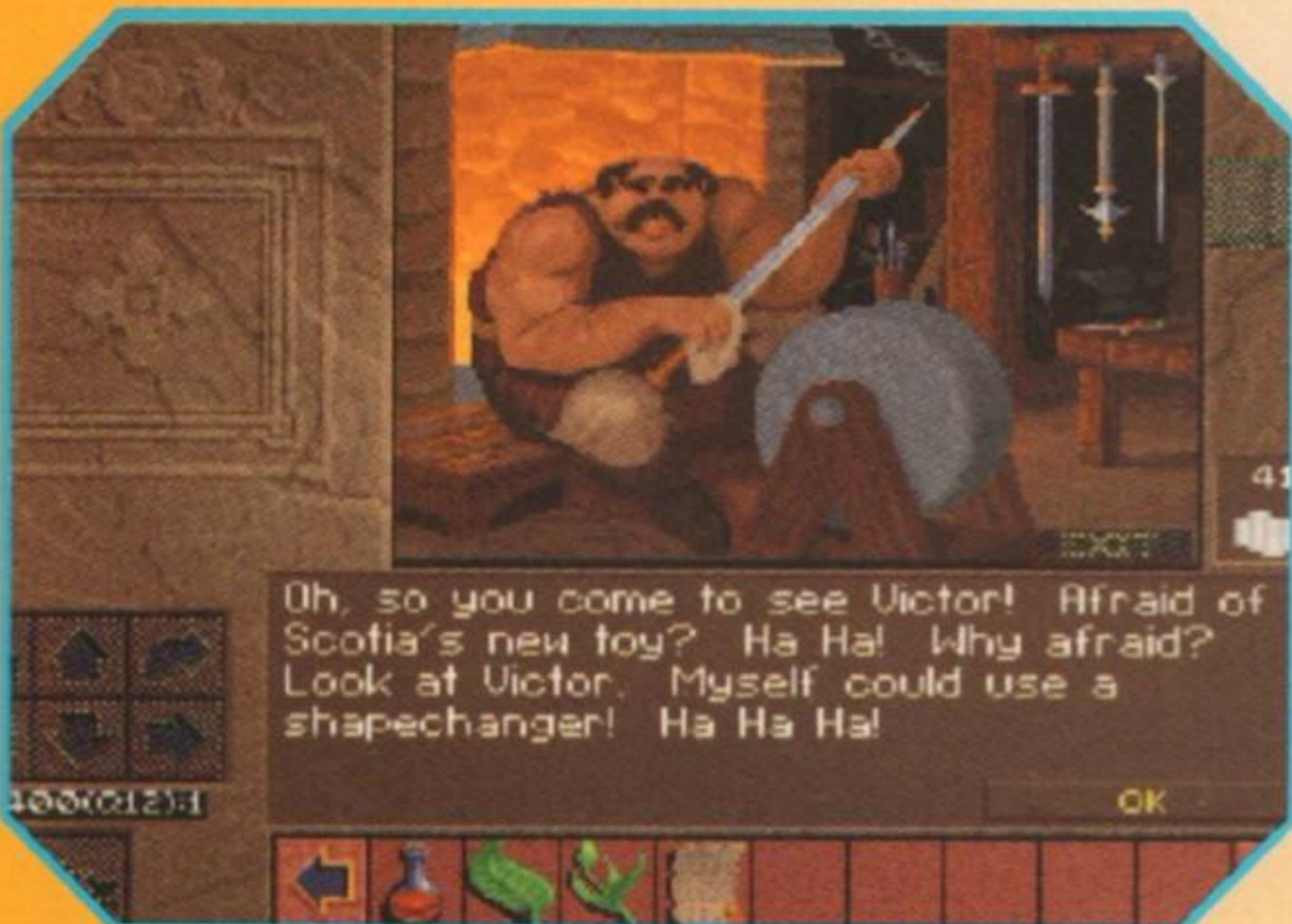
Magic is the ever-important ingredient for any fantasy RPG and *Lands Of Lore* has a system that's easy to use but comprehensive enough to take care of most tastes. Plus, the graphical effects when spells are cast are much more impressive than the usual text descriptions you have to read in other games. Depending on which character you choose, you'll start the game with different levels of magical ability. Each spell you obtain has four levels of power, selected simply by clicking on the spell icon following the required number. The higher the level of spell the more energy it takes from you. Simple, n'est pas?



"My man, Richard wants to see me." "Later dudes, the King wants to rap with me awhile. Yo."



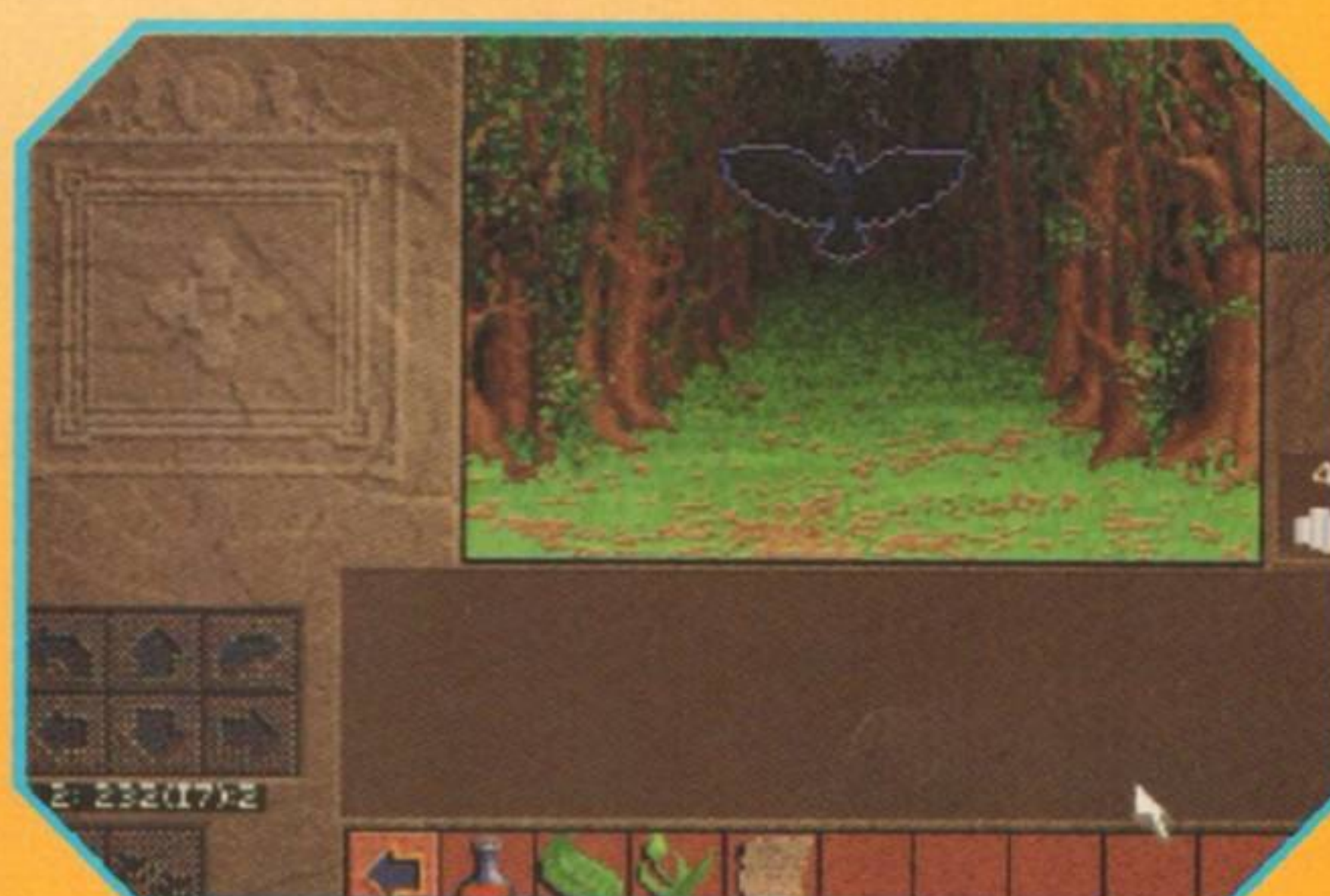
What? An evil witch is threatening to destroy Gladstone? I think I know how to handle a woman.



Just in case she's immune to my charms, I'd better take along one or two little backup supplies.



This is an evil old witch? Blimey, she can take me over any time.



PC



PROS: Beautiful presentation mixed with a captivating storyline.

CONS: Although the storyline keeps you hooked, it isn't difficult to progress through the game.

GRAPHICS

Wonderful animations and semi-smooth scrolling with some excellent spot effects.

85

SOUND

Realistic effects and great music, especially when using combination sound cards.

85

GAMEPLAY

A little too easy in places but on the whole, enough to keep you hooked.

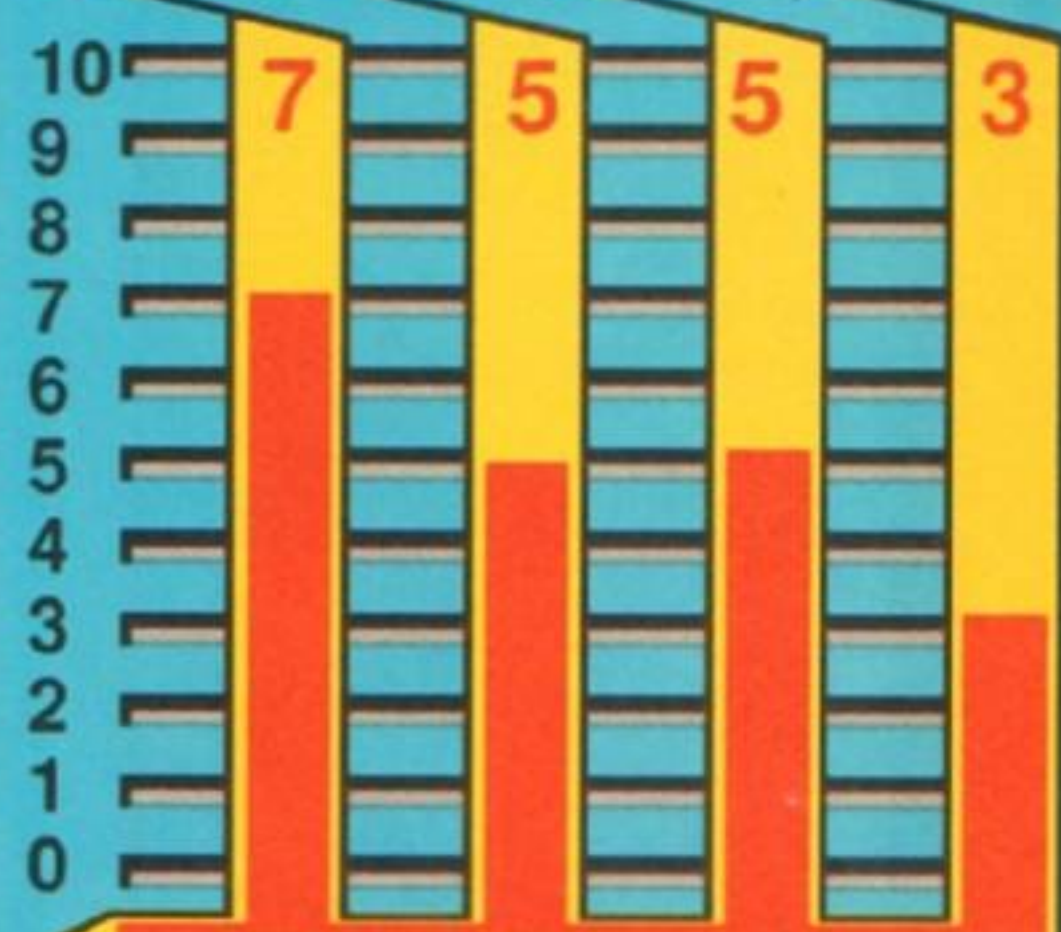
83

VALUE

A little pricey but still plenty of game there for your money.

80

STRATEGY SKILL ACTION REFLEXES



MISS OK! HIT

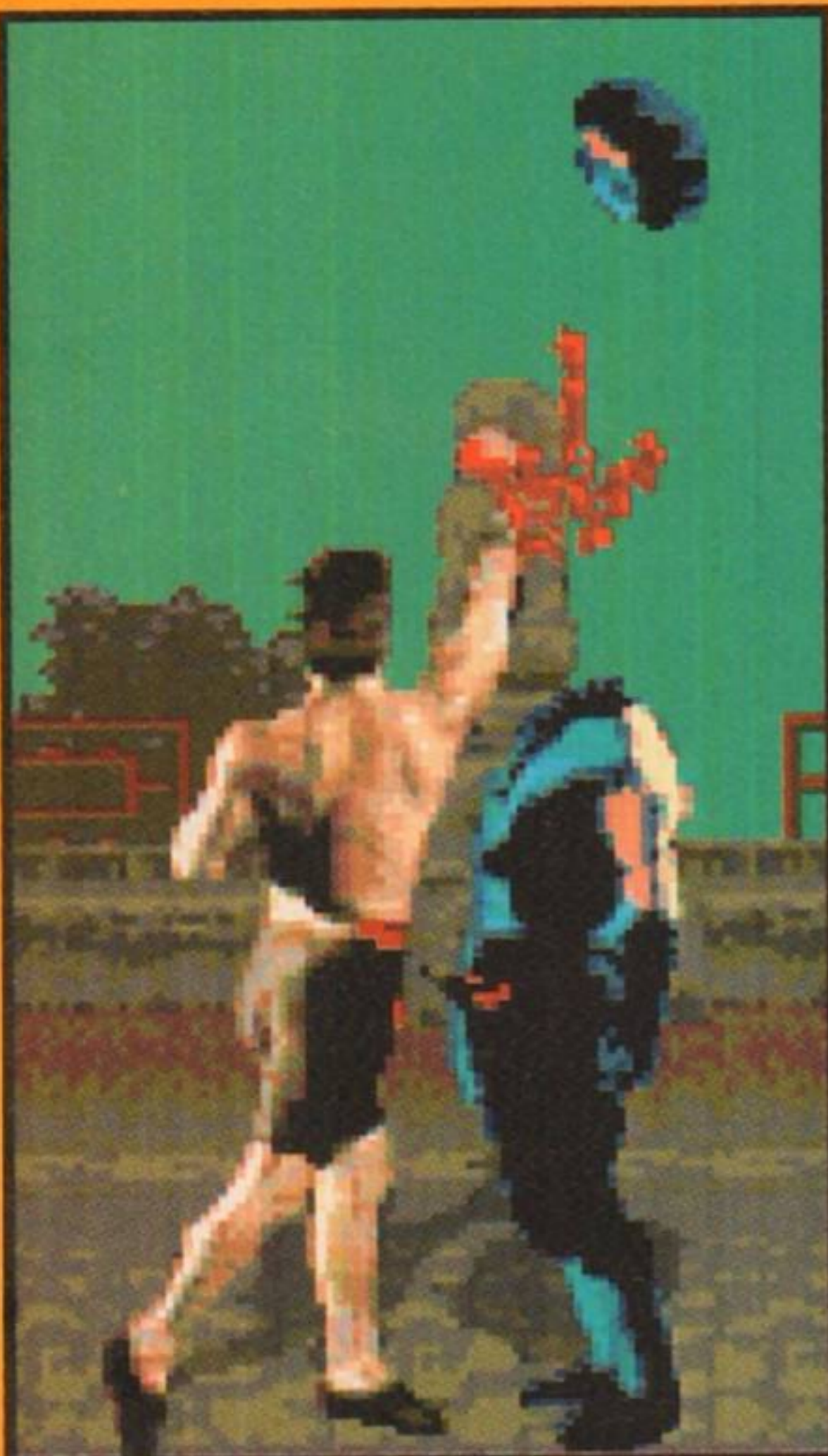
83

OUT: Now. Contact Acclaim (0962 877788) for information.

Kick! Smack! Punch! But wait –
where's the blood gone Acclaim's SNES biggie?

MORTAL KOMBAT

Even with Streetfighter Turbo out on import, Mortal Kombat is still the beat 'em up everybody is talking about. You saw the Megadrive version in our August issue where it clocked up a massive 90%; now the SNES version is with us, bringing along with it all sorts of controversy. Nintendo didn't like the idea of having so much blood and gore in a SNES game, so they flexed their sizable biceps and told developers Sculptured Software very nicely that they didn't want to see so much as a drop of claret in their nice beat 'em up, not even in cheat mode form. Does this harm the game? Check out the review and see for yourself!



VERSION 1 MEGADRIVE

Cage punches the head off his beaten foe, which produces a satisfying shower of blood, making the victory worthwhile.



VERSION 2 SNES

The SNES version, on the other hand, has him simply kicking in the heart of his opponent, with a minimum of blood and only the slightest hint of twitching limbs. Far less offensive, in the eyes of Nintendo. Hurumph.

BLED DRY

Everything you've heard about Nintendo wanting the blood taken out of this version of the game is entirely true. Blows are exchanged without a drop of the red stuff being spilled. Apart from not looking very pretty, this also makes it very tricky to tell exactly who is hitting who. The death moves are still in, although they have been toned down considerably. Even when Scorpion impales a character on his spear there's no blood. Boo! Just take a look at Cage's death move to see the radical differences

DEATH! DESTRUCTION! SLAUGHTER!

One of the hardest features of the game to master are the death moves. These really serve no purpose whatsoever other than to really grind your opponent's nose into the dirt, or blow his head off, depending on the character you're controlling. When you've inflicted enough damage on your hapless foe, he'll start swaying, unable to fight back, and the message 'Finish Him' appears. Just walk up to him, pull off the right combination of D-pad juggling and button pushing and you'll make sure your opponent won't be entering next year's competition by decapitating him in some way.



A direct hit to the head produces a spray of spit rather than blood. Urg!



Sub Zero freezes Cage, but if he launches another it'll backfire and he'll be the one who's cold.



A blistering uppercut smashes Sub Zero's jaw, not that you can tell.



Cage uses an extremely below-the-belt move to help Kano in his ambition to become a soprano opera singer.

VERDICT

What? No blood! I have to admit, I was disappointed to see the lack of gore in the SNES version of Mortal Kombat – without it, the game lacks that 'oomph' which makes the coin-op and Megadrive versions such crackers. Having said that, the actual game itself is an improvement over Sega's version, with much better – and bigger – sprites powering around the screen. Without the blood spattering all over the shop it's hard to make out whether you're actually coming into contact with your opponent at times, but generally, apart from those gripes, this is a solid conversion of the coin-op.



PAUL RAND

VERDICT

Impressed as I was with the Megadrive version's graphics, nothing prepared me for these! SNES Kombat's graphics are almost arcade-perfect. The characters are massive, superbly rendered and excellently animated. Omitting the blood, though, was a major mistake. For me, the gory violence was the main attraction of the coin-op, and this version just doesn't have the same feel without it. That's not to say it's a bad game; the excellent graphics almost compensate for the sanitised gameplay, but at the end of the day I'm sticking with the bloody, violent and depraved Megadrive version.



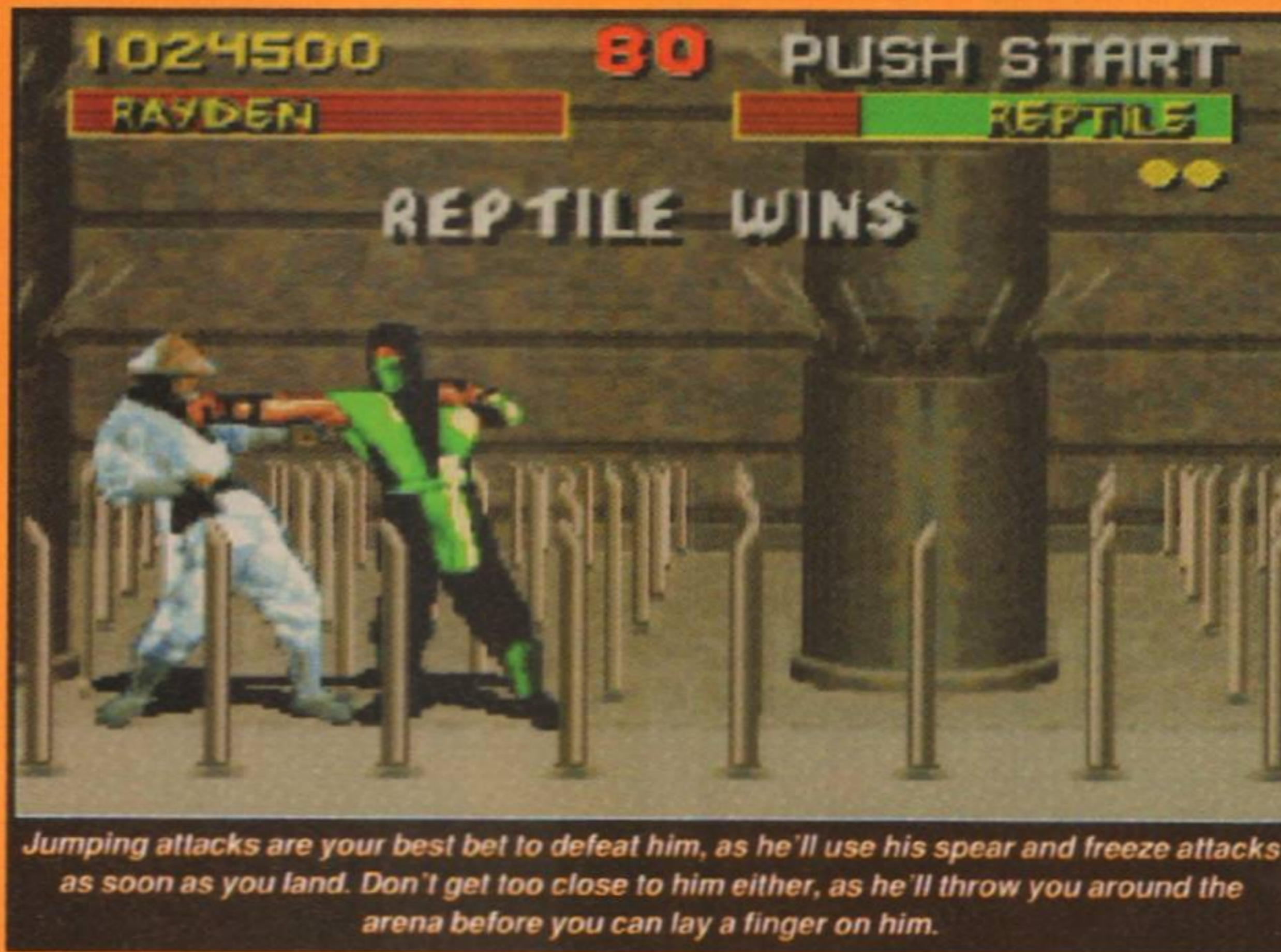
PAUL ANGLIN



The first lady of Mortal Kombat proves that you don't need have a fashionable outfit to fight well.

KOMBAT KRISES

Climbing the Kombat ladder of excellence is no mean feat. First, you've got to prove you're a worthy challenger by wiping out every other competitor in one-on-one matches. If you can do that, you're still not worthy to challenge Goro or Shang Tsung, the last two characters; all you've proved is that you could possibly fight your way to the front of the queue in Sainsbury's. You now have to take on the fighters in pairs. As soon as you've flattened one, the second appears, so energy conservation is vital. There's also a bonus fighter who doesn't crop up on the list of entrants. Reptile, as he likes to be known, is a combination of Sub Zero and Scorpion, with both their moves and a green costume. Don't believe us? Well, there he is on the right!



Jumping attacks are your best bet to defeat him, as he'll use his spear and freeze attacks as soon as you land. Don't get too close to him either, as he'll throw you around the arena before you can lay a finger on him.



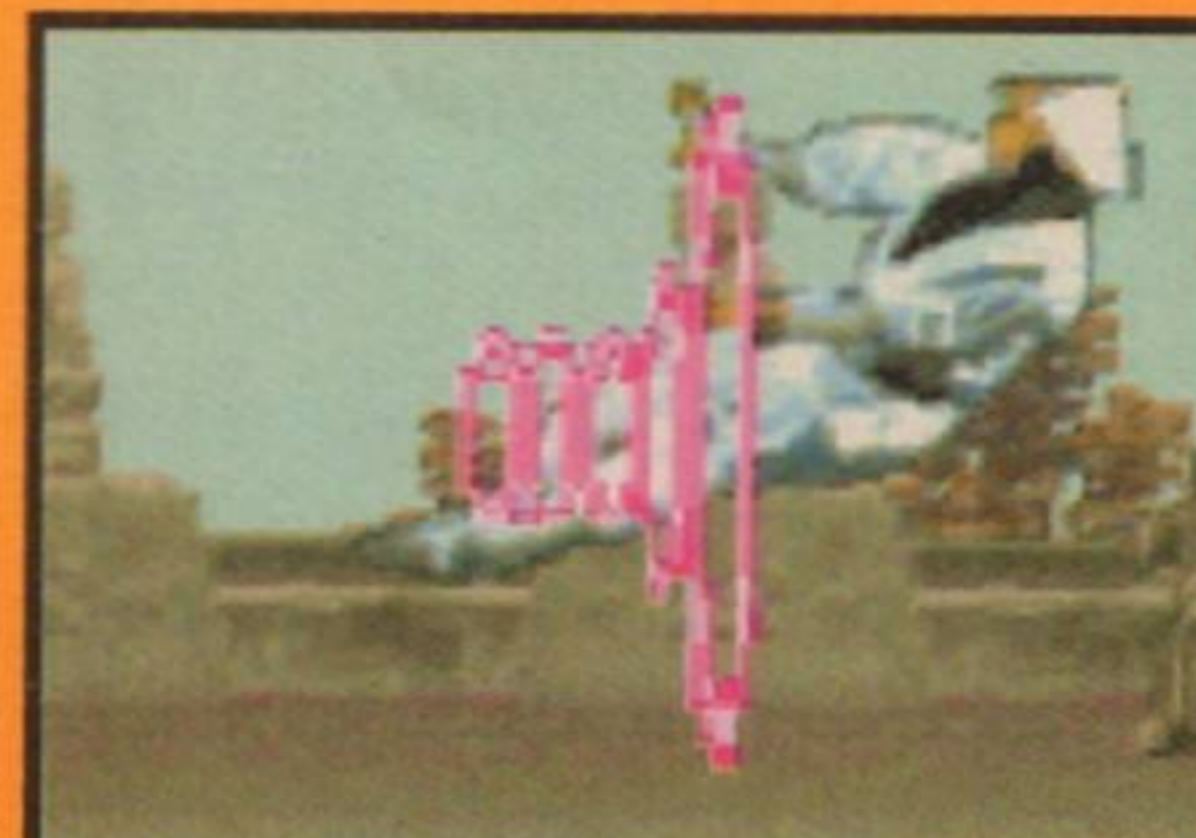
Scorpion's best move is his spear attack which he uses to pull his enemy in close for the kill.



I bet that hurt! Scorpion teaches Liu Kang a lesson for impersonating Bruce Lee.

LARGER THAN LIFE

Before you go off crying into your pot noodles at the game's lack of blood, SNES Mortal Kombat does have one significant advantage over all the other versions – its graphics. They may not be blood-soaked at the end of a match, but this is the closest thing to the coin-op you'll find. Sprites couldn't be more spot-on – quite apart from being massive, they're also perfectly animated and, above all, fast. Goro himself is slightly more convincing than he is in the Megadrive version, although he still looks like a dodgy stop-motion model at times.



Watch out of Sonya's energy blast. It travels so fast your best bet is to block rather than try to avoid it.

SNES



PROS: Stunning digitised graphics and truly excellent backdrops.

CONS: No blood! Makes a huge difference to the feel of the game.

GRAPHICS	High quality digitised characters which are very well animated.	90
SOUND	Grunts, groans, smacks crashes and plenty of top tunes.	89
GAMEPLAY	Without the blood and gore, it's hard to tell who's hitting who.	87
VALUE	A very difficult beat 'em up with loads of different moves to learn.	90



MISS OK! HIT

86

OUT: On Import. Contact Dream Machines (0429 869459) for information.

The game of the biggest film of all time roars onto the Megadrive!

KNOW YOUR DINOSAURS

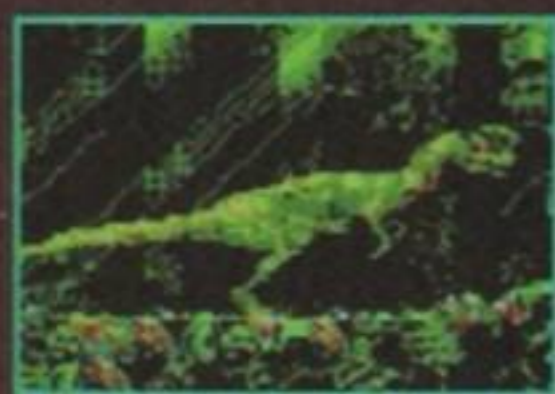
Only ace dinosaur experts will survive the terrors of Jurassic Park, so here's our guide to the inhabitants of Isla Nublar ('cos that's what it's really called).



Triceratops:

This guy won't give you any

trouble, just jump over him. He'll only charge if attacked.



Dilophosaurus:

These lads gob foul-smelling acidic mucus

at you, so take them out at a distance with your dart gun.



Velociraptor:

The fastest and, bar Rex, dead-

liest dinos in the game. They chase you throughout the park. Save the red darts and concussion grenades for them.



Tyrannosaurus Rex:

Get too close and Rex will gobble you up in one nasty snap, leaving behind just your cap. He can be distracted with concussion grenades.



Pterodactyl:

These winged beasties swoop down on

Grant during the jungle stages. They're quite tricky to hit, so try to avoid them instead.



Procompsognathus:

These minuscule terrors are the equivalent of the face huggers in Aliens. They'll munch on

Grant's face until he shakes them off. Crouch and blast them with the blue darts.

It's like an episode of The Twilight Zone. Dinosaur biscuits, t-shirts, gloves, slippers, magazines and you can't even open a packet of cereal without confronting some kind of prehistoric promotion. Finally the Megadrive game is with us, and despite the movie's logo plastered all over it, Jurassic Park actually has more to do with the book than the flick. Absent are all the stars of the film bar Alan Grant, the paleontologist hero who makes Indiana Jones look like Emo Phillips, and included are such elements as the river, where Grant has to escape Rex by taking to the water in a dinghy.



Parts of the game have more than a little in common with Aliens; things really get stupid when the Compys start chewing Grant's mush in true face-hugger style.



CUNNING STUNT

Grant's various weapons have several different effects. The blue tranquilisers will only stun small dinosaurs, while the red ones are powerful enough to take out Raptors for around ten seconds. Additionally he also has a Tazer gun, which electrocutes any dinosaurs that get too close. At the other end of the scale, Grant can tool up with concussion grenades, which temporarily blind the larger dinosaurs, including Rex, making them particularly useful for getting out of tight spots.

Oh dear, the Raptors have escaped – and they're hungry. Presumably the kids aren't in the game because Grant's wisely bought himself some time by feeding them to the dinosaurs.



T-WRECKS

The dinosaurs are everywhere in the park, from the toilets to the power station. The place is in a real state, with cracked pipes and loose electricity cables compounding the natural hazards. Worst of all the T-Rex periodically takes an interest in you. The first you know about this is when you hear the rhythmic pounding of his footsteps, then a few moments later his head will burst through a nearby wall. So keep an ear open at all times.

VERDICT

Jurassic Park was a big undertaking for the programmers, and in bringing the action across they haven't done too bad a job. Where they have gone horribly wrong is the gameplay. The controls are really dodgy, and it's all too easy to send your character plummeting to a sticky death. Being able to play the Raptor is a nice touch, but it seems very much like an afterthought, and as such there are all sorts of problems steering the thing through levels which were designed for a character half its size. Plenty of good ideas let down by poor execution.



PAUL ANGLIN

He's not so clever now, is he? The T-Rex makes swift work of Grant, who foolishly got too close to its gaping jaws. Better luck next time...

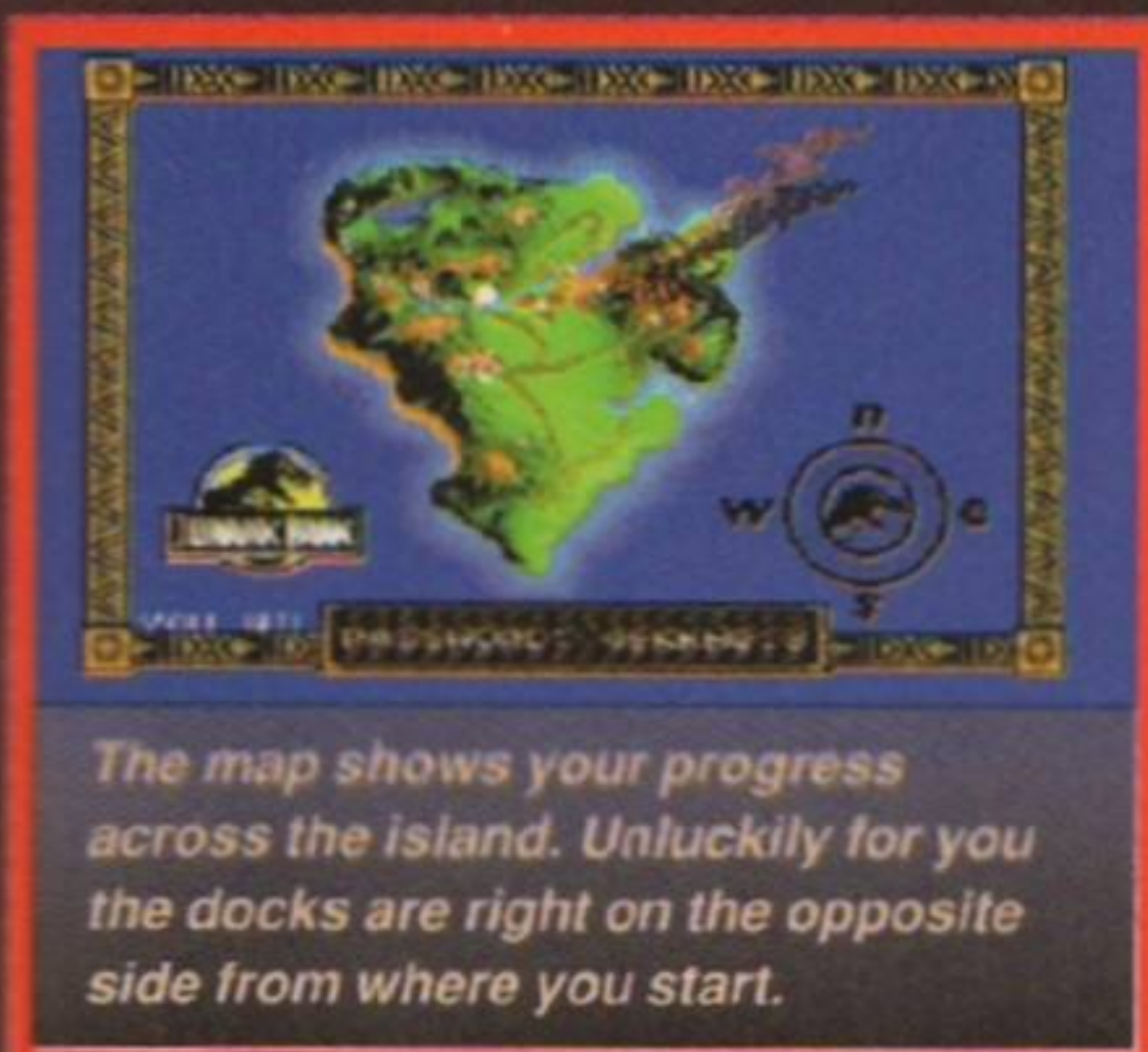




Guiding the dinghy down and around waterfalls is tricky to say the least, especially if it runs out of fuel.



Grant starts his mission by the wreckage of his jeep. No sign of Rex though.



The map shows your progress across the island. Unluckily for you the docks are right on the opposite side from where you start.

GRANT VS RAPTOR

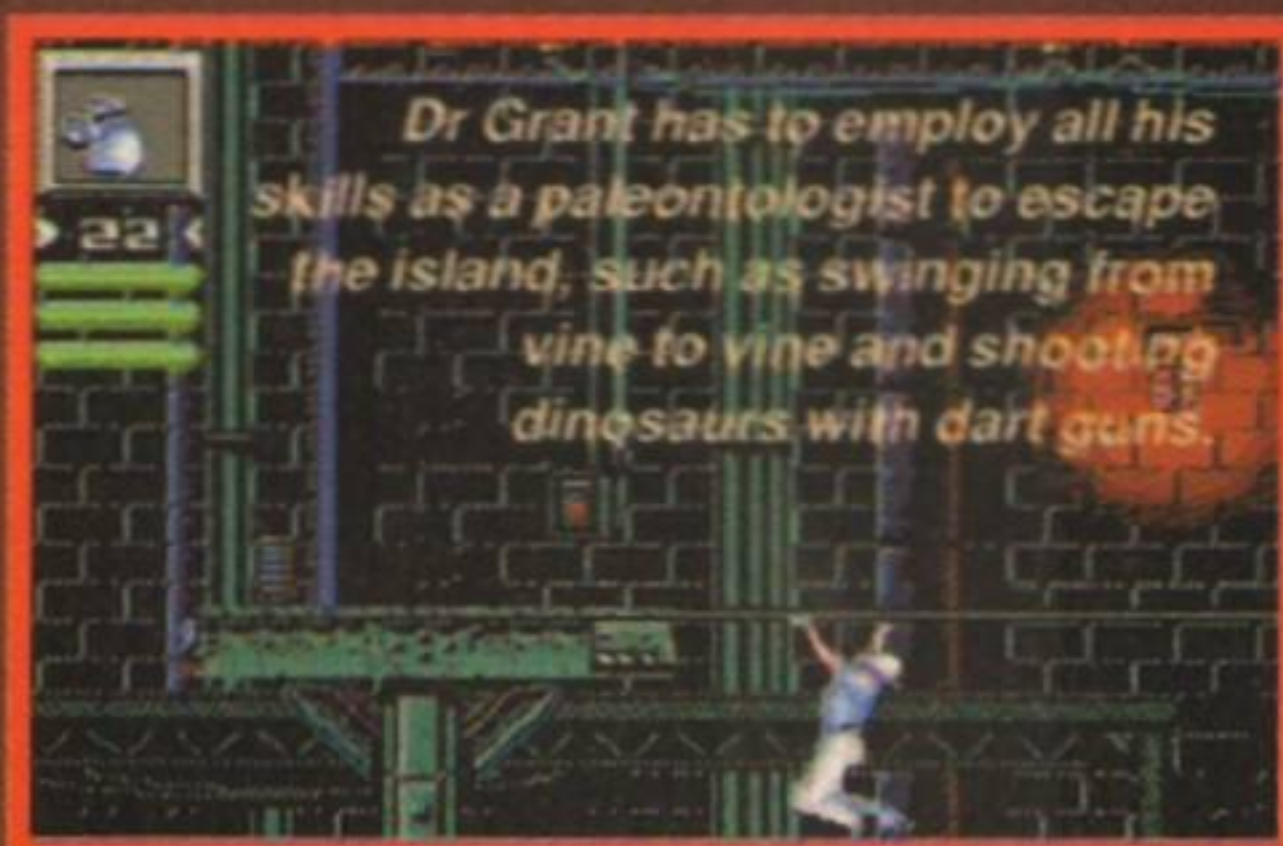
One novel feature of the game is that you can play the bad guy, in this case the Raptor. While Grant has all his nice weapons, the Raptor employs its razor-sharp six-inch claws and deadly teeth, which makes it an altogether more interesting character. But when it comes down to it, who's the best?

NAME: Grant, Alan
OCCUPATION: Bone digger
MISSION: To escape

Grant is armed with the last word in dinosaur-stunning technology, including tranquiliser darts, concussion grenades and a rocket launcher. The biggest challenge facing Grant is that he has to negotiate two more levels than the Raptor, including the very taxing boat ride. Being human means he's really soft, and the dinosaurs know it.

NAME: Raptor, Veloci
OCCUPATION: Dinosaur
MISSION: Eat things, then do a runner

The Raptor has no need for weapons; simply jumping on his prey is enough to slice enemies practically in half because he's so hard. Being the meanest dinosaur in the park means he has very few enemies apart from the game wardens, and even then there's not much they can do other than die horribly. Not being able to swim is his only weakness, so steer well clear of water.



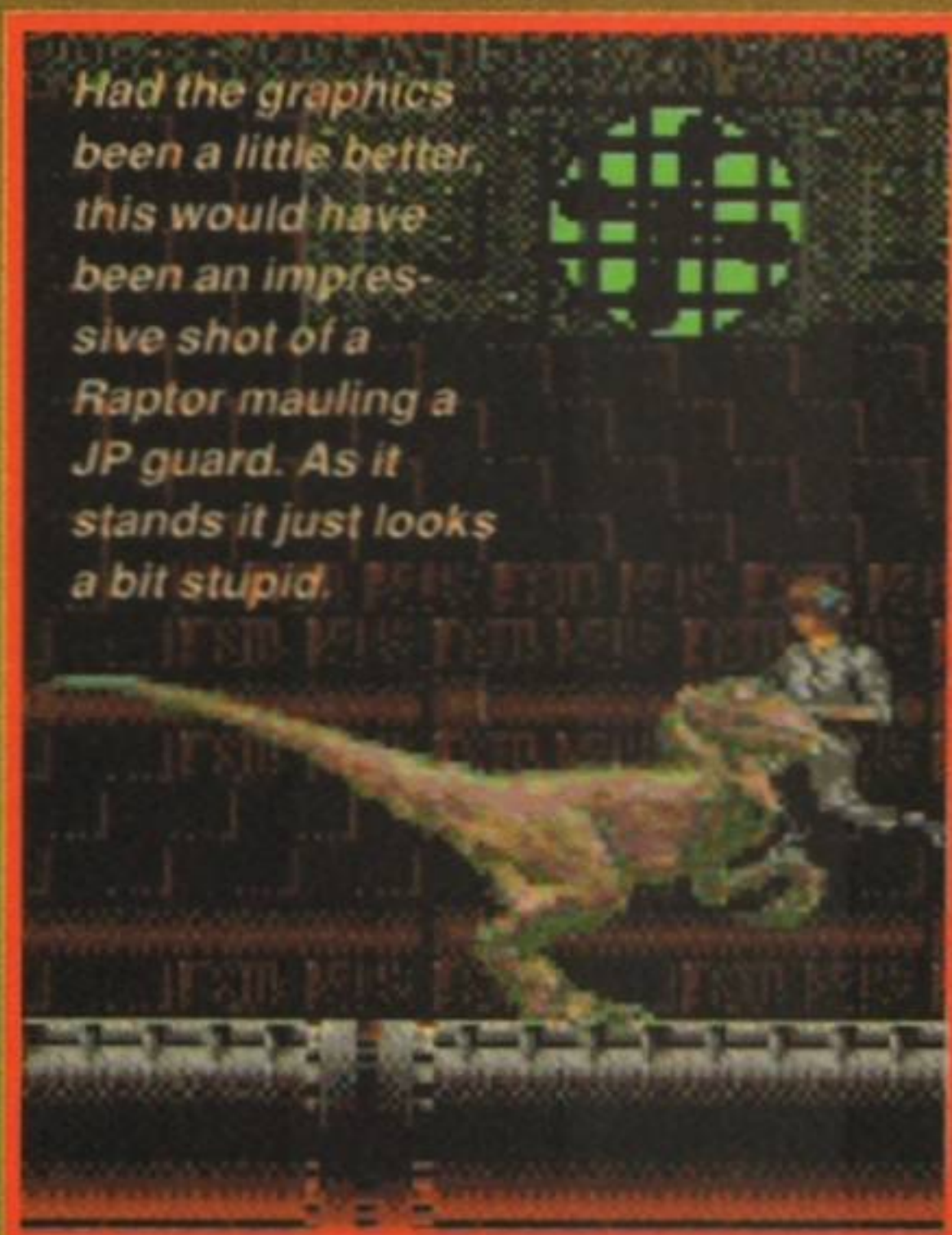
Dr Grant has to employ all his skills as a paleontologist to escape the island, such as swinging from vine to vine and shooting dinosaurs with dart guns.



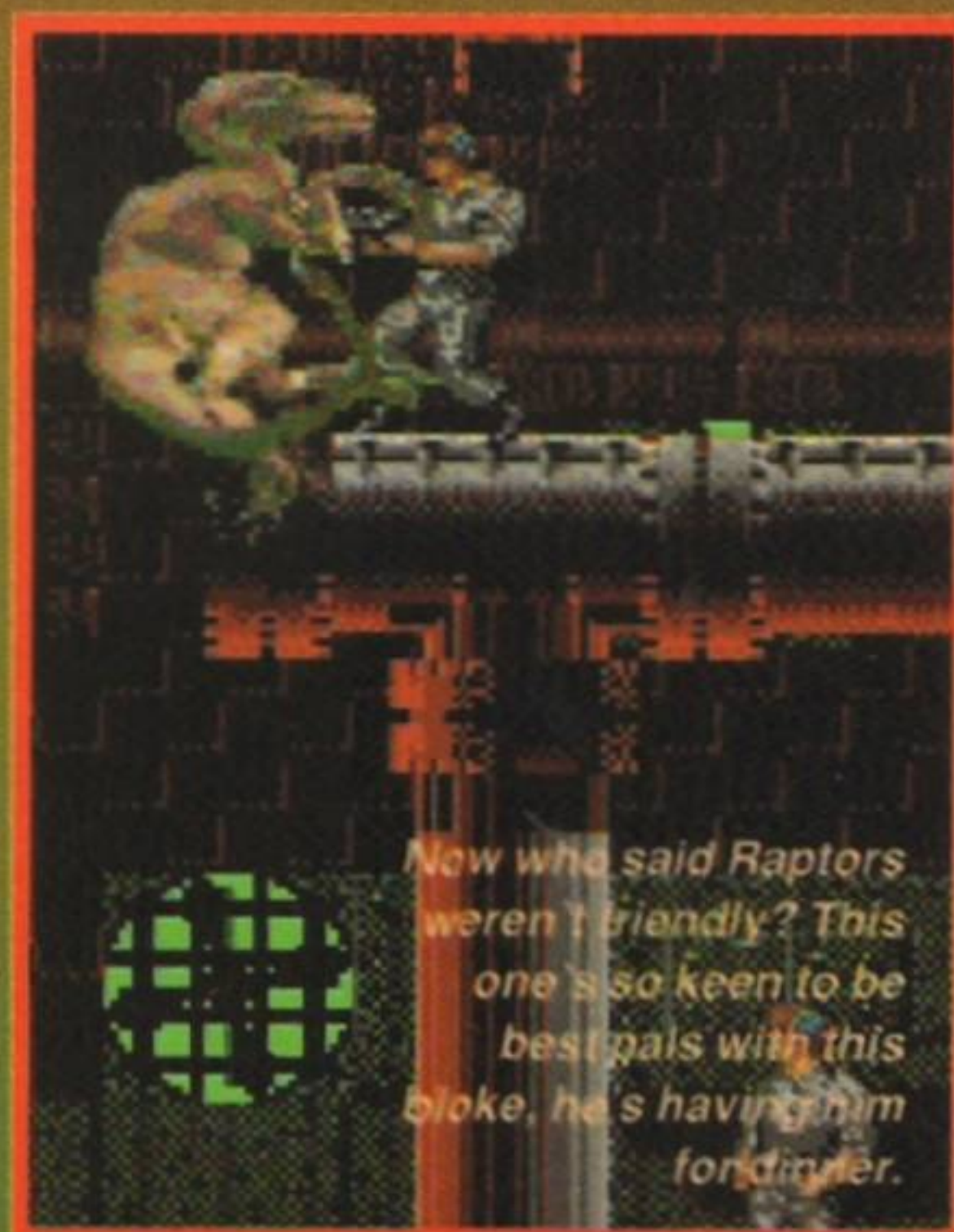
Use the Tazer gun to blast a dinosaur with 5,000 volts of electricity.



Despite being able to run at 60mph in the book and film, it's easy to outrun the Raptors in the game.



Had the graphics been a little better, this would have been an impressive shot of a Raptor mauling a JP guard. As it stands it just looks a bit stupid.



Now who said Raptors weren't friendly? This one's so keen to be best pals with this bloke, he's having him for dinner.

VERDICT

I've seen the film five times now, and it still gets the old ticker going. Unfortunately, the same cannot be said of the Megadrive conversion. The sprites are impressive enough, but backdrops are grainy and a bit poor. It's the gameplay which is the problem, though; controls are awkward, especially when you're controlling the Raptor which half the time seems to do what the hell it wants. The attraction of the film is the fact that you've never seen anything like it. Megadrive Jurassic Park, on the other hand, has been done a million times before. And better.



PAUL RAND

MEGADRIVE



PROS: Graphics are varied, with some nice digitised sprites.

CONS: Dodgy gameplay leads to quite large amounts of frustration.

GRAPHICS

The backdrops are very grainy, but most of the dinosaurs are neat.

81

SOUND

The music is terrible, although there are some good samples.

73

GAMEPLAY

Poor controls and gameplay 'quirks' make playing the game annoying.

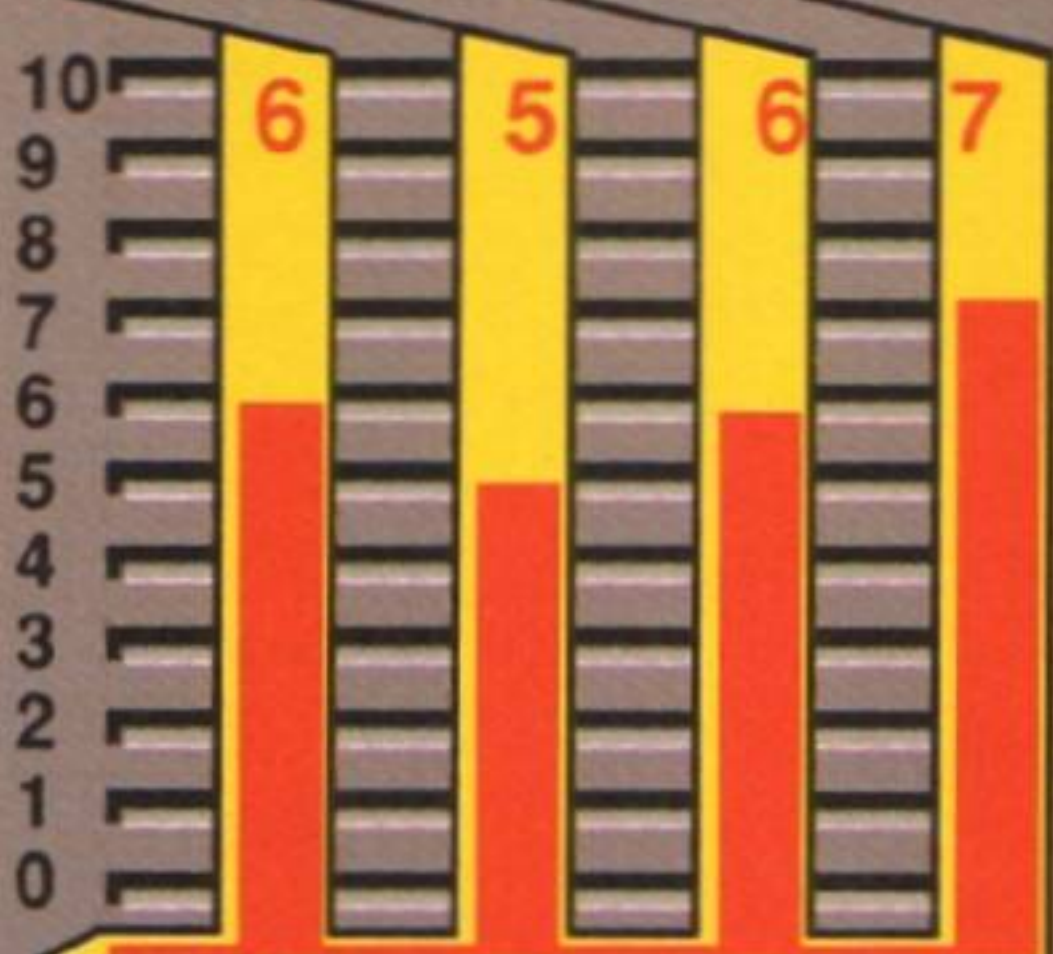
62

VALUE

Jurassic Park certainly is challenging, but often for the wrong reasons.

67

STRATEGY SKILL ACTION REFLEXES



MISS OK! HIT

65

OUT: November. Contact Laser Beam (071 585 5116) for information.

BLADE RUNNER ON YOUR SNES? NEARLY!

SHADOWRUN



Beam's latest creation draws heavily on the movie *Blade Runner* while 'borrowing' certain elements from the classic William Gibson novel, *Cyberpunk*. You're dropped right in the thick of things as soon as the game starts. The opening scene has a pair of mortuary attendants loading your body for storage while going on about how your brain was fried. Next thing you know your limbs start twitching and you're up and about, with no idea who you are or how you got into your current predicament. From this tenuous position you've got to work out exactly what's going on and just where you fit into the scheme of things...



All's quiet on the *Shadowrun* front, but you can be sure that things will hot up in a short space of time!

HELLS SPELLS

It may be the future, but people have learned how to wield magic. You start off with less magic talent than Ali Bongo; however, mages can be hired – for the right price. These are usually real weirdos who'll perform all sorts of magic feats for an unfeasibly large sum of cash. Alternatively you could always try a bit of spellcasting yourself. There are several seedy shops where you can pick up strange coloured potions which are rumoured to have strange magical properties. Health is another thing that doesn't come cheap, although a good night's kip is usually enough to take care of most wounds; sometimes, though, you just can't find a bed, so a trip to the doc's is in order. Apart from being inordinately expensive, you can't always expect to leave with the same bits you came in with...



Bars like this one are great places to pick up information. Most of the locals aren't very friendly, though.

JACK YOUR BODY

One main feature of the game is Cyberspace. In case you don't know what that is, Cyberspace was a concept touted around towards the end of the Eighties, mainly by hippies and new-wavers, of a virtual computer generated world. To enter Cyberspace in the game you first have to track down a cyber deck, which connects to a socket in the side of your head! It's not safe, though; cyber-mercenaries, called Deckers, prowl around looking for unwary prey. If you're killed in Cyberspace, you also buy it in real life.

VERDICT

The peculiar mixture of action, role playing and problem solving in *Shadowrun* doesn't seem to gel together at the outset. However, the game soon takes a turn for the better when you discover some jerk's planted a bomb in your head! *Shadowrun* is very absorbing, although the solutions to some puzzles are a little obscure. My only criticism is that the graphics are a bit rough. More care in this area would have made *Shadowrun* a classic. As it stands this makes an excellent change from the plethora of shoot 'em ups doing the rounds on SNES.



PAUL ANGLIN



Hey, always use your green cross code, otherwise your quest will come to a rather sticky end.

VERDICT

I immediately noticed the similarities between *Blade Runner* and this game; the dark, futuristic streets; the fact that the baddies are called Deckers (the name of Harrison Ford in the film). *Shadowrun* is a great game, packed with atmosphere and engrossing gameplay. The city seems to go on forever, and there's enemies around every corner and behind most doors. The magic aspect is interesting, and had the graphics been a little better, this would have been a real classic. *Shadowrun*'s still excellent as it is, though; a welcome change from the SNES norm.



PAUL RAND



Magic shops are run by strange men with starey eyes and big hats. Their merchandise is vital to your mission.

KARMA CHAMELEON

Being a natural hard-nut, your character has a number of skills and attributes which help him through the game. To begin with he has only limited talents with firearms and computers, as well as mediocre strength and stamina. As you progress through the game you build up karma points, which can then be spent on improving skills, or alternatively developing your magic abilities. Better skill with firearms, for example, gives you more accurate shots. One good way to earn plenty of karma, and cash, is in the arena. Here you're simply put in the ring with another person and the last one standing wins.

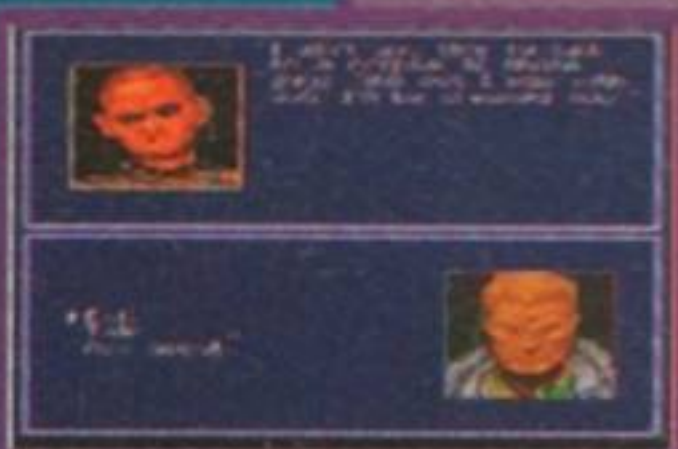


This is where you're taken to keep out of the way of hitmen. It also acts as home to the arena.



Good weapons are vital as you come under attack on virtually every street. Pay a visit to a gun shop such as this.

SOONER THE BERETTA



On regaining consciousness your first priority should be tracking down a weapon. Here's how to get your mitts on a rather useful Beretta pistol.

- 1) You wake up in the morgue with no idea how you got there. All you know is your brain feels like it's on fire and somebody wants you dead.
- 2) The mortuary attendants aren't very pleased to see you, and immediately do a runner. Open the fridge to find a patch, which is the futuristic equivalent of Band-Aid.
- 3) It's all quiet on the streets, until a punk comes running up to you. Don't panic; he's not going to mug you, just give you some useful advice.
- 4) He doesn't have much to say for himself, but the general advice is get yourself a gun. Which is all very well, but he doesn't tell you where to go for one.
- 5) Head down this alley, but keep an eye out for snipers in the building opposite. Even when you're armed they're almost impossible to hit.
- 6) You could be in big trouble here if you're not careful – grab the gun and blast that crazy Orc to smithereens. If you win, search its body and take the leather jacket.

SNES



PROS: Well executed, if not original, concept. Absorbing gameplay.

CONS: Complicated at times and controls can be a bit awkward.

GRAPHICS

Rough in places and sprites are too small, but they're easy enough to make out.

78

SOUND

A host of fantastic tunes combined with excellent sampled effects add atmosphere.

89

GAMEPLAY

An easy game to get to grips with while still being suitably challenging.

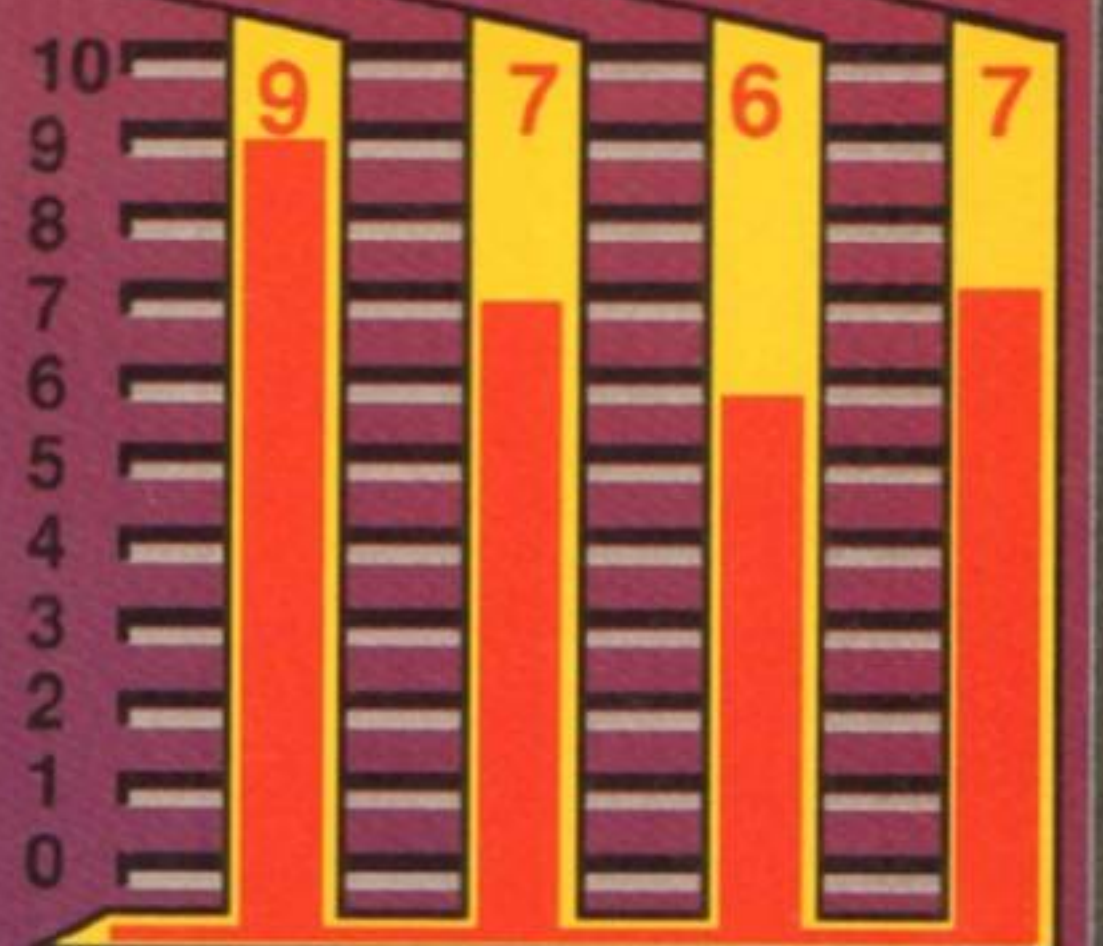
88

VALUE

A massive game that's extremely absorbing – it'll take ages to complete.

89

STRATEGY SKILL ACTION REFLEXES



MISS HIT

89



The different parts of the city are linked together by a monorail. The service is reliable, but the food is crappy.

OUT: Now. Contact Core (0332 297797) for information.

At last! A Mega-CD game that combines gorgeous graphics AND great gameplay!



THUNDERHAWK

Ever since the Mega-CD first appeared, people have been waiting for something really spectacular. Well, the wait is now over - Thunderhawk is with us! Putting all the Mega-CD's hardware potential to good use, Derby-based Core have come up with some of the greatest 3D graphics to be seen on the Megadrive. As the military's top helicopter pilot, you're sent to various locations around the world to sort out local troubles with maximum aggression. You're briefed on what needs doing, the ground crews load up your 'copter with big missiles - and the rest is entirely up to you.

AWESOME ARSENALS

There's no point in piloting the latest piece of high-technology aerial death unless you have a good array of weapons to drop on the heads of those who defy you.



Missiles: Designed to take out aerial targets as well as

ground-based ones, you should always save a few for enemy helicopters.



Rockets: These unguided missiles are one of your

mainstay weapons. Just point yourself at a target and unleash a volley.



RCS: Runway cratering system. Use this nifty bit of kit to

make a mess of enemy air-bases. You only get two shots, so make sure you get it right.



Cannon: The weapon you'll always end up using as it never

runs out. It can take out any target, although it takes some time to blast the tough ones.

FREE DEE

Thunderhawk's graphic excellence is made possible through a combination of the Mega-CD's built-in graphics chip and a special software engine designed by Core. The result is spectacular. The landscape is all scaled, Mode-7 style, but instead of having small areas which repeat, each combat zone has its own map. So the same roads and rivers will be there every time you visit. Not being the types to let a good thing lie, Core are already cracking on with their next 3D extravaganza which will be based around the same nucleus as Thunderhawk.



It's vital you listen to what your commanding officer has to tell you.

VERDICT

When you get down to it, Thunderhawk is a very basic game. You're never asked to do anything other than shoot lots of things and survive. In fact, it's got no right to be as playable as it is. Maybe it's because it's so fast, the excellence of the graphics or the brilliant way the tanks explode and burn. Whatever, Thunderhawk is extremely addictive and there are so many missions to get through the disc is certainly value for money. There's room for improvement, but that's not to take anything away from what is undoubtably a fine blast.



GARTH SUMPTER

KILL GORE MAIM DEATH

As you experience life on the sharp end of enemy fire you'll need to have all your wits about you. The bulk of enemy forces are ground-based and these come in three types. Trucks are the least of your worries; they can't fight back so pick on them if you fancy pushing up your kill rate. Next in order of hardness are tanks. They can only attack you with machine guns, which tear away your helicopter's armour. Worst of all are the Surface-to-Air Missile batteries, or SAMs for short. These lock onto your 'copter then blast it with deadly missiles.

TOURS OF DUTY

The game is set in ten different locations around the world, ranging from Middle-Eastern deserts to the frozen arctic. Each level gets progressively harder, with more enemies who are each better shots than their predecessors.

ALASKA: A top-secret American bio-weapons plant has come under attack from enemy forces; get up there and teach them a lesson.



EASTERN EUROPE: A UN supply convoy is on an urgent mission. You must clear the supply route to let them pass.



MIDDLE EAST: Trouble's flared up again in a border dispute, so the government has sent you and the lads in get things back to normal.



CENTRAL AMERICA: The president's favourite holiday town has been captured by guerrillas. Kick them out with max force.



MIDDLE EAST 2: An oil refinery has come under attack. You've got to save it and trash the enemy in the process.



PANAMA CANAL: The merchant fleet is having a tough time in the canal, coming under attack from all sides. Kill the miscreants and safeguard the ships.



SOUTH AMERICA 2: A stealth bomber has crashed in the jungle. You've got to shoot anyone who shows any interest in it.



SOUTH AMERICA: Dodgy dealings are afoot in the land of llamas and cheap wine. Gun runners are preparing to ship a major load of weapons and you've got to stop them.



SOUTH CHINA SEA: New-age pirates are terrorising these troubled waters; that is, until you show your face. Blow up their ships and land support.

SOUTH EAST ASIA: An enemy force is using chemical weapons in an attempt to invade a neighbouring country – stop them at all costs.

VERDICT

Core have pulled out all the stops to make Thunderhawk as fun to play as it is gorgeous to look at. The 3D is awesome, and being able to fly around in it and shoot lots of top enemies too – well, what can I say! There's one gripe I do have though, and that's the fact that the missions tend to be a bit samey; that's not really a problem with many flight sims as you've got a lot of keys to contend with and that keeps you busy, but with just a three-button joystick to contend with it's noticeable. Still, this is hopefully the start of good things to come on Mega-CD; buy it!



PAUL RAND



As you take hits bullet holes start to appear, knocking out your instruments so you can't tell where the enemy is coming from.

MEGA-CD



PROS: Fast, furious and addictive. Graphics are very impressive, especially the 3D landscapes.

CONS: There's not much variation in the action.

GRAPHICS

Some of the best action graphics yet seen on the Mega-CD!

94

SOUND

Rocking guitar soundtracks and masses of very good effects.

92

GAMEPLAY

Very fast, packed with baddies, well-addictive and totally playable.

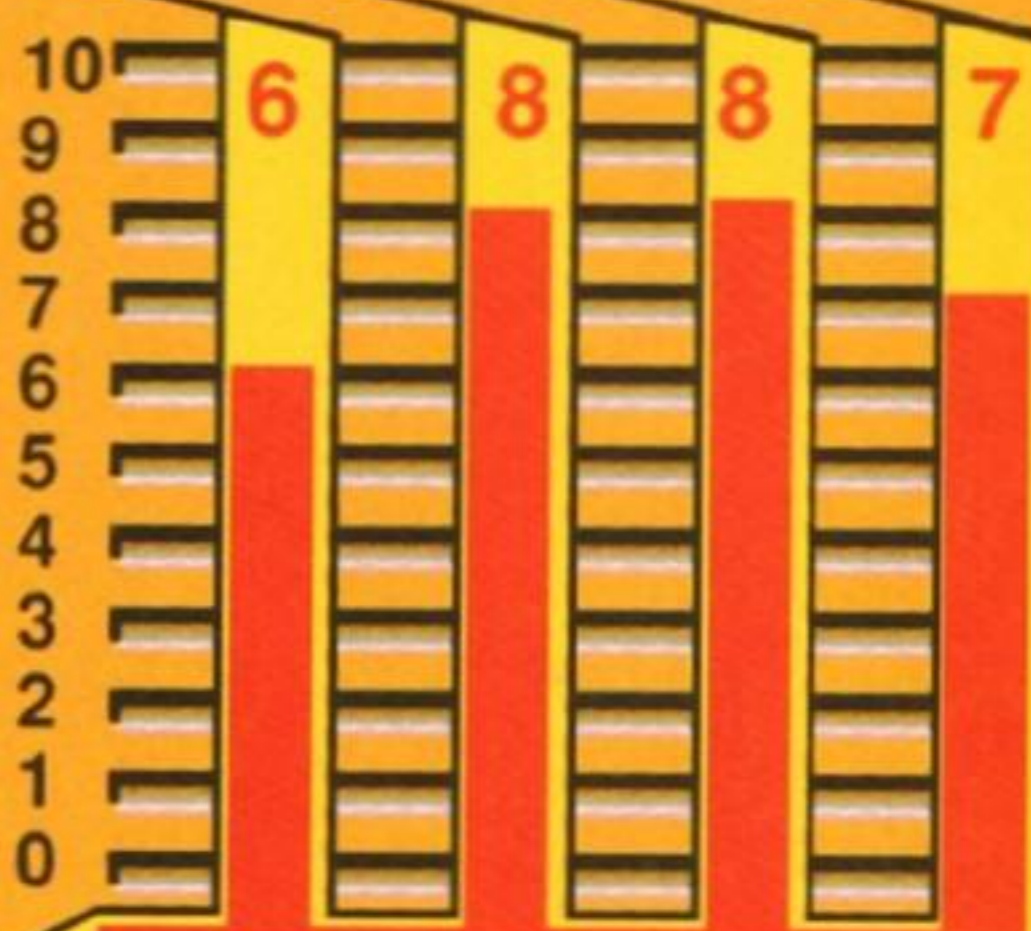
89

VALUE

Lots of different missions to fly, although they vary little in style.

85

STRATEGY SKILL ACTION REFLEXES



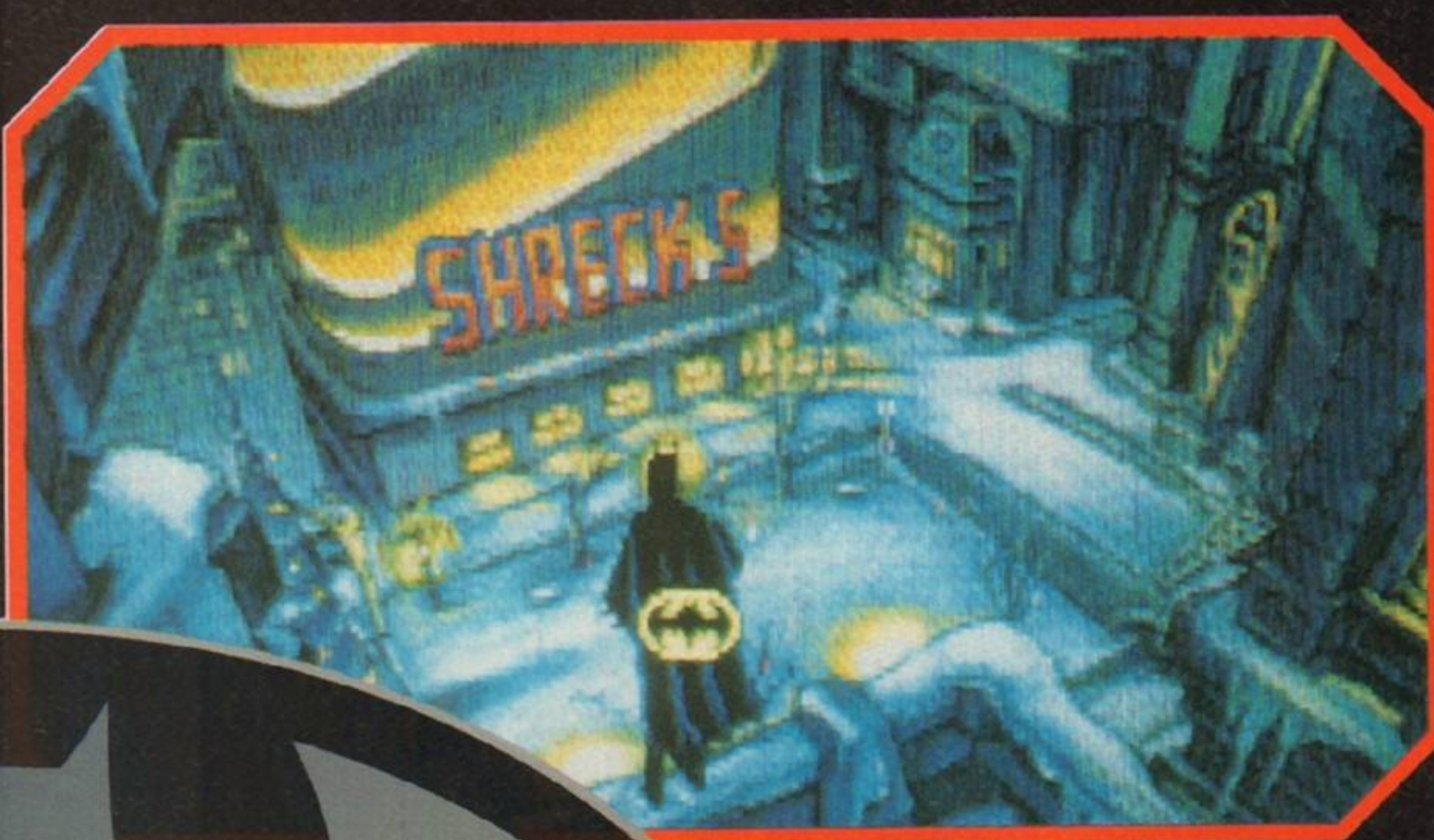
MISS OK! HIT

88

OUT: Now. Contact Konami (081 429 2704) for information.

With Batman more than well represented on consoles, it's time for him to strike back on PC! Once again, he's after the nefarious Penguin, but don't expect another action-packed slug fest; this version is designed to tax your brain power. Batman Returns has been programmed by Park Place, who are better known for the smash-hit Megadrive titles John Madden Football and EA Hockey. In-keeping with their innovative image, they've gone all-out to make the break from the platform style which dogs licenses of action films such as this to create a sort of pseudo adventure-cum-interactive movie. Sounds strange? Read on and find out more.

The Caped Crusader looks down on a quiet Gotham City.



BATMAN RETURNS

THE STREETS OF GOTHAM

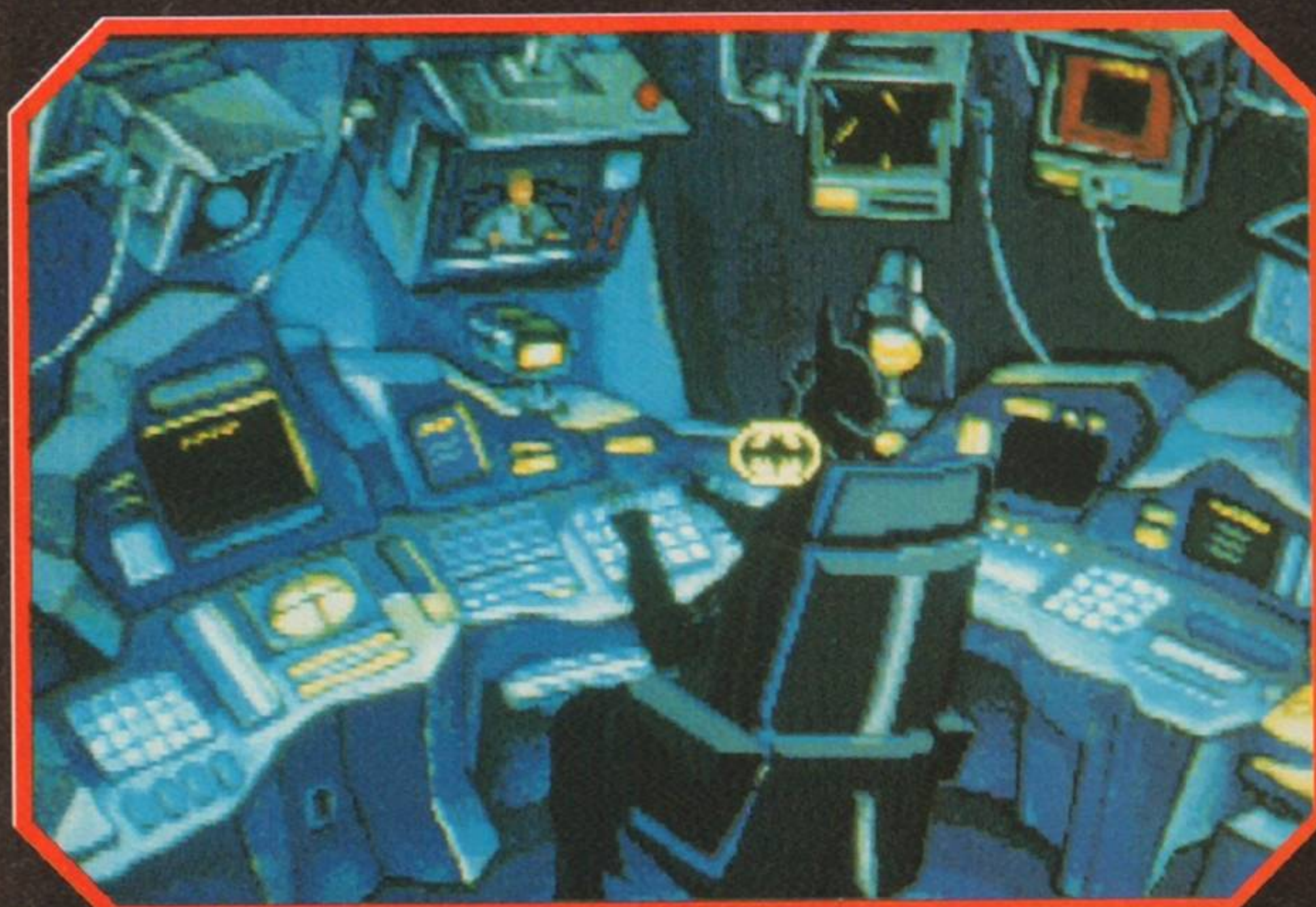
Being an ace crime-fighting weirdo, Batman isn't content to wander the streets with the plebs; he takes to the rooftops when he wants to get around. Because of the game's point and click control system, there are a number of ways for you to move Batman around. First you can click on one of his gadgets such as the rope, and he'll put it to use by swinging to a nearby location. The alternative is to just click on any nearby building or precipice which looks like a likely location for a bit of swing action and let him go.



Beat the baddies, Batman!

A HARD DAY'S NIGHT

Seeing as prancing around rooftops in broad daylight dressed as a bat would attract a lot of unwanted attention, Batman does all his work at night. Fortunately it's winter in Gotham at the moment, so the Caped Crusader has between 6.00pm and 6.00am in which to perform his crime-busting activities. Like Dracula, Batman has to return home before light, only in his case he won't turn to dust; he'll just miss his breakfast. Once back at the Batcave, you can feed any clues you've collected into the main computer, then cross-reference them with a database of different personalities and locations around Gotham.



I wonder if he can pick up Premier League footy on one of those screens?

VERDICT

Out of all the Batman games, this one is without a doubt the closest to the film. The graphics are superb, although I recommend you run it with at least two megabytes of RAM, otherwise you'll have to endure agonising gaps in the action as the game accesses the hard drive. I was quite surprised by the game's lack of action, though; combat is computer controlled, as is the driving section. All you have to do is use the available evidence to nail the Penguin once and for all. This is a stylish game, but direct control in combat would have made it so much better.



GARTH SUMPTER

BELT UP!

A Batman game just wouldn't be the same without the gadgets, and this one's loaded with them. Simply enter the vault in the Batcave then instruct the Batcomputer to load up the utility belt with the toys of your choice.



Grapple gun: Lets Batman climb up walls.



Gauntlet: Fires two grapples in different directions, allowing Batman to slide down.



Batrope: Gives Batman Spiderman-like swinging abilities.



Lock Pick: Opens any door that Batman finds.



Batarang: A rather dangerous-looking boomerang.



Bolo Batarang: Trips and ties-up escaping criminals.



Sonic Batarang: Sends out a pulse of sound to stun foes.



Smoke Bomb: Confuses enemies with blinding smoke.



Knockout gas: Stuns anyone unlucky enough to be caught in the cloud.



Scanner: A hand-held photocopier.

VERDICT

Batman Returns is a mish-mash of different styles, from *Secret Of Monkey Island 2* to *Sherlock Holmes: Consulting Detective*. And to be honest, it really does play rather well. It looks ace – sprites and backgrounds are suitably moody, even though Batman tends to walk like a girl! Being of the point and click variety, *Batman Returns* doesn't possess a vast amount of real interaction – in fact, when the programmers are given the opportunity to have some proper action, ie the fighting section, they blow it! Still, this is a very smart piece of software that'll last you a long time AND restore some faith in movie licenses.



PAUL RAND

KILL OR BE KILLED

When he's not at home poking into the private lives of Gotham's elite crime lords on his computer, Batman likes nothing more than hitting the streets and beating the criminal element to a pulp. Rather than take direct control of Batman in combat, you merely set his aggression level and let him get on with it. The higher it is the more damage he'll dish out, although he runs out of energy faster, while a low setting conserves energy, but Batman will hardly throw a punch. In addition to fisticuffs, you can also get him to chuck Batarangs at his foes, which take out his opponents in one hit. You only get a limited supply of these smart weapons, so use them wisely.



'The top story tonight – Tiddles is safe!'
Hmm, must be the regional news...



Never stuck for a snazzy suit, our hero.

PC



PROS: Stylish gameplay and graphics plus excellent music.

CONS: There's hardly anything in the way of interactive action.

GRAPHICS

Large, well animated characters keep the look close to the movie.

89

SOUND

Constant variations of the Batman theme play throughout.

85

GAMEPLAY

A film license that taxes your mind rather than your joystick skills.

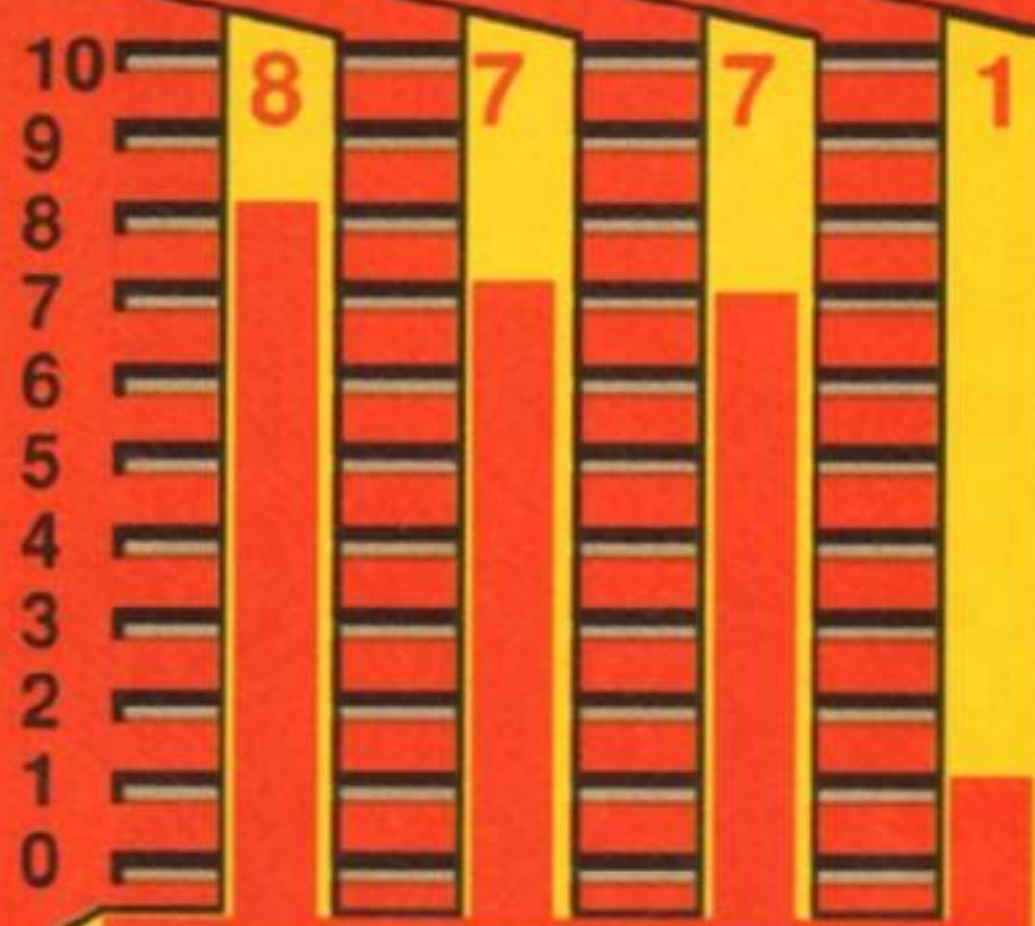
83

VALUE

There's enough mystery to keep you hooked for a long time.

86

STRATEGY SKILL ACTION REFLEXES



MISS OK! HIT

84

PREVIEW

MEGADRIVE

by SEGA

Around £40.00

DECEMBER RELEASE

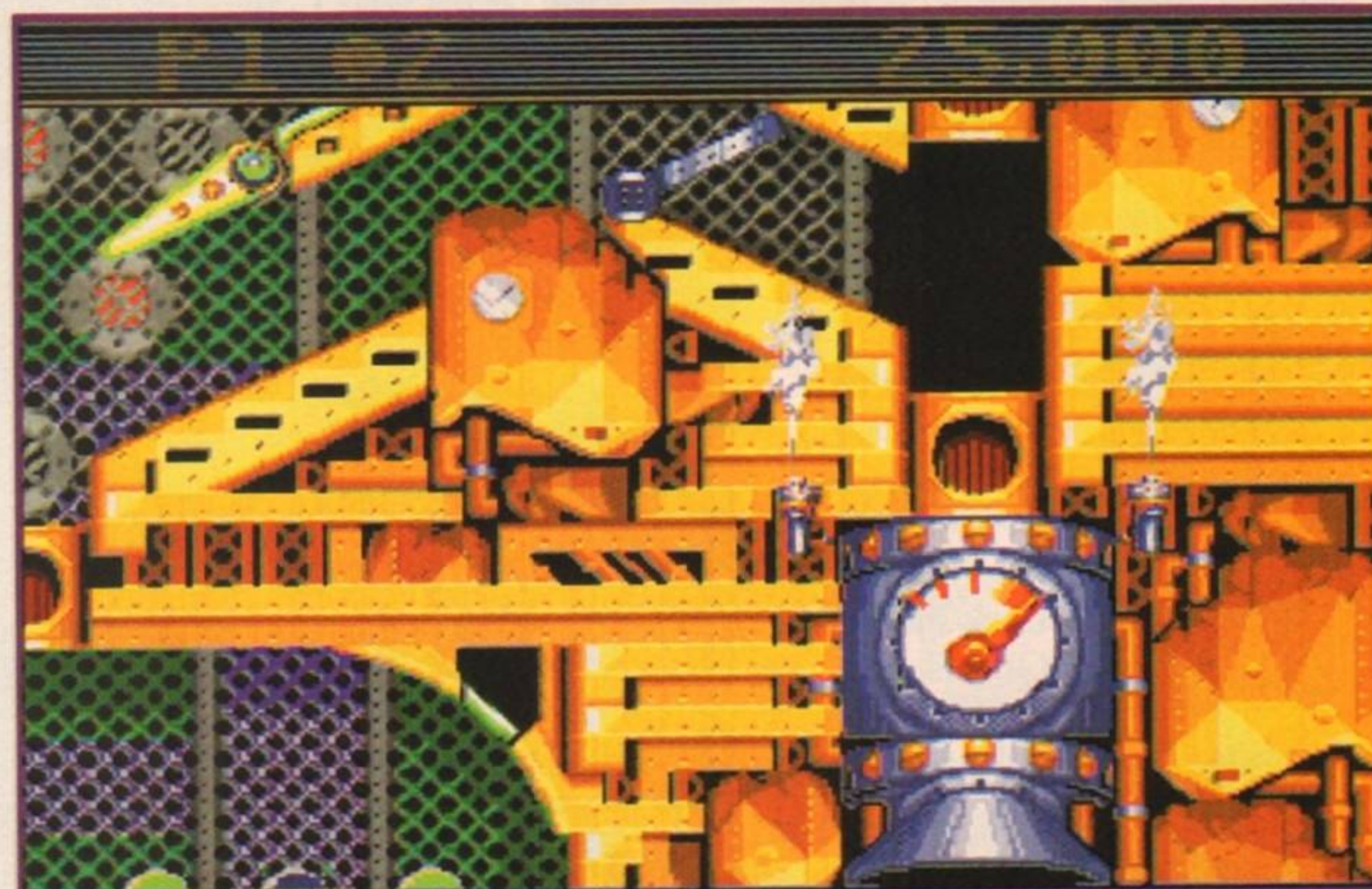
Stage of Development

65% Completed

Other mags may bring you dodgy photographs sneakily shot from a video at a computer show, but only CVG brings you the cart! We've got our hands on a hot-off-the-ROM-burner pre-production version of Sonic's next outing – and it promises to be a real corker!



Use these bellows to get a lift to the accelerator chamber.



Once inside the needle red-lines, the screen shakes and Sonic blasts out at super-sonic speed.



SONIC SPINBALL



The trick is to roll up this tunnel and grab all the coins on the other side.

While we eagerly await the release of Sonic CD and news of Sonic 3, those kind folk at Sega have come up with a stop-gap title to prevent Sonic junkies developing lives after they've beaten Robotnik for the umpteenth time. Sonic Spinball, as the title suggests with all the subtlety of a brick through a plate glass window, finds the gallivanting hedgehog trapped inside a giant pinball table built by the evil Professor himself. Only you and your skill with the flippers can save him; fail and he faces a molten death worse than anything he's encountered before.

Robotnik's been busy since his last thrashing at the hands of Sonic. While on holiday on a secluded island, he decided to buy the place up and turn it into a hedgehog-proof fortress. The Veg-O-Fortress, as he calls it, is home to a massive robot factory, capable of producing enough metal maniacs to conquer the entire world. Being an all-round good egg, Sonic once again sets out to thwart Robotnik's latest crazed plan, only to find himself caught up in the devious one's Pinball defence system. There are five tables for you and Sonic to negotiate, each with its own theme and set of lethal traps. For



Get into a loop and you'll be shot out either into another loop or a different room altogether.

Sonic, slipping in-between the final set of flippers doesn't mean a lost credit; instead, he ends up impaled on spikes or burning in a massive pot of molten rock. All the traditional pinball features are there as well, such as bouncers, accelerators and gates. They don't just add to your score; as the tables scroll sideways as well as up and down, you need to use these features to guide Sonic to the outer-reaches of the levels. Each table is massive, and at times it seems more like some sort of exploration game rather than pinball. All the familiar elements of the Sonic platform games are here, including rings and emeralds. While the rings are merely there to help you clock up massive scores, the emeralds unlock the rooms where the bosses reside, so these have to be tracked



Rolling through cool loops, as they're called, is an excellent way to rack up massive scores.



This is one of the areas where you can actually control Sonic. Bounce him over the steam jets to get him to the tunnel at the top of the screen.

Leap onto one side of the bellows and the blue rat will jump on the other, catapulting Sonic to whatever lies above.

down. When you encounter a boss you face a double challenge. First, there's the task of actually beating the boss, then you've got to use your pinball wizardry to prevent Sonic from actually dropping out of the boss chamber. To operate the tables' various traps, Robotnik has once again captured



We know it's blue, but this is actually a chaos emerald. You need to collect all of them to open the boss chamber.



Massive Robotnik heads have to be overcome to clear the first stage. The platforms at the corners of the room can be used to launch Sonic right between them.



If you're not quick with the flippers Sonic will come to a rather messy end.



The controls are very simple. 'A' operates the left flipper, 'B' the right and 'C' both together.

Sonic's fluffy bunny and tweety bird mates and turned them into evil robots. They now despise Sonic and will do whatever it takes to lead him into traps. Sonic doesn't spend the entire game curled up in an unrecognisable ball. On each table there are several locations where he unwinds into his

familiar shape. When in this form your control of Sonic is limited to jumping and sliding left and right, which is enough to get him back onto the table. Sonic Spinball is shaping up to be a real cracker. It's fast, loud, colourful and going to be a mega-smash. Watch out for it this Christmas.

REVIEW

by ELECTRONIC ARTS ▶ £49.99

OUT: October. Contact EA (0753 549226) for info.

You can't help but get the feeling that EA were a little concerned as to how people would receive this game when you see the section in the manual which describes the differences between this and their previous hockey titles. Next to the John Madden series, EA's hockey titles, also devised by top programming team Park Place, constitute some of the biggest selling Megadrive games ever. But unlike the Madden carts, will NHLPA '94 be big enough to stand out when compared to its ancestors?



The aim of this bit is to slap the puck before your opponent. There's no skill needed, just keep pumping the shot button to come out on top.

NHLPA HOCKEY '94



There's no point in try to tackle the keeper head-on as he's so well padded and very fat.

WHAT'S THE DIFFERENCE THEN?

Chances are you're looking at these screenshots and thinking to yourself 'It looks a bit like NHLPA '93, doesn't it'. You're dead right; it looks almost identical, and it plays similarly, too. It's not all the same, though; EA have added loads of features, although most of them only count for something if you're a fan of the sport - who in this country really needs the 1993-94 NHL player ratings? On the other side of the coin, you can now control the goalie, take part in penalty shoot-outs and execute flip passes. For

some inexplicable reason, EA have removed the fighting and blood which many people (at least us lot) regarded as key elements in the first games. Boo!

FOUR PLAY

Hockey '94's main attraction comes from it being the first game to work with EA's new four-way adaptor. If you get your hands on one of these gadgets and the extra joypads, you can try out the excellent two-a-side game and have a crack at performing the excellent one-touch shots with your mates. No more than two players can play on the same team, though, so you won't be able to gang up with your mates to give the Megadrive a good thrashing. Other



The goalies in '94 are a lot better than their predecessors. These guys will now risk life and limb to defend their net.

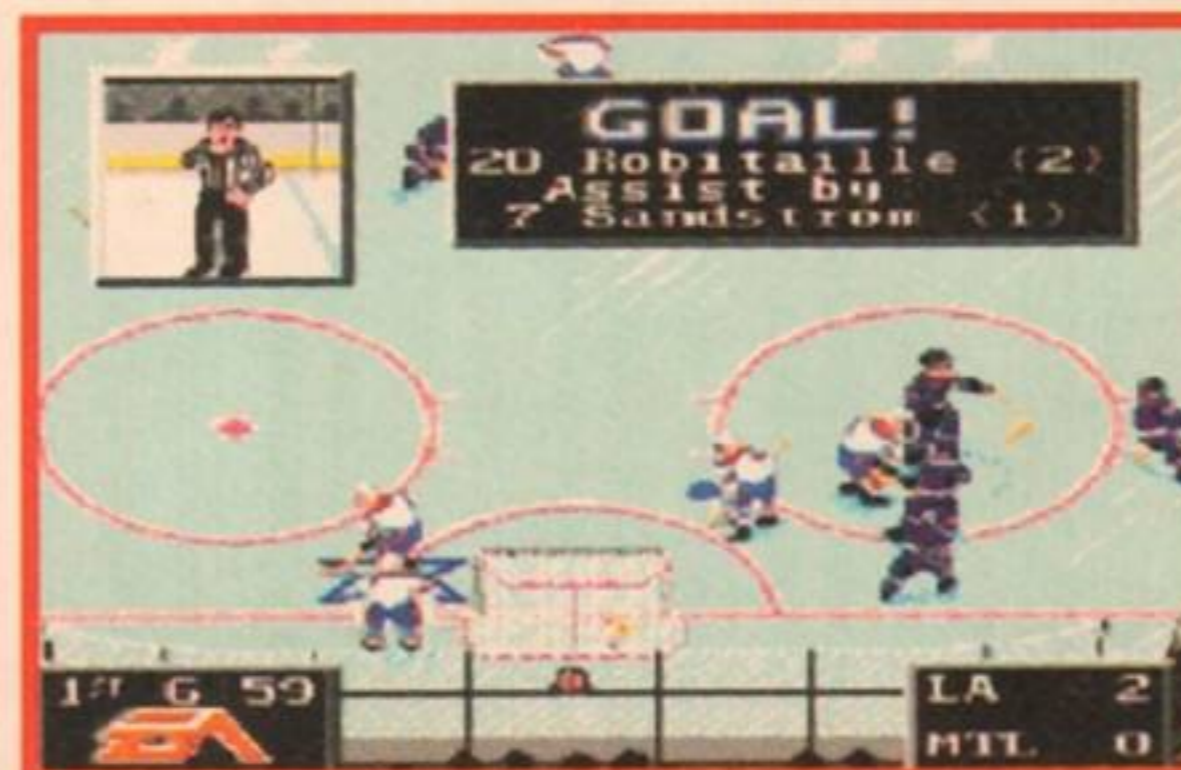


The pundits give you a run down on the two teams before a match, telling you who's hot and who's not.

four-player games on the way include John Madden's '94, EA Sports Soccer and Bill Walsh College Football, most of which should be available before Christmas - wahay!

SLAP SHOT

With the aim being, as with most team sports, to plant one in the net, there's a formidable array of shots open to you. Tapping C executes a basic strike, which is useful for slipping one round the keeper, while holding the button down launches a powerful slap shot, the nature of which depends on the direction the player is facing and his position in relation to the goal, although it's not hard to figure out where the best places to shoot from are. A new one-touch shot has been added to this version which, if you get it right, will blast the puck hard enough to flatten the keeper!



Slap shots are the most formidable weapon in your arsenal. Time it right and the 'keeper won't be able to stop the puck for love nor money.

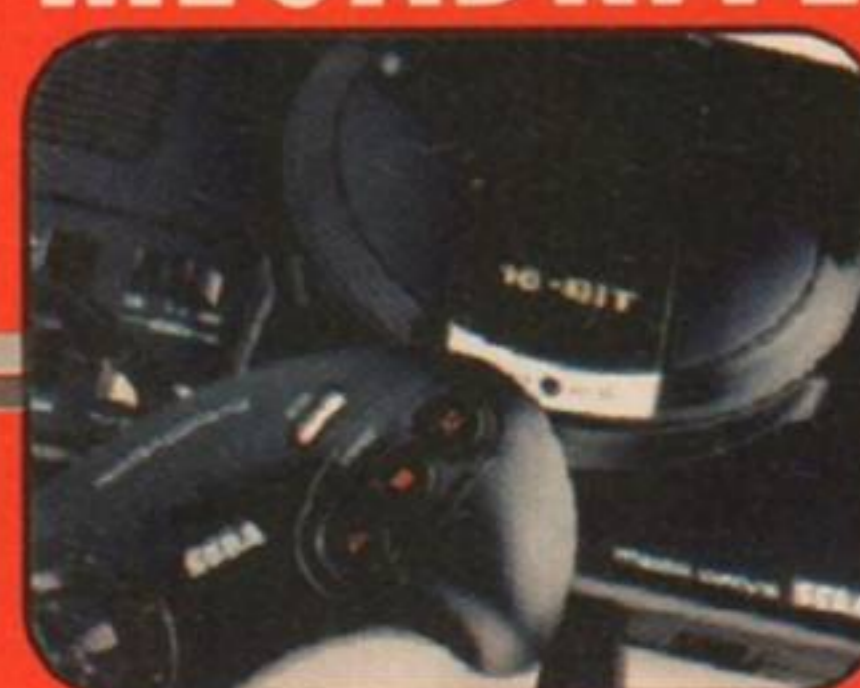
VERDICT

Apart from the four-player aspect I can see absolutely no point in buying this if you have any of the other games in the series. In fact, with the fighting taken out, there's even less reason for me to play this. On the other hand NHLPA '94, like its predecessors, is still one of the best games on the Megadrive. It seems simple to begin with, but after a few goes you really begin to appreciate the amount of skill required to play it well. If you've got '93, there's no reason to get this other than for the four-player option. If you haven't got your hands on EA hockey yet, what's kept you?



GARTH SUMPTER

MEGADRIVE



PROS: Fast, furious and fun. And compatible with the four-player adaptor.

CONS: Not much of an improvement over the previous EA Hockey games.

GRAPHICS

Smooth animation and good digitised pics of all the different players.

86

SOUND

72 organ tunes plus an array of sampled grunts and groans.

85

GAMEPLAY

Highly addictive from the first face-off, and a dream in multi-player mode.

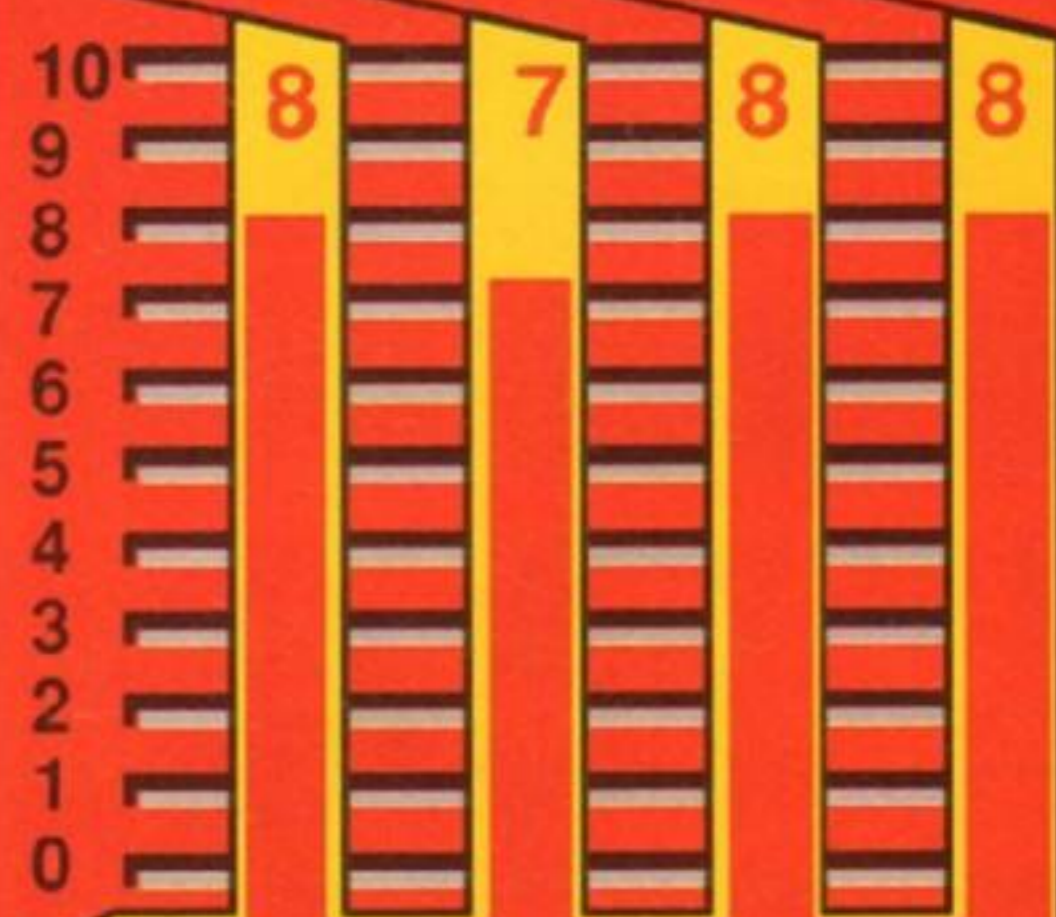
92

VALUE

Great, if you haven't already got an EA Hockey game!

91

STRATEGY SKILL ACTION REFLEXES



MISS OK! HIT

92

STICK IT!

THE



With fast hands... Stick to the business...
 Stick to the business... Stick to the business...
CHEETAH
 FAST HANDS NEED A CHEETAH

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TOP TITLES FROM CONSOLE CONCEPTS

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1. SILPHEED CALL
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YOSHI'S SAFARI



All your favourite Mario ingredients,

THAT HILL, GOING DOWN IT

I could go into detail about how Yoshi's Safari fares in the long term but instead let me give you this example. When you start the game for the first time, you're initially holding the scope in the proper way, looking through the eyesight etc. By the end of the game the scope has been lowered to your waistline and you're basically just holding down the fire button and waving the thing around the screen (usually while turning your attention elsewhere – reading the paper or looking out of the window or scratching your privates or something). Whereas every other Mario game under the sun has had bumper Christmas-sized bundles of hidden depth, extra levels, bonus rooms etc. Yoshi's Safari is quite simply a 'point at the bad guys and press fire' sort of game. I suppose the Mario licence had to produce a turkey eventually, and this is it in all its gobbling glory.

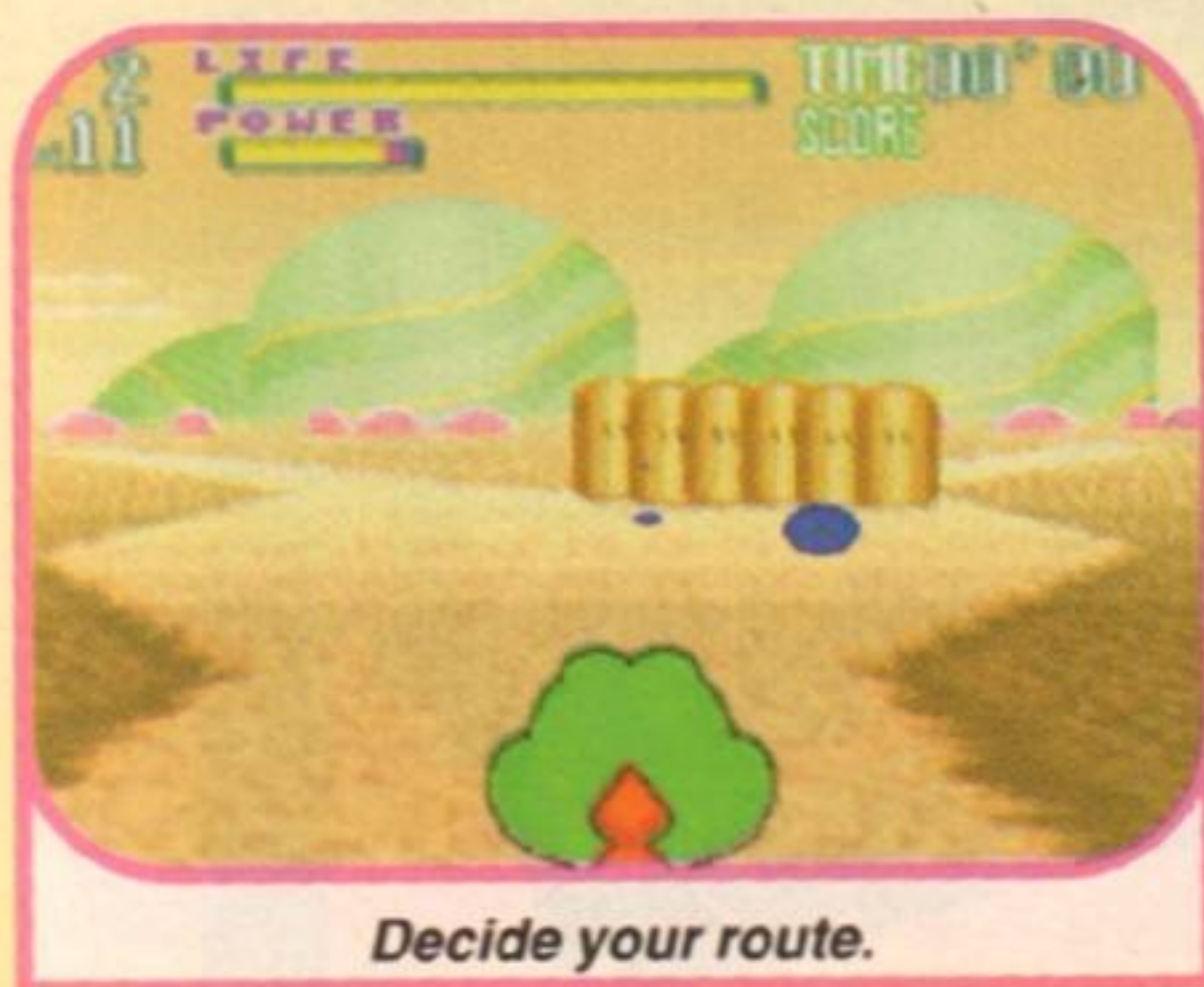
BRING A FRIEND, DEPRESS HIM TOO

The two-player version isn't much cop either. The premise is that while one player has the shiny complex of molten plastic and infra-red wiring that is called the Super Scope attached to his shoulder area, the second player controls Yoshi's movements with a regular joypad. Here! This is it! This is the moment that the design team should have spotted the 'hidden depth' possibilities by including some serious maze-like malarkey and exploration action to enrich this otherwise shallow game. Instead, all the second player does is swing Yoshi from side to side (if you leave him he still steers himself around the course) and duck his head. Oh, and jump too, and... er... that's it. Sorry.



Yoshi receives an unfortunate blow.

A Super Scope game! A Super Scope game! That was the cry we gave when Yoshi's Safari was ushered into the CVG office on a red carpet. Gone were the nightmarish memories of hunting maroon-coloured submarines. Banished were the memories of broken promises by Nintendo, insisting a plethora of games would be released before the year's end. We were happy. Then we played it...



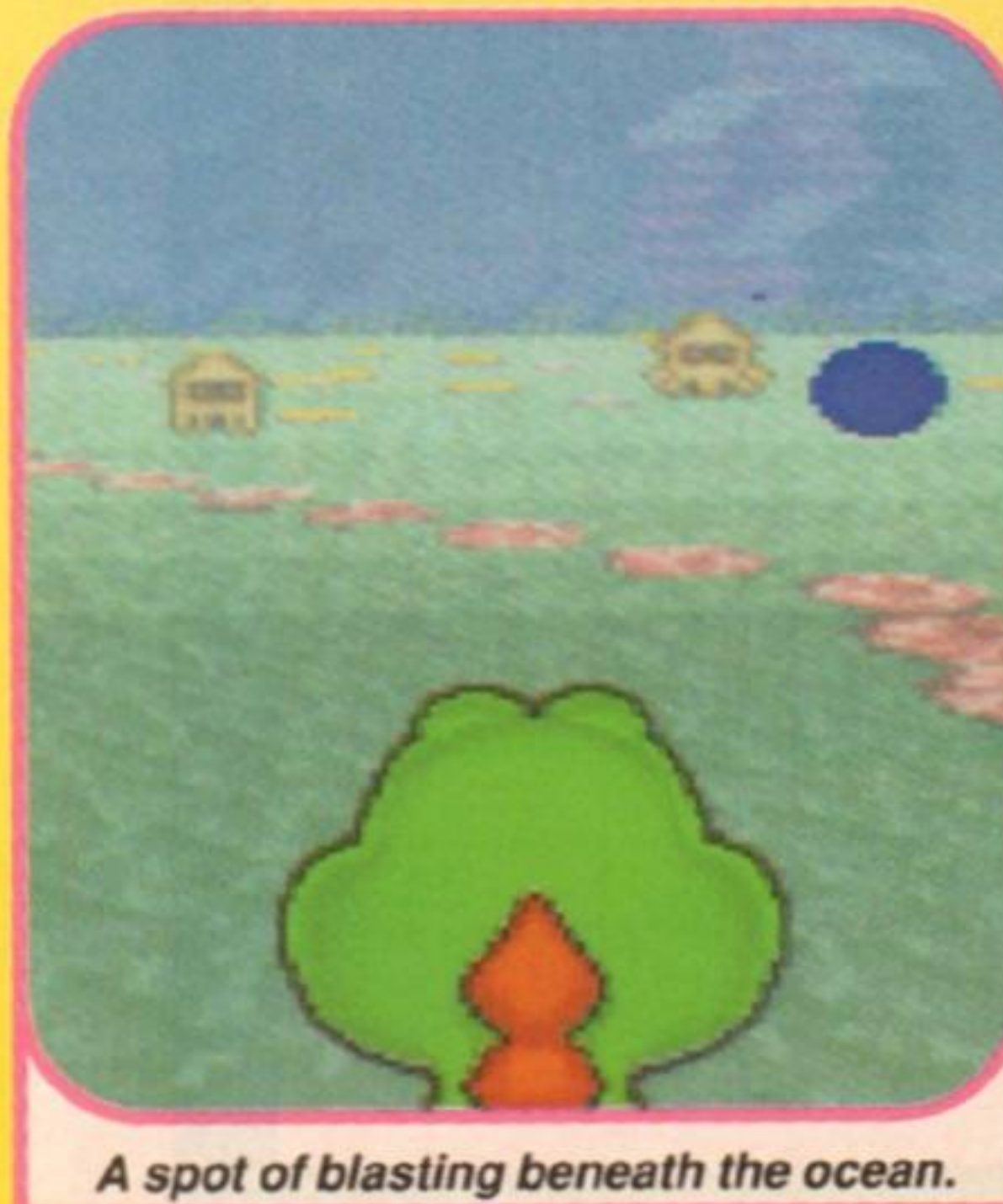
Decide your route.

VERDICT

When you get down to brass tacks, I suppose Yoshi's Safari is the best Super Scope game available. That's not saying much though, since the only other one in living memory was *The Hunt For Red October* and we all remember how 'good' that was don't we? It suffers from being a professional, polished game that is just far too easy (I finished it in one afternoon and I'm not exactly the world's greatest marksman). I suppose if you must have a Scope game, this'll be the one for you, but then it's not as though you've much choice, is it?



GARTH SUMPTER



A spot of blasting beneath the ocean.

SNES



PROS: Fast and smooth, with no obvious design flaws. A solid game...

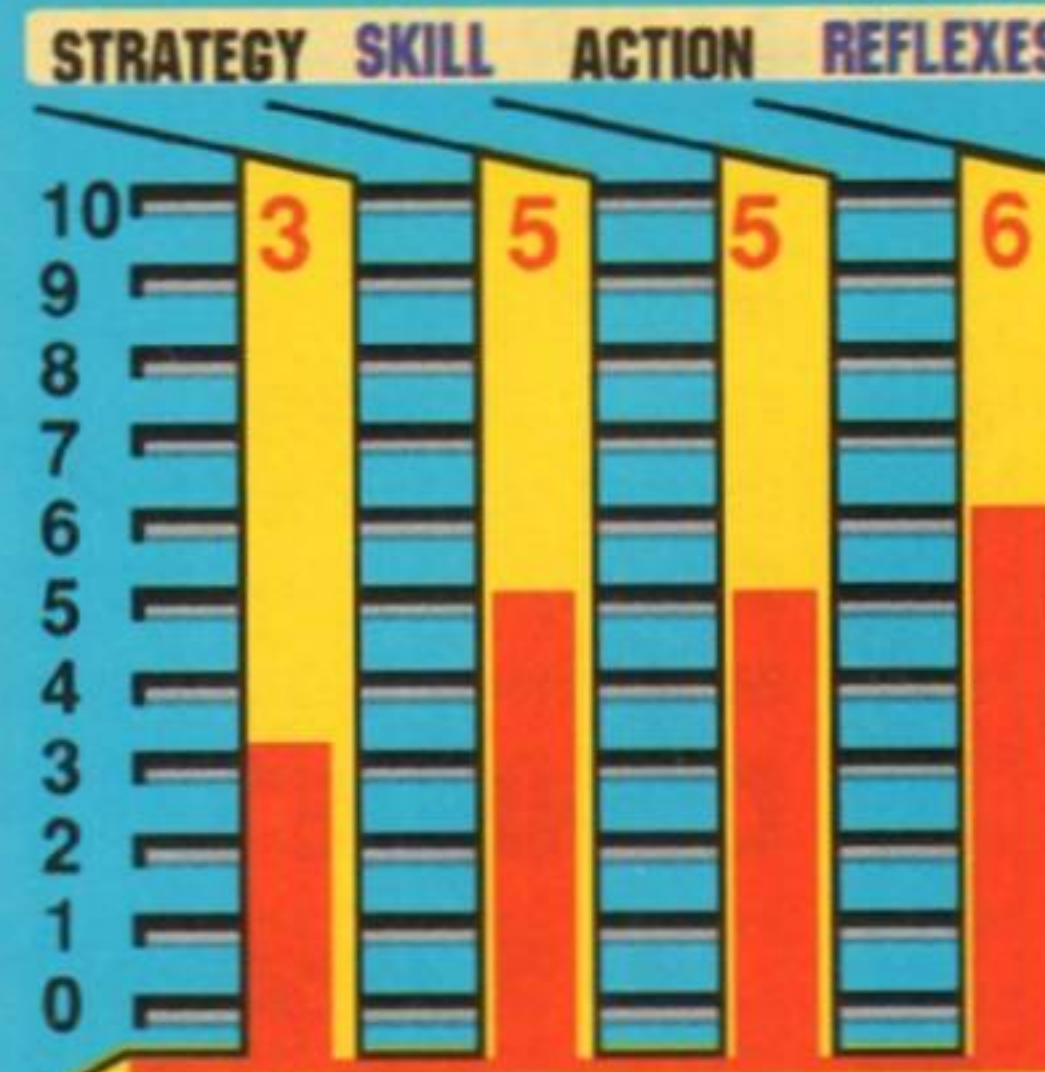
CONS: ...which doesn't last very long and is way too easy.

GRAPHICS What you'd expect from a Mario game. Cute and cuddly. And big. **85**

SOUND Jolly tunes and suitable effects. Nothing supremely special, though. **65**

GAMEPLAY Keep your finger on the button and wave the scope around the screen. **65**

VALUE This has as much depth as the baby area of your local swimming pool. **55**



MISS OK! HIT

58

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LANDMARK v2.00 PERFORMANCE COMPARISON CHART

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20	25	31	47	51	66	54	67	84	92
MHz	MHz	MHz	MHz	MHz	MHz	MHz	MHz	MHz	MHz

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REVIEW

PC

by VIRGIN INTERACTIVE

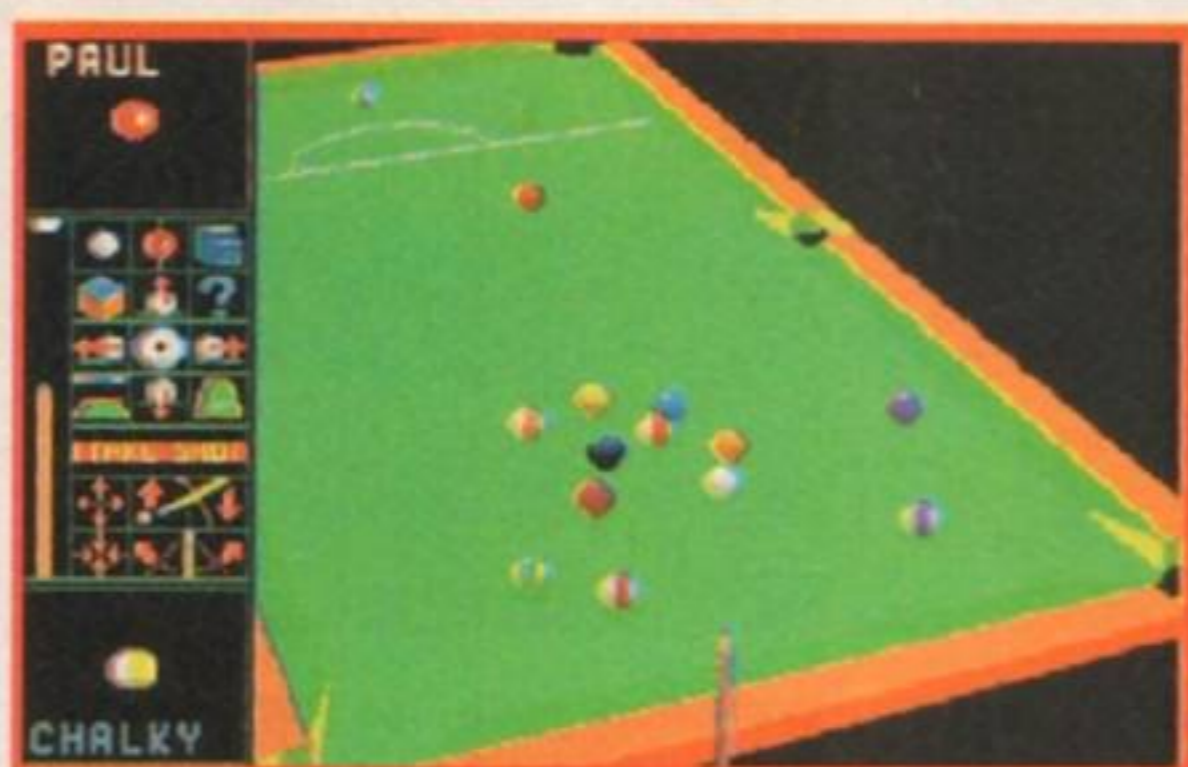
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ARCHER MACLEAN'S POOL

At last! Archer's top- selling Amiga pool sim comes to PC!

If there's one thing I've noticed in my many years of pool-playing, it's that everyone, no matter how many times they lose a game, steadfastly insists that they're the best player the game has ever seen (a bit like Street Fighter 2 players really). If you know someone like this, the best course of medication is to plunk them in front of Archer Maclean's latest and tell them to play Sam Slick. I managed to take one shot (the break) then sat back and watched

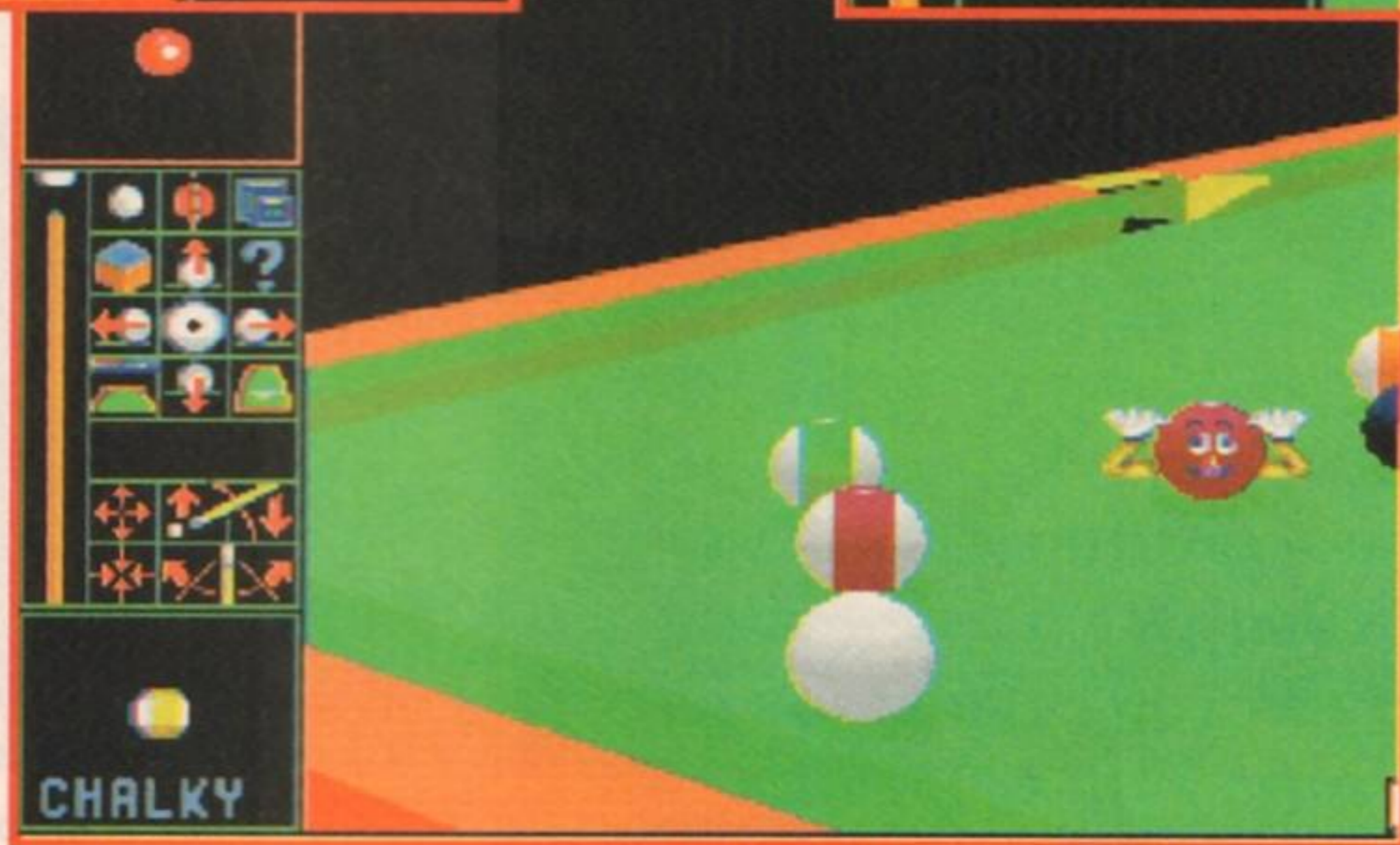


It's hard to show how smooth everything moves in a picture. Try moving the magazine around a bit.

Wait too long and the balls play silly bug-gers with you.

as he potted everything else. Apart from the difficulty of the opponents, Pool has everything you need to play a decent game on your PC. Archer has managed to create a control system that does everything you could need to take your shot, the rest is down to your own skill. Possibly the greatest version of computerised pool there is.

The easy-to-use icon system is, er, easy to use.



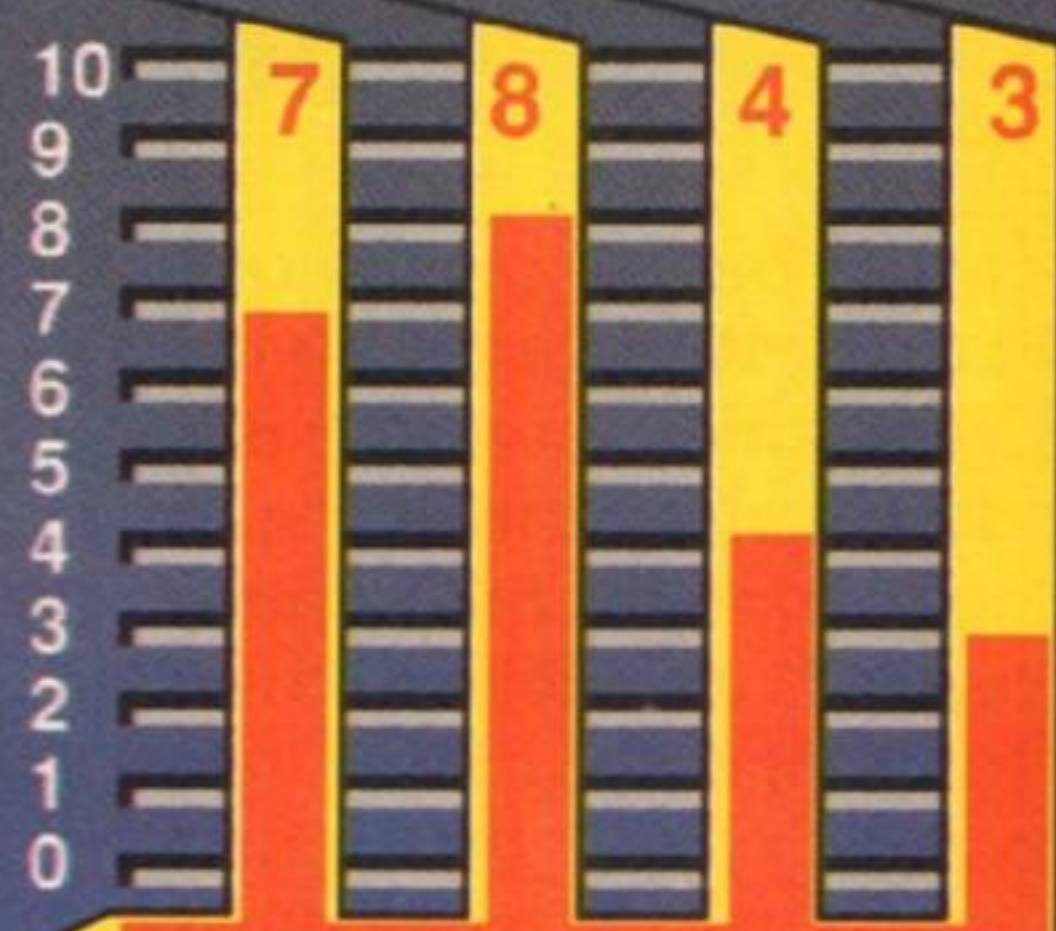
GRAPHICS 80

SOUND 75

GAMEPLAY 89

VALUE 86

STRATEGY SKILL ACTION REFLEXES



89

REVIEW

PC

by GAMETEK

£19.99

OUT: Now. Contact GameTek (0753 553445) for information.

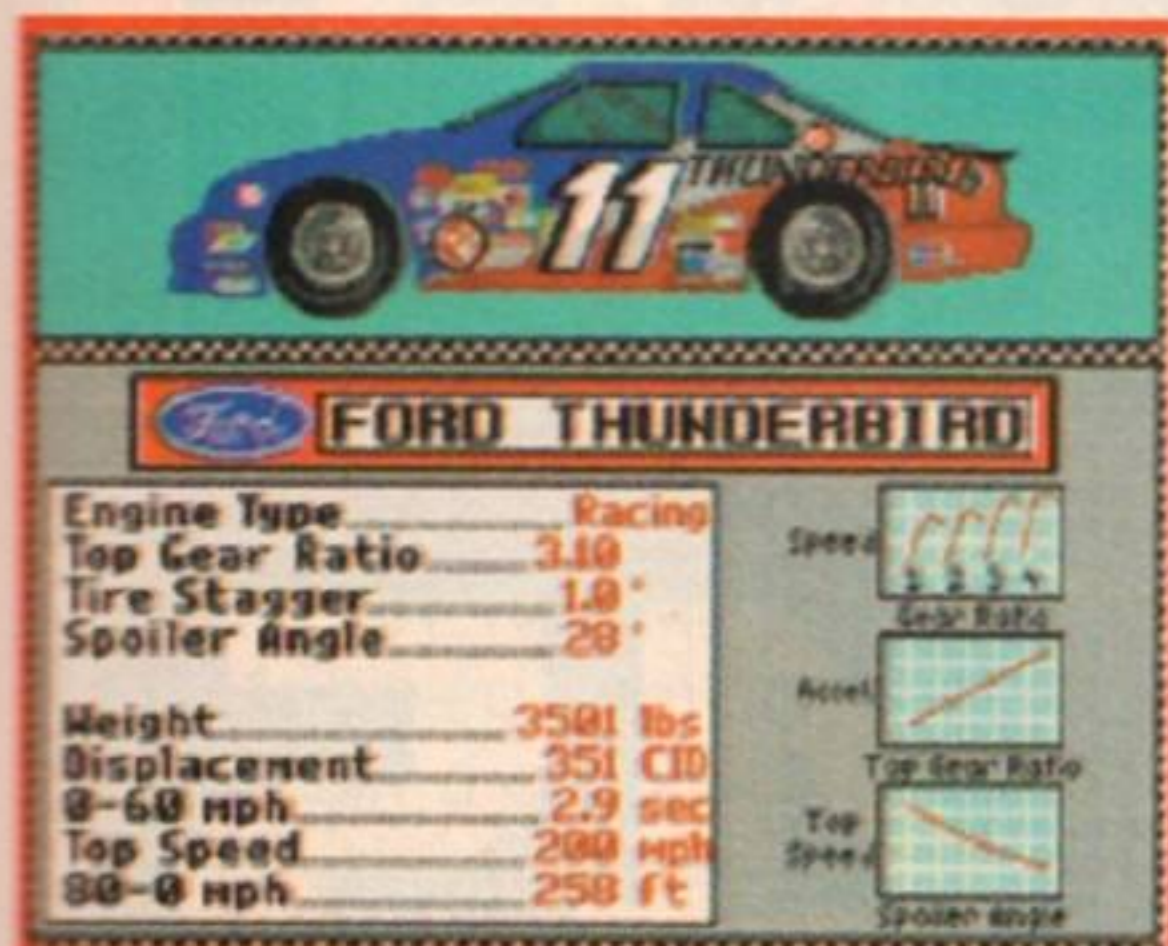
GameTek comes to the rescue of PC-owning dangerous drivers!

I'd like to take the people behind NASCAR, sit them down in front of two PCs - one playing their game and the other running either Indy 500 or F1GP - get them to play both games then point to Indy or F1GP and say "See that, that's a good racing

BILL ELLIOT'S NASCAR CHALLENGE

game that one. See that, that's your one that is. Can you spot the difference between them?" This kind of thing just isn't acceptable in this day and age, I'm sorry. I don't mean to sound fussy but nowadays we can do Gourad Shading, bitmap-scaling, DIGITISA-

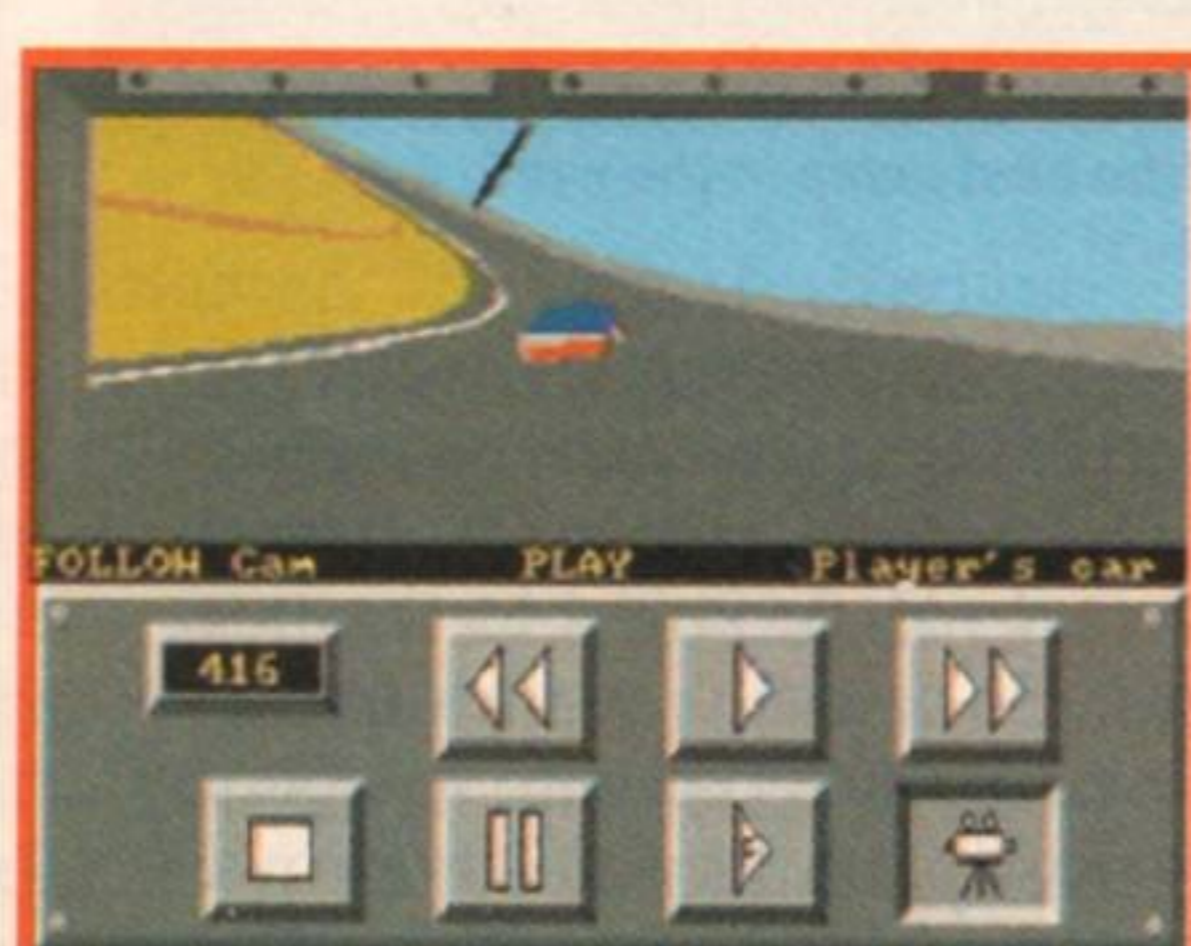
TION! Simple polygons don't cut the mustard. And apart from anything else, the game isn't particularly playable. Just take my word for it, stay away. If it comes round asking to play just tell it you've got relatives staying or something. Don't let it in.



You'd have more fun with a bottle of Thunderbird than this Ford one.



Looks exciting? No, we didn't think so either. Ho hum.



The video replay option would have been fun, were there anything worth replaying.

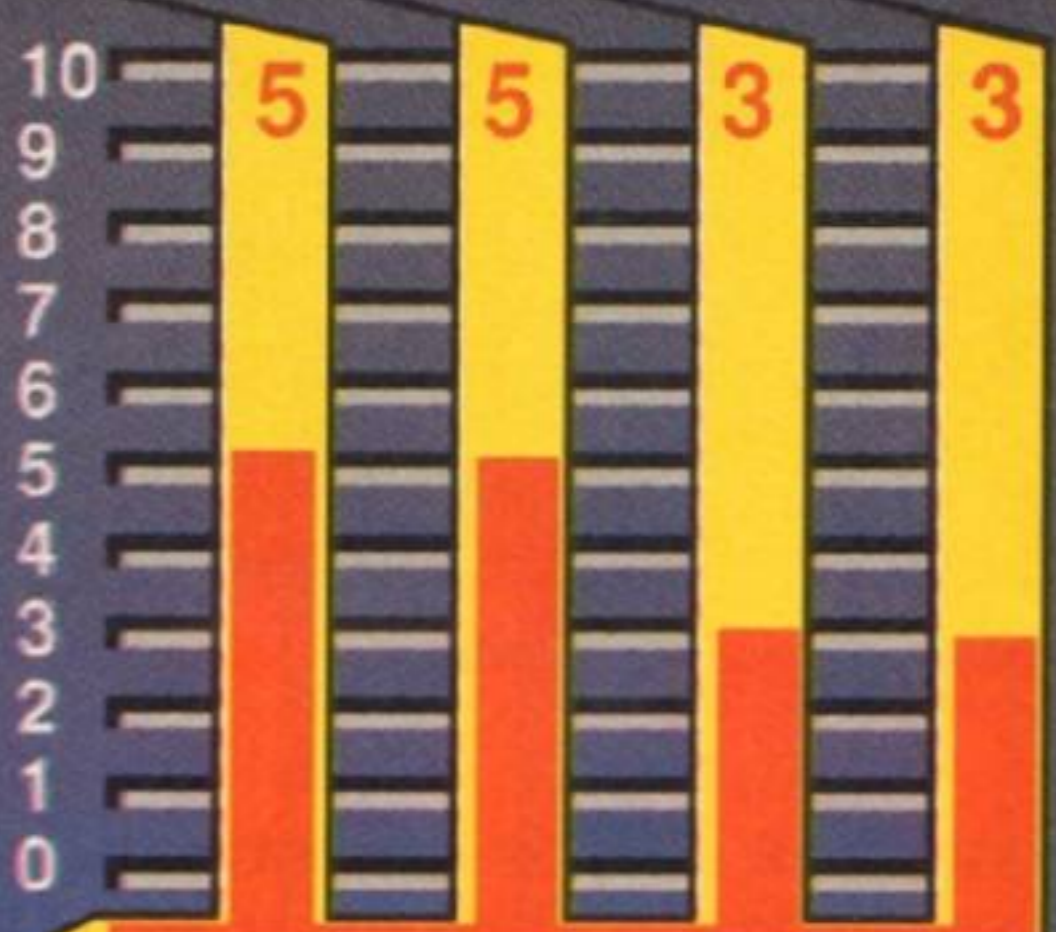
GRAPHICS 45

SOUND 50

GAMEPLAY 55

VALUE 40

STRATEGY SKILL ACTION REFLEXES



49

REVIEW

SNES

by NAMCOT

£49.99

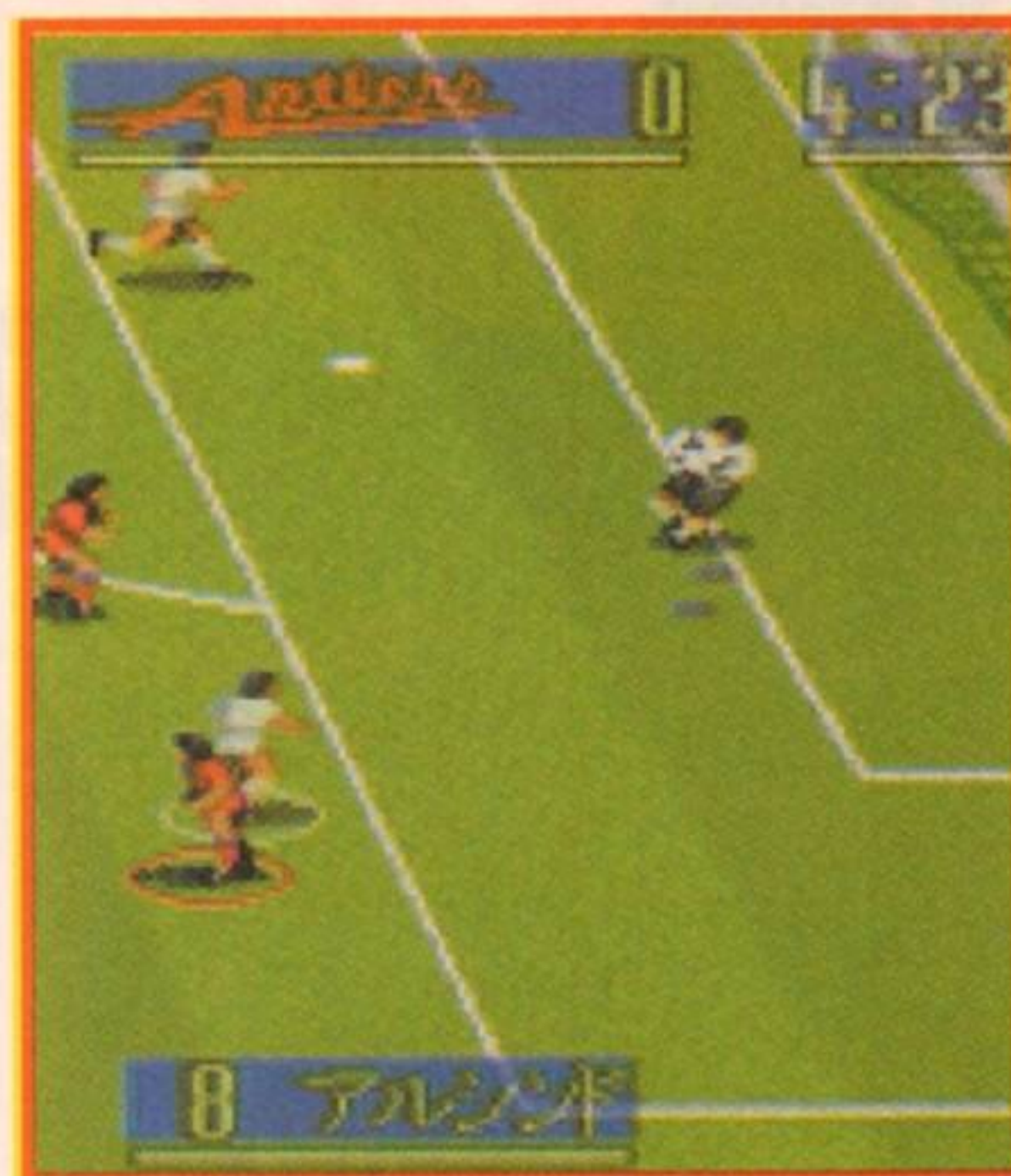
OUT: On Import. Contact Dream Machines (0429 869459) for information.

PRIME GOAL

Prime Goal manages to combine overhead, side-on and unplayable footie games...

I've never been a big fan of this type of football game. To me it's always seemed more like British Bulldog than football – the aim being to run past the approaching opponents except here they just try to get the ball off you rather than punch you in the stomach (I went to a rough school). Prime Goal introduces the world to the new J League in Japan and, to be frank, this isn't a wonderful advert for it. Sure, it has nice moments and there's nothing structurally wrong with it. It's just that it doesn't really allow you to play effective football. Plus, there are annoying facts like awkward player

selection and tricky controls but, basically, it just doesn't feel like football. Wait for Striker to come out; you'll thank me for it.



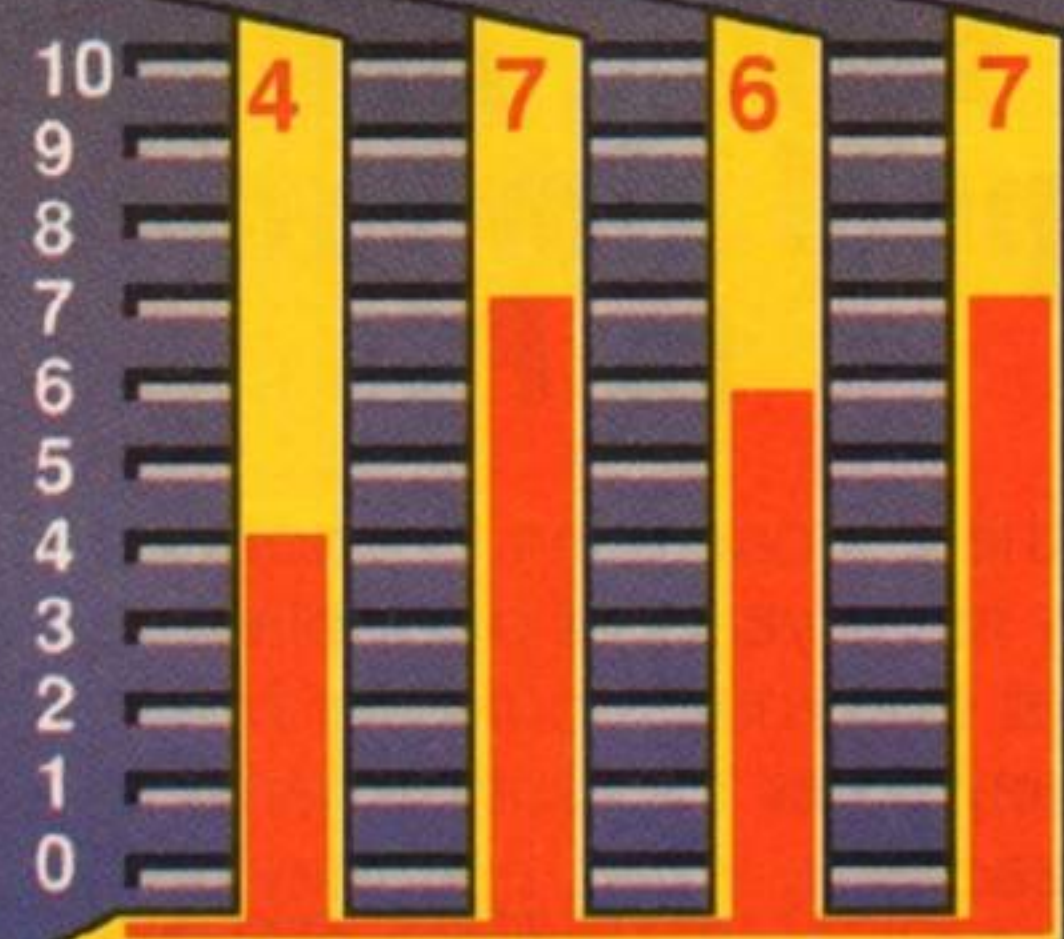
It's a goal! Erm, wait a minute, no it's not. Better luck next time...



Why has this chap got workman's overalls on? Is he building the new stand or what?

GRAPHICS	80	SOUND	75
GAMEPLAY	65	VALUE	60

STRATEGY SKILL ACTION REFLEXES



70

REVIEW

SNES

by SETA

£49.99

OUT: On import. Contact Dream Machines (0429 869459) for information.

Bizyland is in trouble, and only the Cacoma Knights can save it!

CACOMA KNIGHT IN BIZYLAND



Boxes, boxes everywhere.



Not the best game in the world...



Ooh, a lovely shimmering sea!

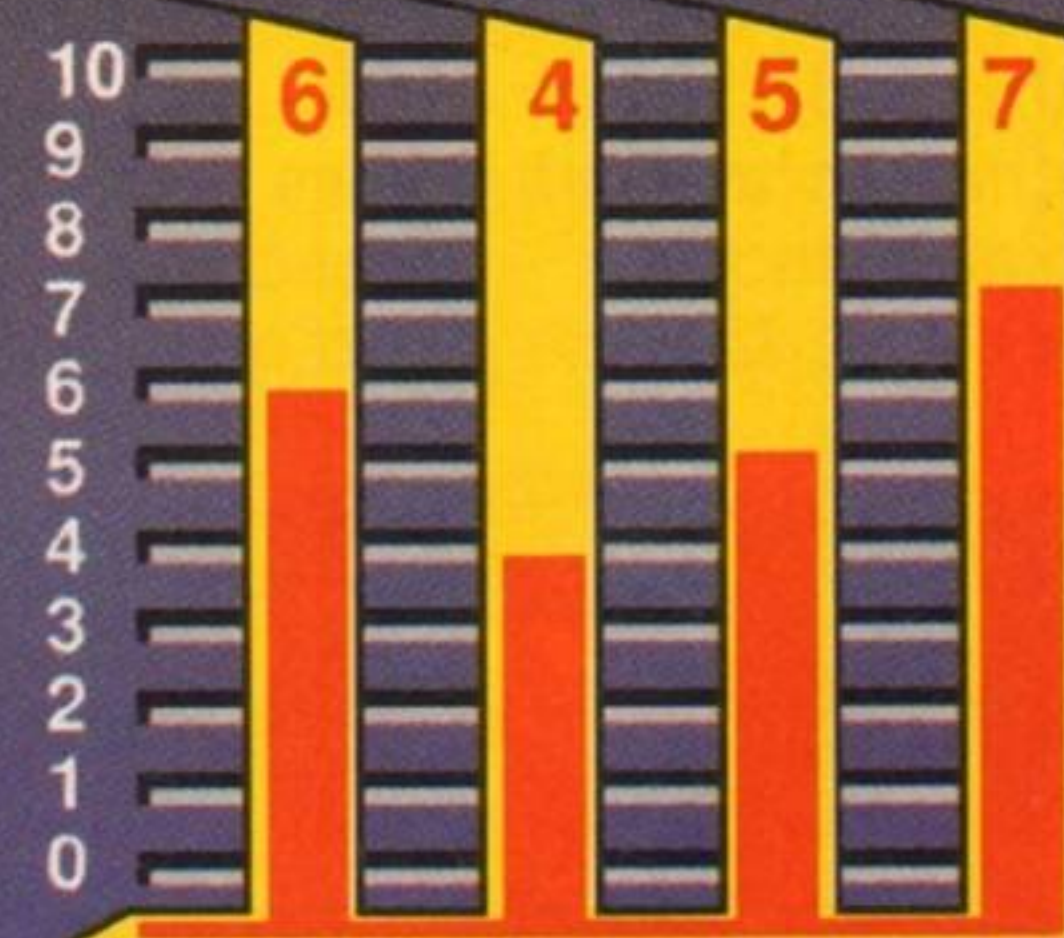
What more can be said about a game like this whose roots lie in a 13 year-old coin-op which has spawned more clones than almost anything else? The game in question is Qix, and its latest incarnation, Cacoma Knights, does it no justice whatsoever. Regardless of what knowledge you glean from the sad storyline, the

aim is to guide your character around the screen drawing boxes. When a certain amount has been covered you progress to the next stage. On paper it sounds like a recipe for cack pie with no game-play at all, but it's actually proved to be one of the most frighteningly addictive game-styles ever. Somehow Seta have made an ass

of this simple format and produced a game not worthy of its roots. For starters there are 21 levels but only seven backgrounds. Only utter sad-cases will fail to see each screen by their third go as the early levels are so easy. If you don't die of boredom first you'll probably be able to complete this on the day you buy it.

GRAPHICS	78	SOUND	67
GAMEPLAY	60	VALUE	41

STRATEGY SKILL ACTION REFLEXES



45

REVIEW

NES

by CODEMASTERS

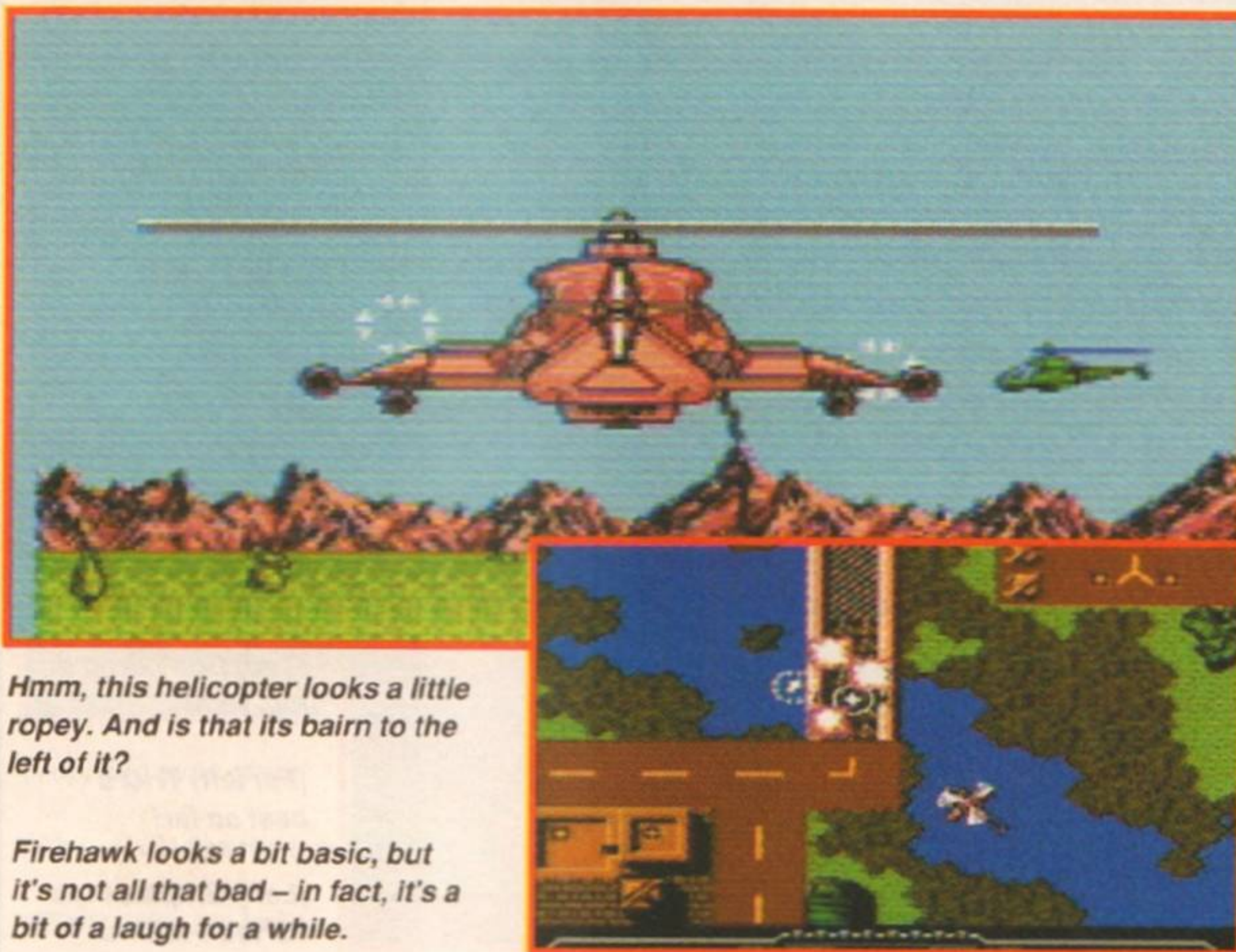
£29.99

OUT: September. Contact Codemasters (0926 814132) for information.

FIREHAWK

Suit up, get those blades whirling and chop till you drop!

For a game that was pretty bloody awful on the Amiga, Firehawk translates pretty well to the NES. I mean, it's not the greatest thing you're ever going to play, but it's pretty harmless fun and attractively priced. The game's still the same; fly from an overhead view around a battlefield landscape, looking for Marines and blowing things up, then switch to a frontal view for the picking-up of 'Our Boys'. The fact that, despite the high level of action, it's not an out-and-out shoot 'em up (there's a teensy bit of strategic thinking involved and it doesn't move at the pace of Sonic), which means that, in my book at least, it generates a fair bit of interest. Like I said, not the best thing you'll ever see, but quite good fun for a while.

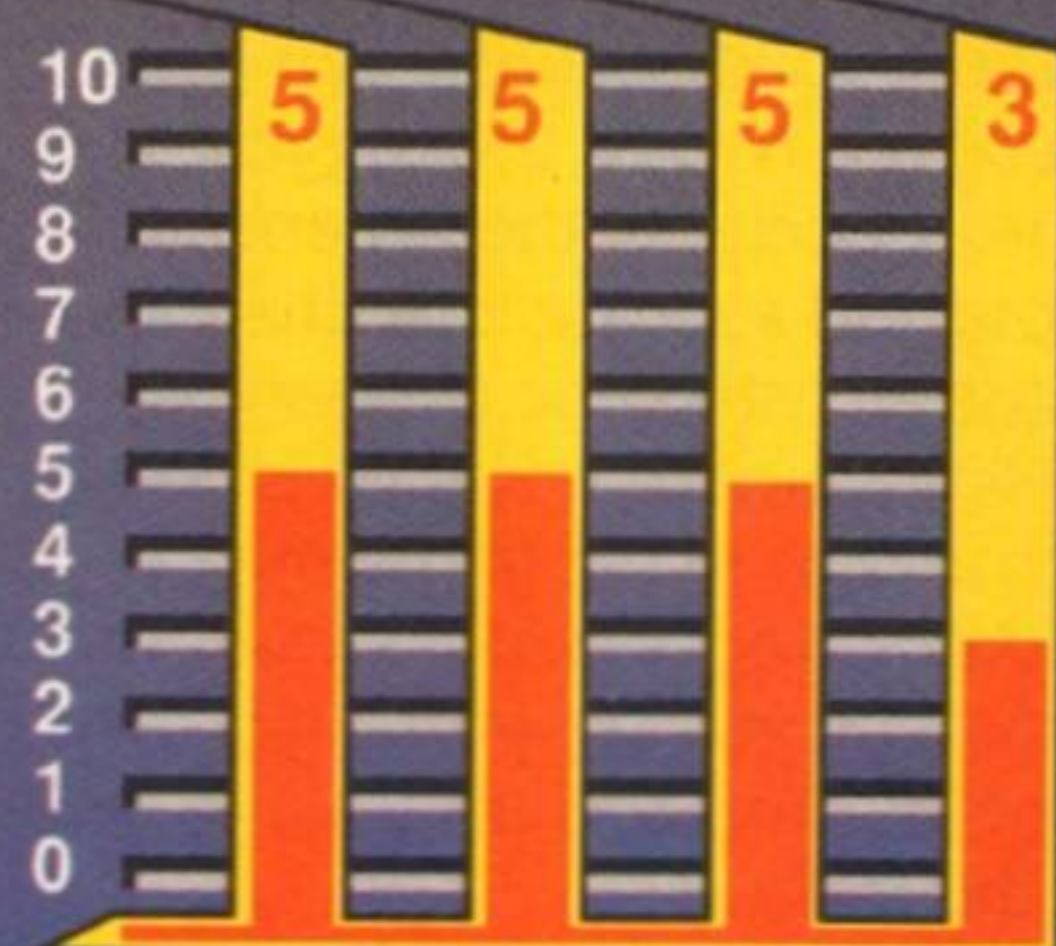


Hmm, this helicopter looks a little ropey. And is that its bairn to the left of it?

Firehawk looks a bit basic, but it's not all that bad - in fact, it's a bit of a laugh for a while.



STRATEGY SKILL ACTION REFLEXES



68

REVIEW

NES

by CODEMASTERS

£29.99

OUT: Now. Contact Codemasters (0926 814132) for information.

ULTIMATE STUNTMAN

The Fall Guy would turn in his smart van if he ever saw this sad game!

Bad guys called Dr Evil? Missions that take the form of "Jenny's been kidnapped. You must chase after him and get her, Ultimate Stuntman"? We're firmly in the realms of clichéd corn here, folks. US is basically a collection of average to sub-standard arcade genres, the novelty being that these are arcade genres that were pretty obscure when they first appeared.



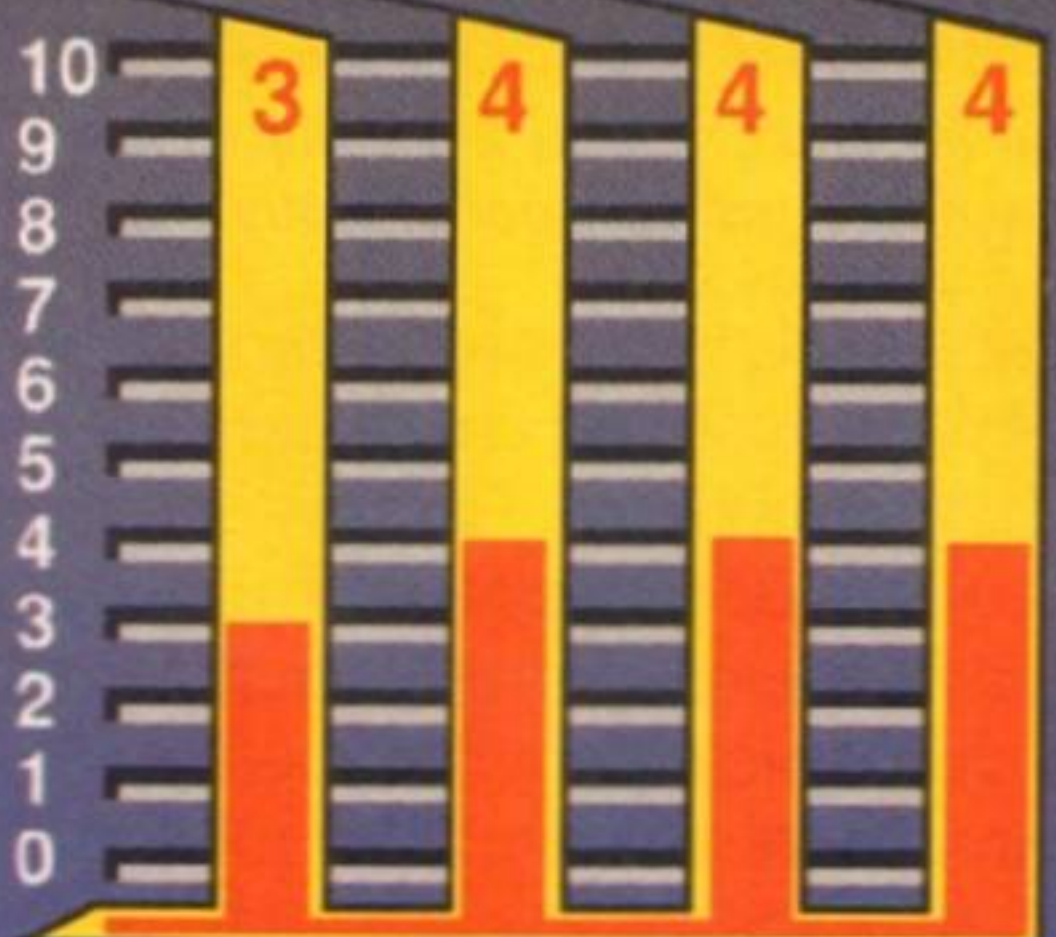
Arcade action at its oldest. Yawn.

Look out for the hovering Large Metal Posts of Doom, Stuntman!

Spy Hunter? The wall-climbing bit from the (very) old Spiderman game? Green Beret? They're all in here, for your pleasure. Or not. None of them are particularly captivating and they aren't helped by any fancy graphics or snappy tunes. It's not worth bothering with and the best thing you could probably do here is get a stand-in to play it for you (ho ho).



STRATEGY SKILL ACTION REFLEXES



42

REVIEW

SNES

by THQ

£44.99

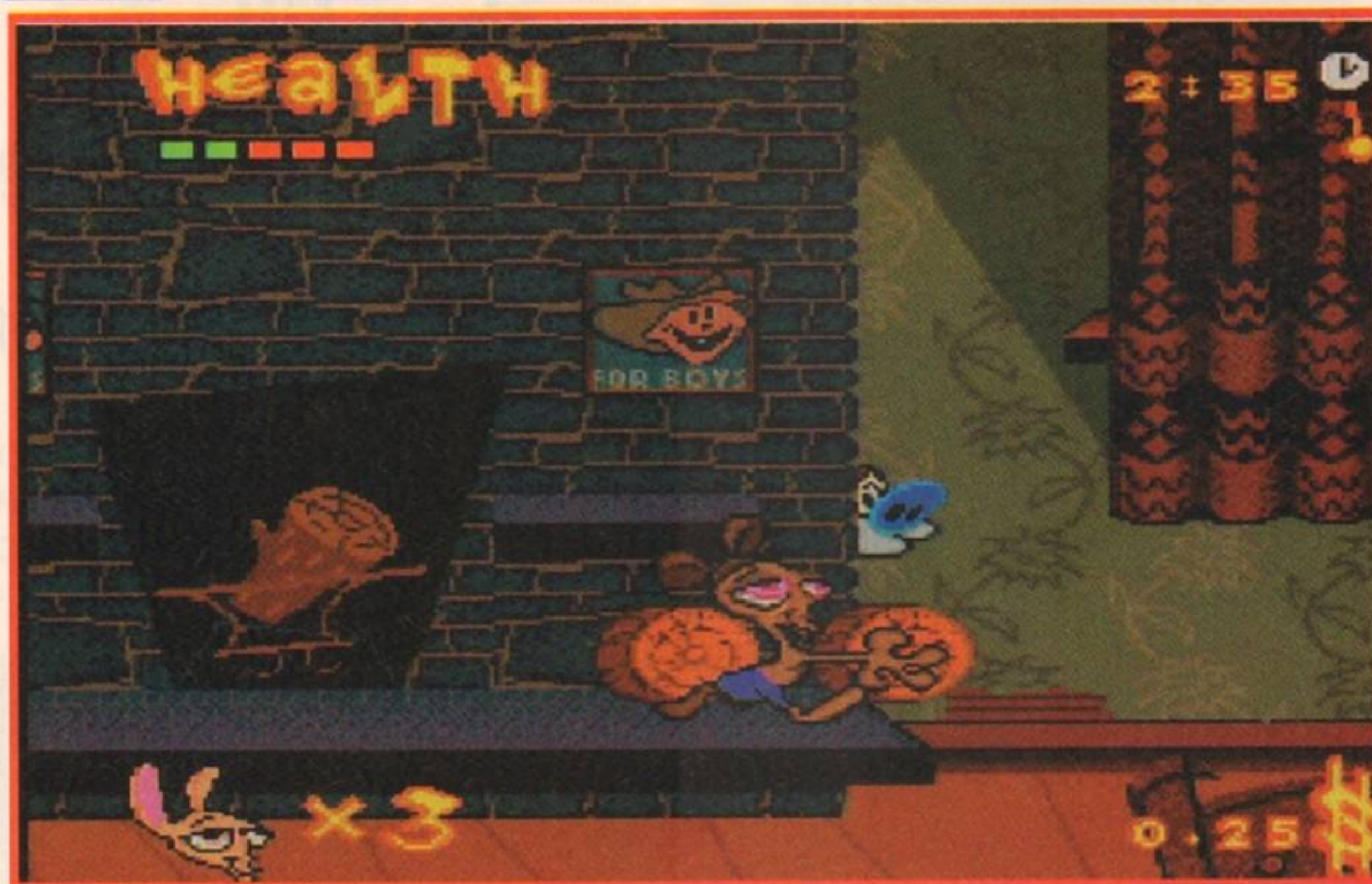
OUT: Now. Contact THQ (0372 745222) for information.

REN AND STIMPY SHOW

It's a cat eat dog world in THQ's latest!

THQ's track record on the SNES to date has been less than perfect, with titles like Home Alone 2 and Wayne's World assailing us. Finally, though, it seems as though they may have got their act together. You may not have heard of Ren and Stimpy, so let us enlighten you. These are two of the biggest stars of Nickleodeon, the American cable and satellite kids channel. Ren is an asthmatic chihuahua, while his sidekick Stimpy is flea-bitten moggy. In the game they've become trapped in their television show and you've got to guide them through the stories and back to the real world.

The game certainly looks unique, with the graphics remaining faithful to the cartoon. It plays well too, despite being little more than a bizarre-looking platform game. If you've seen and enjoyed the show you'll love this; if you haven't you'll probably be left wondering just what the hell is going on.



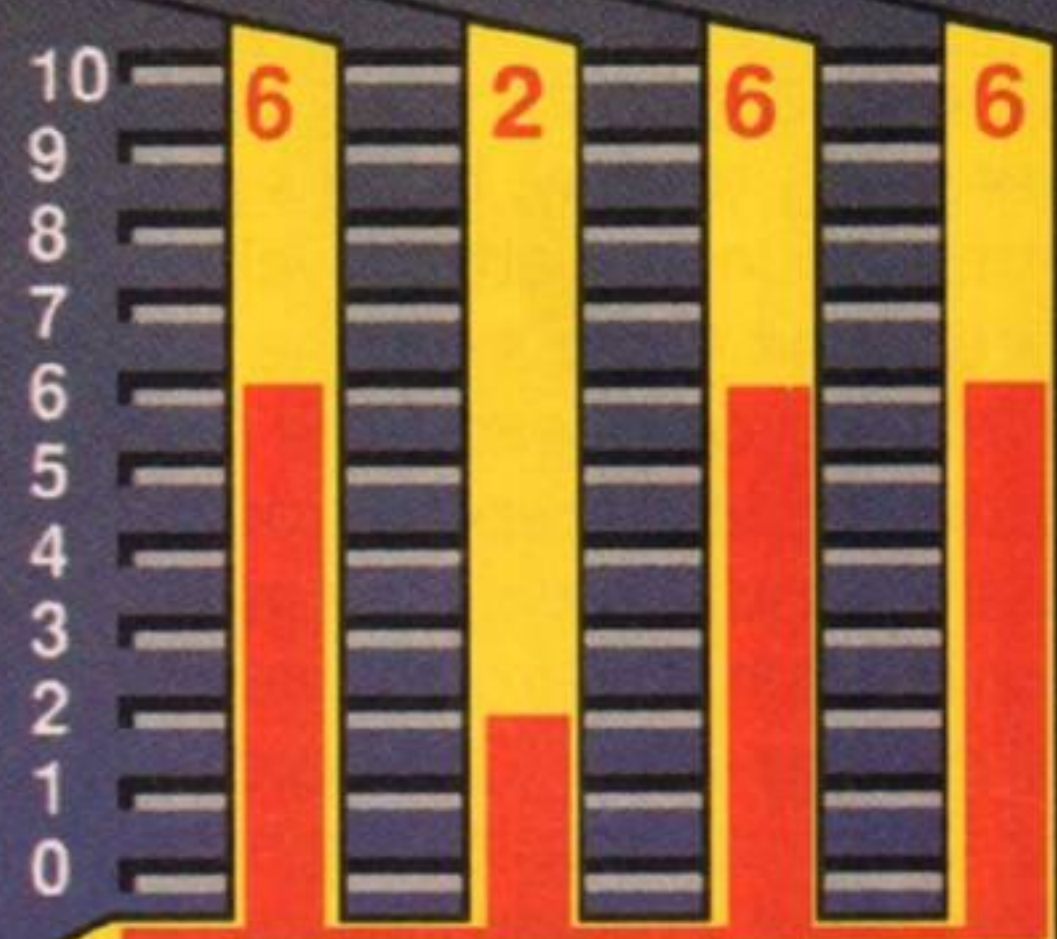
(Top) Don't drop a log, Ren!

(Far left) THQ's best so far!

(Left) Graphics are cartoon-faithful.

GRAPHICS	83	SOUND	81
GAMEPLAY	80	VALUE	77

STRATEGY SKILL ACTION REFLEXES



79

REVIEW

SNES

by SETA

£49.99

OUT: On import. Contact Dream Machines (0429 869459) for information.

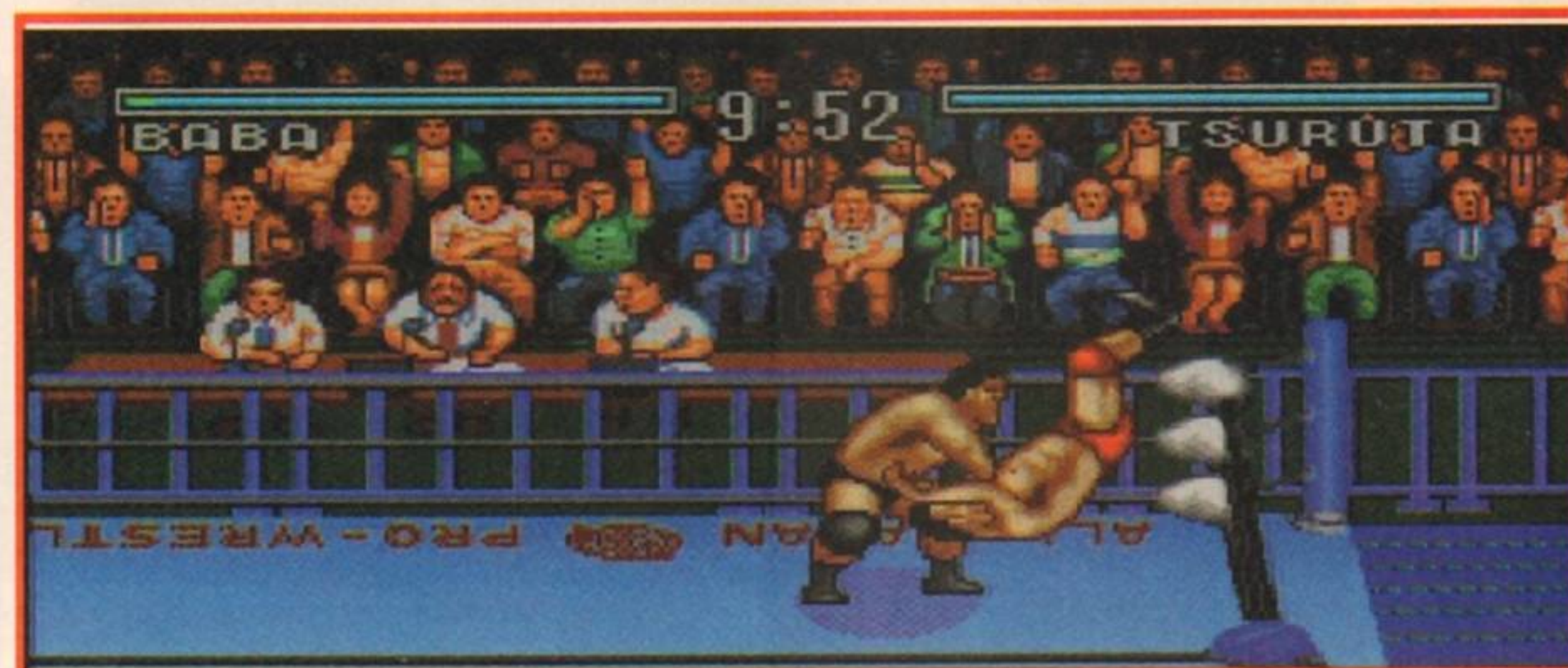
ALL-JAPAN PRO WRESTLING

Giant Japs in spandex slacks leap onto the SNES!



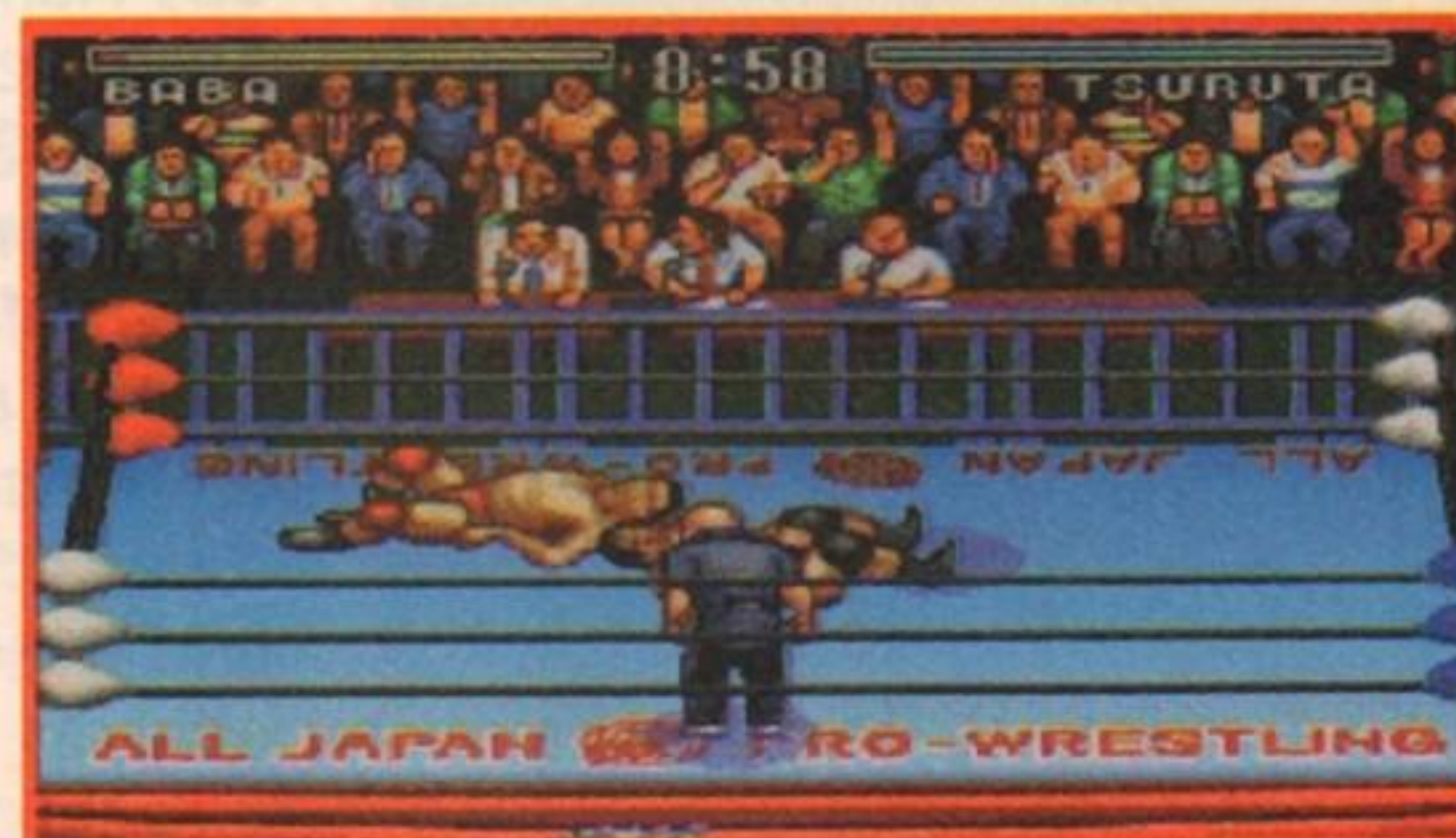
Gruntin' and grapplin' in All-Japan Pro Wrestling - not very good, really.

Despite the label of 'All-Japan' wrestling, half the characters are actually American. For some reason the Yanks don't seem to be quite as hard as their Japanese counterparts, so don't pick them for your tag team. There are stacks of moves, although the problem is that the manual's all in Japanese, so getting the throw or hold you want is literally a hit-or-miss affair. The characters are bizarre to say the least. The big guy who's presumably the reigning champion looks decidedly less than human, while another wrestler is the spitting image of The



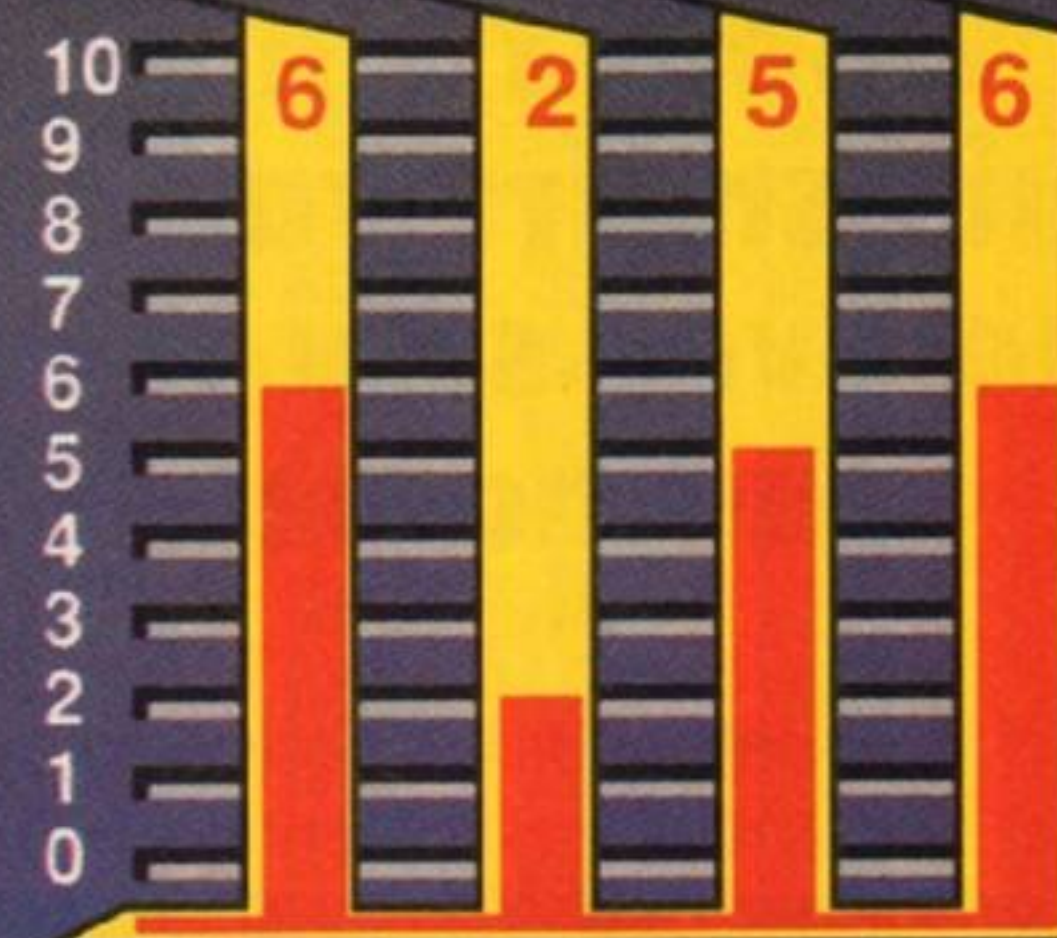
(Above) Mr Deform-O-Man performs a rather poor throw.

(Right) Ha-one! Ha-two! Ha-three! Wodge, CVG's porky Publisher. If it's a wrestling game you're after, stick with Acclaim's excellent WWF Royal Rumble cart; it looks better, plays better and the instructions are all in English.



GRAPHICS	72	SOUND	70
GAMEPLAY	61	VALUE	59

STRATEGY SKILL ACTION REFLEXES



60

REVIEW

NES

by CODEMASTERS

£29.99

OUT: On import. Contact Dream Machines (0429 869459) for information.

POCKY AND ROCKY

Goblins run riot in ancient Japan!

The Nopino goblins are on the rampage, and only schoolgirl Pocky and her mixed-up pal Rocky can save the world. The reason why Rocky the Raccoon is so out of sorts is that he's also a goblin. Admittedly, he exhibits certain goblin-like powers in the way he can summon up bizarre magic at will, but his raccoon side also lets him use his stripy tail to blot any creatures which get too close. All this translates into a scrolling shoot 'em up with the two characters facing level after level of magic and danger mixed with the occasional bouts of tedium brought on by repetitive attack waves. If it wasn't for the two player mode, Pocky and Rocky would be a lame title. Even with two players to control, Pocky and Rocky still doesn't offer what you'd call gripping gameplay. Your money's better spent elsewhere.



(Top) Big eyes ahoy!

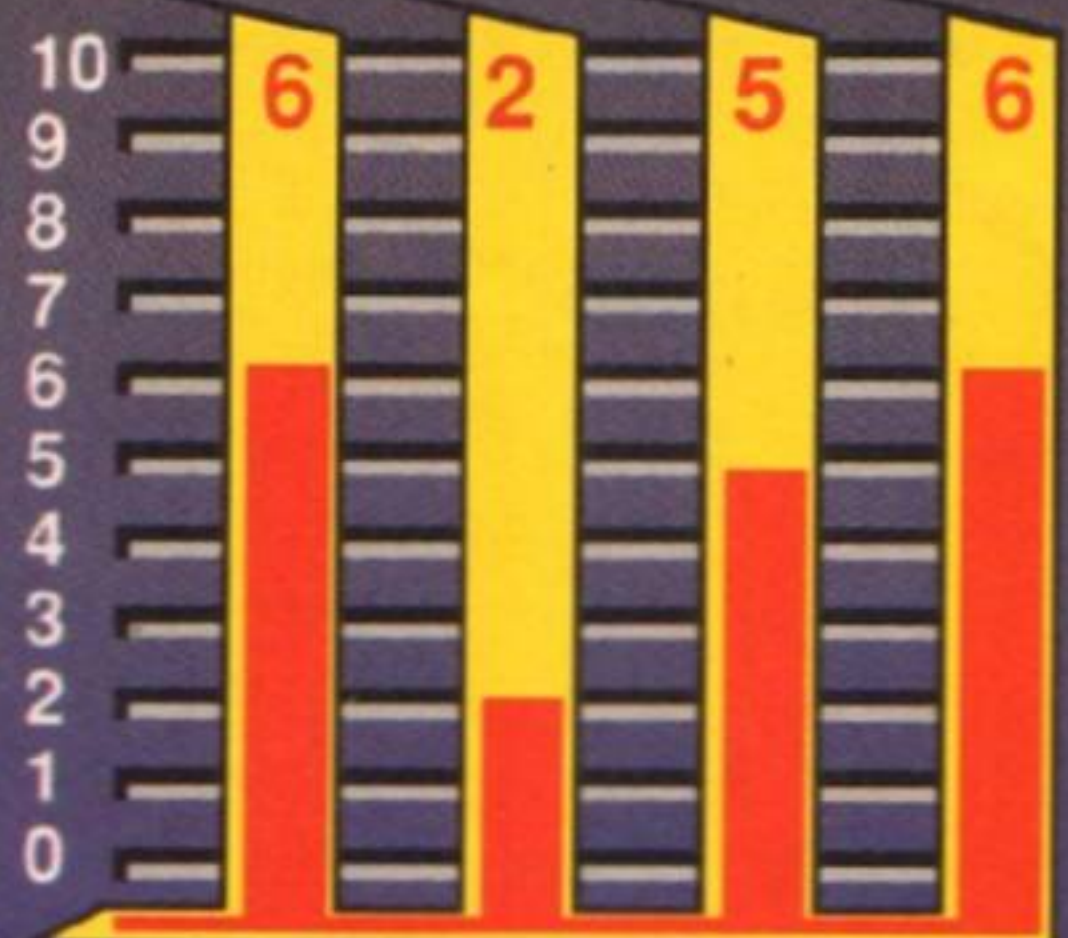
(Above) Dodge the brollies.

(Right) Was his kebab too hot?



GRAPHICS	84	SOUND	80
GAMEPLAY	74	VALUE	70

STRATEGY SKILL ACTION REFLEXES



72

REVIEW

PC

by TEAM 17

£19.99

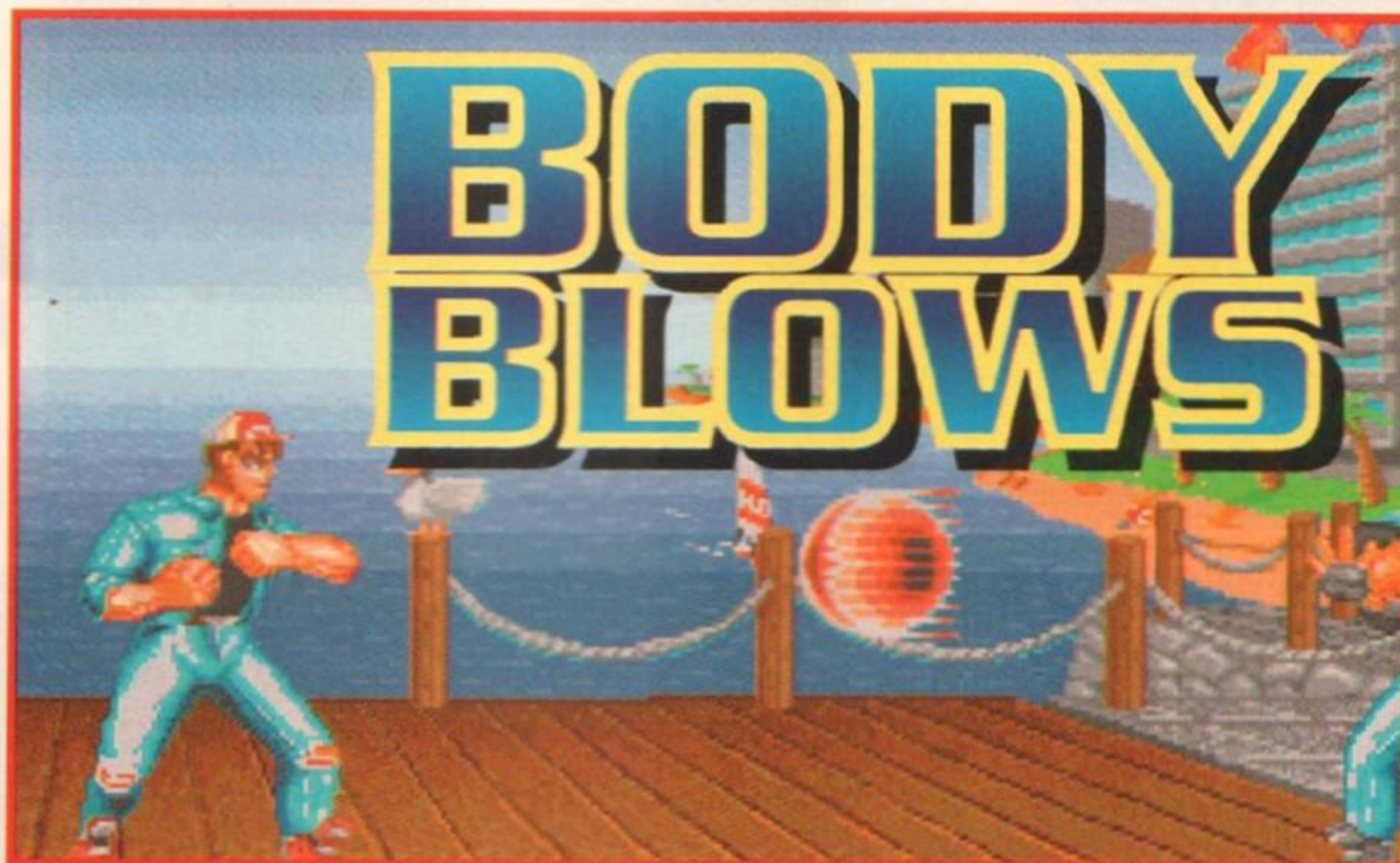
OUT: Now. Contact Team 17 (0924 291867) for information.

It beat SF2 on the Amiga – can it do the same on PC?

Body Blows can hardly claim to be the most original of games, but then again any one-on-one beat 'em up is invariably going to be compared to Streetfighter. Unlike most clones, though, this one has more than enough gusto to hold its own.

The game features four main characters – Dan, Nik, Junior and Lo Ray – each of whom has his own special set of moves and special attacks. Against them are pitted seven other hot contenders, all of them out to become the world's greatest fighter.

The action is displayed in excellent 256 colour graphics, and Team 17 have been considerate enough to include keyboard controls for anybody who doesn't have a joystick. The controls are easy to get to grips with and the action's fast and fluid. In short, there isn't a better PC beat 'em up.



A typical day at the EMAP offices.



Those two lads have the right idea – hide!



GRAPHICS	88	SOUND	86
GAMEPLAY	90	VALUE	90

STRATEGY SKILL ACTION REFLEXES



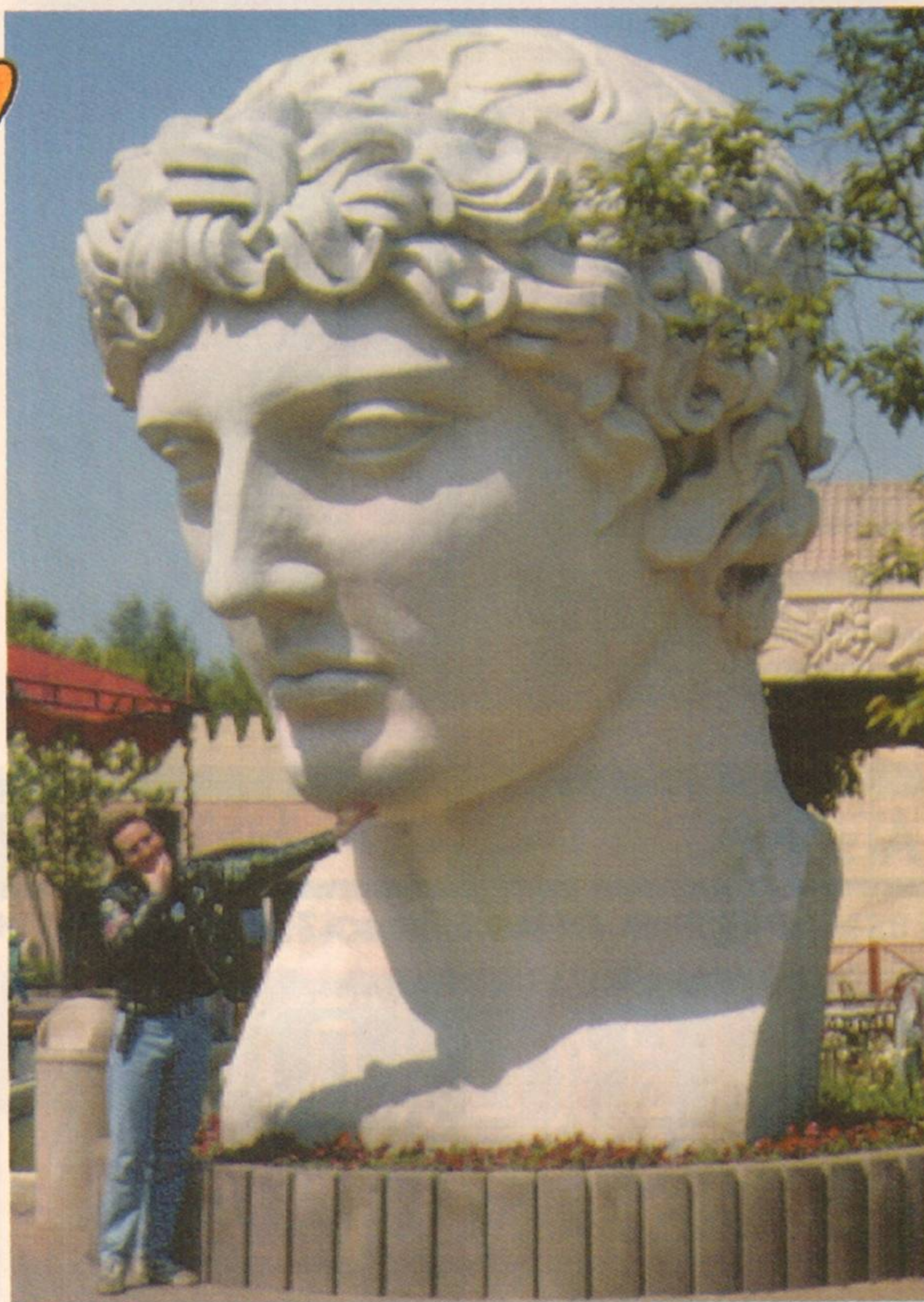
90

COMPETITION



ASTERIX C

Summer's nearly left us, so what better way to top up that tan than setting off across the globe for a well-earned holiday break? We'll tell you what; setting sail across the channel to spend an entire weekend at Asterix Parc, that's what!

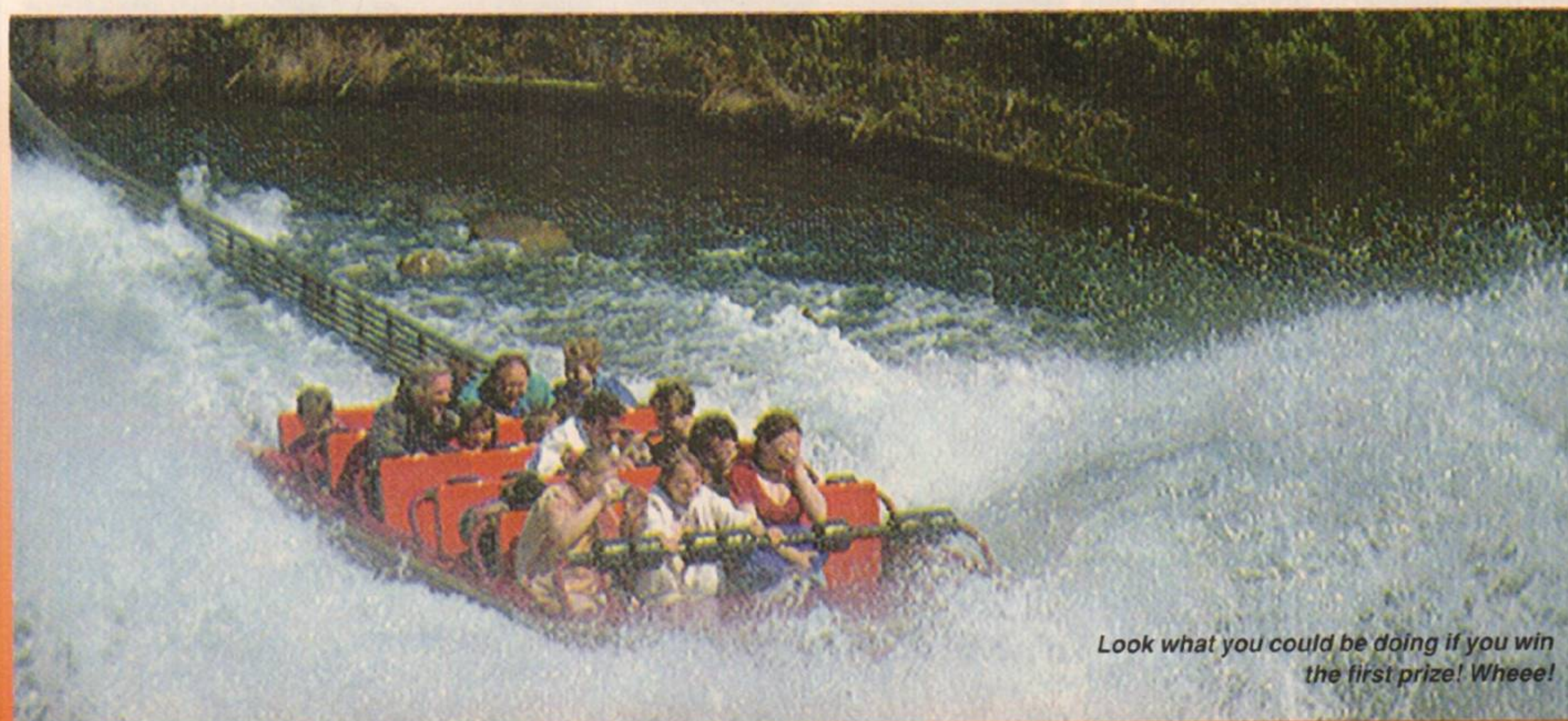


GETAFIX

After the crew's recent trip to France for the launch of Infogrames' spanky new game Asterix on Game Boy and SNES, the chaps just had to share the fun with our brilliant readers. Thanks to those fab Frenchies, this was no problem as they've loaded us down with the prize of the season! Discount vouchers are available inside every copy of the Asterix game, but our winners will go to the park for FREE! The first two bods to be picked out of the hat after entering our 'ouch! hot' competition will be swished off with their families from Dover to Calais to spend the day at Europe's biggest theme park, Asterix Parc. The two families of four will also be treated to an expenses-paid overnight stay at the luxurious Novotel hotel, complete with bed and breakfast for four, bar (only for mum and dad mind!), restaurant and swimming pool!



P A R C
Asterix



Look what you could be doing if you win the first prize! Wheee!



OMPETITION



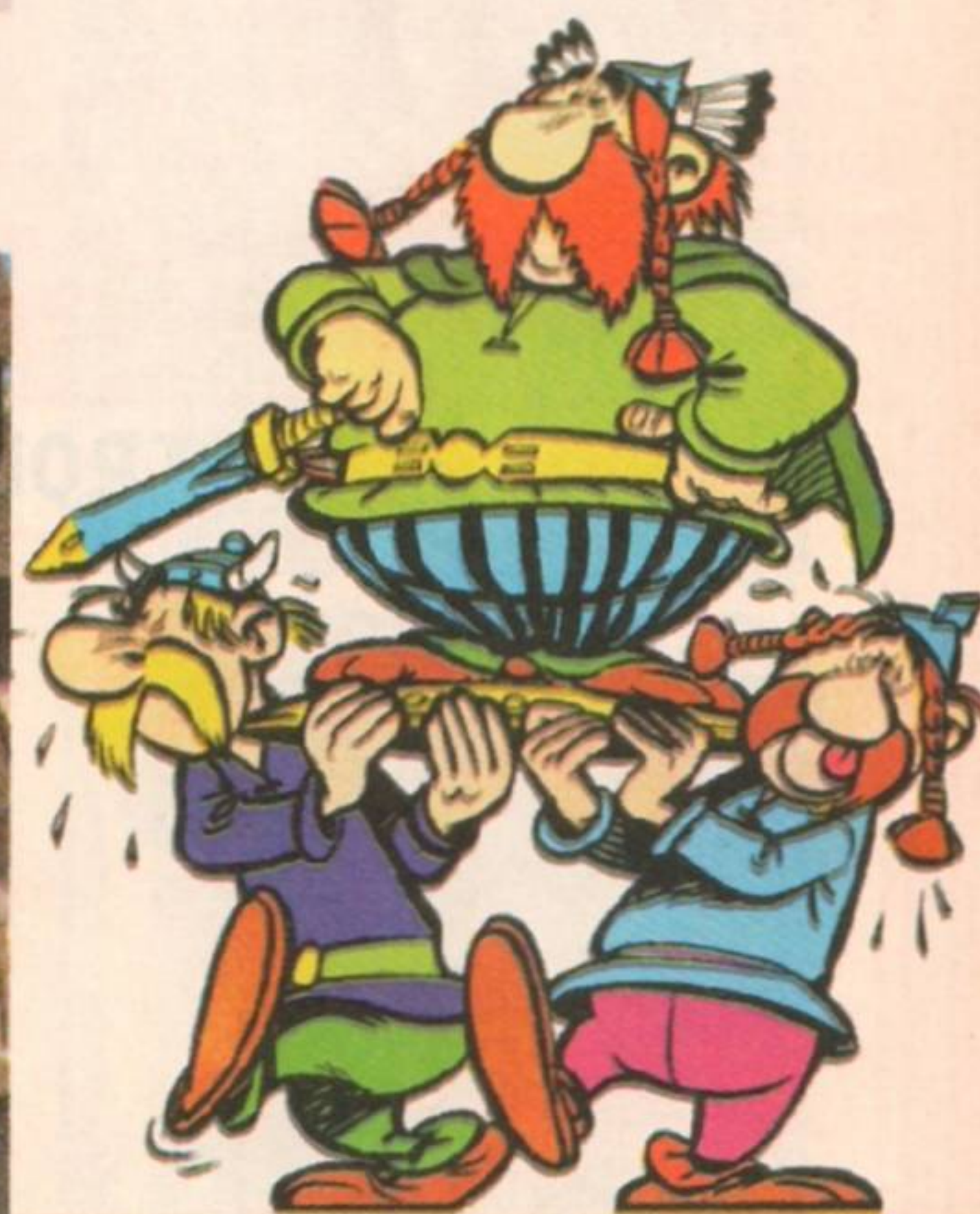
Messrs Keen and Anglin, having a top day out at Asterix Parc. It could be you!

CHALLENGIX

All you would-be heroes have to do to win any one of these amazing prizes is to dress up as your favourite character from any one of the Asterix books and send us a photo along with a list of ingredients which you think go into the incredible magic potion the Gauls drink to give them their super-human strength!

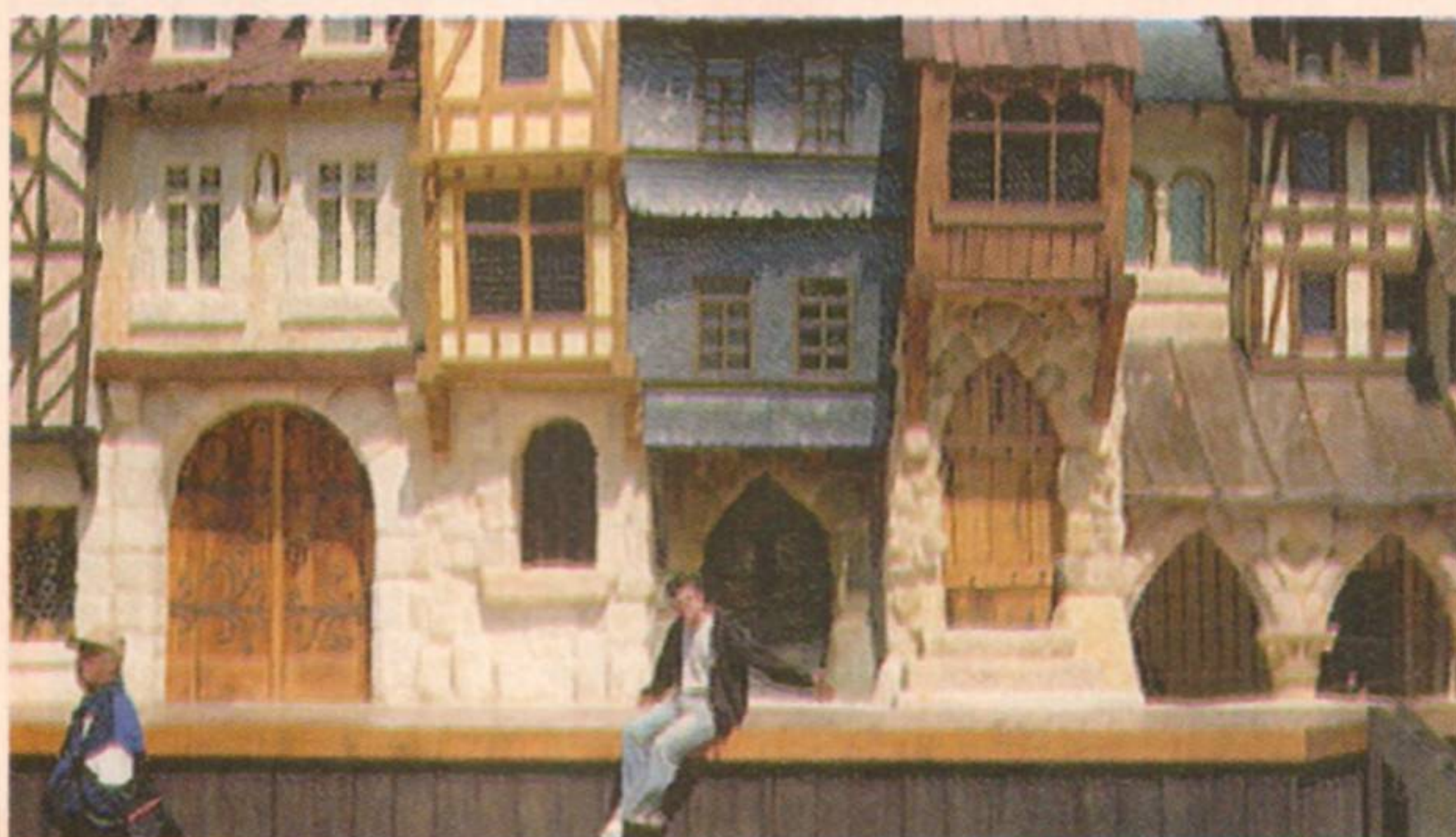
The closing date is September 5th. All entrants must be residents of the UK and board the ferry in the family car. So get those entries off to:

GIVE ME A SUMMER BREAK! MY MUM REALLY NEEDS IT!
CVG, PRIORY COURT,
30-32 FARRINGDON LANE,
LONDON EC1R 3AU



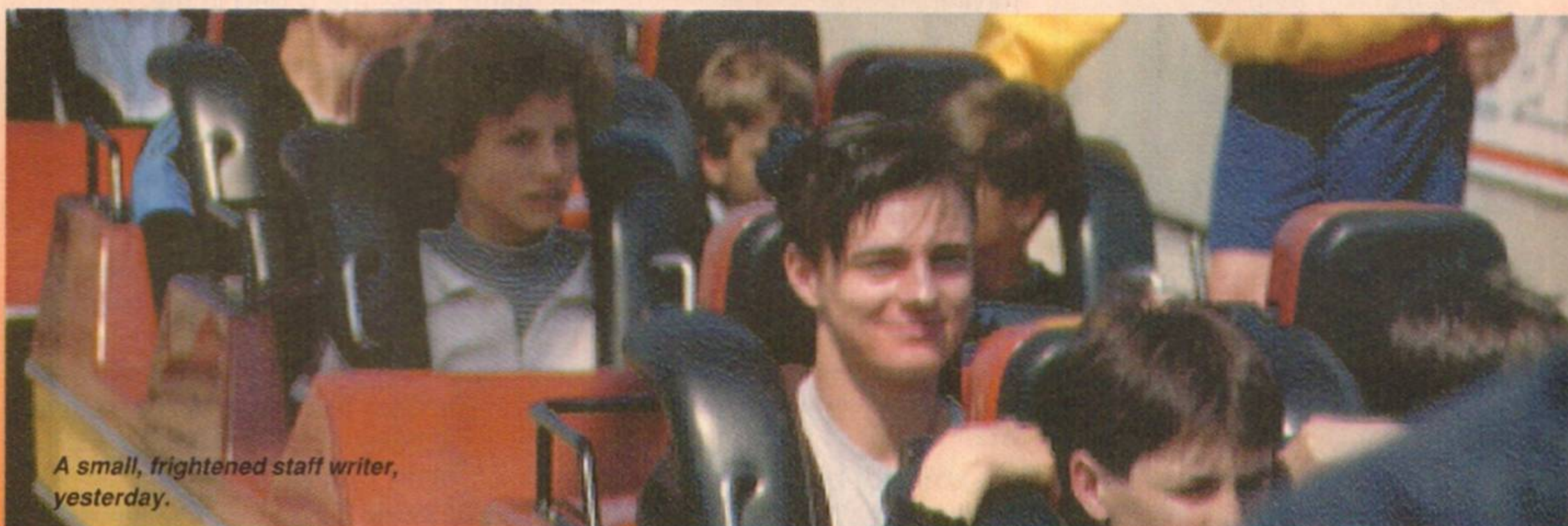
DETAILSIX

The massive theme park boasts a full size replica Asterix village, where your favourite Gaulish characters can be seen wandering around getting on with their daily business; a gladiator's arena, where spectators can cheer on the hapless Gauls against Egyptian, Roman and British warriors; the largest roller coaster in Europe; dolphin shows, staged fights from Musketeers and all the usual white knuckle rides, including log sploosh and water slalom canyon! The Stena Sealink crossing, overnight accommodation and entry to the park are completely free to our winners.



ALSORANSIX

Not only do we have two fabulous first prizes, but ten runners-up will get Asterix adventure game books, Asterix Against All Odds, from publishers Hodder and Stoughton. In the book you become the hero of the Gaulish community and join Asterix, Obelix and Dogmatix on their latest adventure. Using your wits, charm, strength and luck, duff up the Romans and save the village from the tyrannical oppressors – the Roman Empire!



A small, frightened staff writer, yesterday.

THE SMALL PRINT: Employees of EMAP Images and Infogrames and the families thereof are not allowed to enter. And the Editor's decision is final. And stuff like that. Be lucky and hey, have a fine old time if you win!

CHEAT CODE

MORTAL KOMBAT

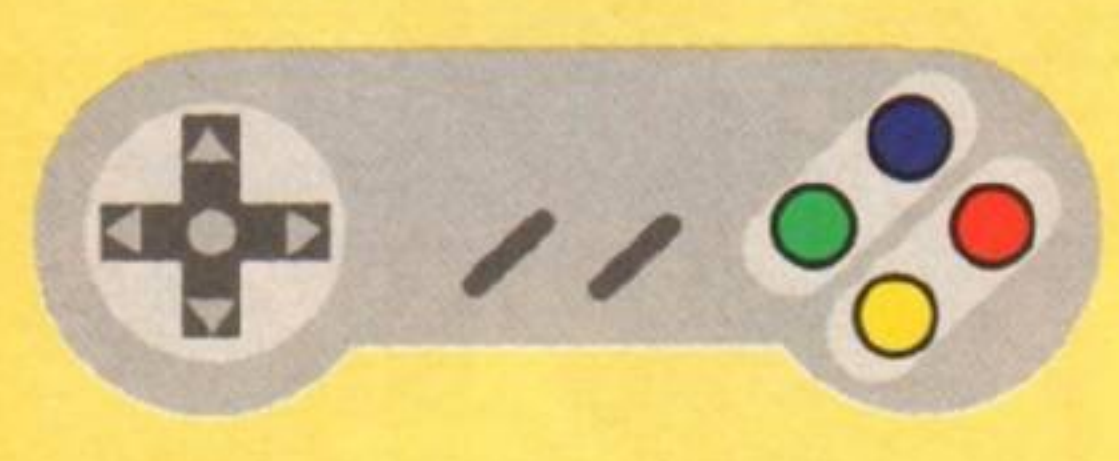
Mortal Kombat and Streetfighter II have been slugging it out at the top of the beat 'em up pile for months, neither managing to get a particularly firmer foothold on the ladder than the other. But with Streetfighter II Turbo out this week, and Mortal Kombat on SNES and Megadrive out this month, we thought we'd give you an in-depth look at what the self-proclaimed Streetfighter beater has to offer, and who better to show you than the man with wisdom beyond his years, Paul Anglin.

WHAT'S BEHIND THE GREEN DOOR?



You may have noticed a Green Ninja appearing on the screen from time to time. You know the one; he appears between matches and challenges you with such immortal lines as "Alone is how you'll find me". If you've been wondering how on earth you get to this character, then worry no more - CVG can now exclusively reveal the secret passage to this lad. All you have to do (I say all) is get two flawless victories and a fatality without using the block button on the pit level, but that's not all! There must also be a cloud across the moon when you start the fight; this doesn't happen very often, but for the amount of points you receive for a victory, it's worth waiting. If you manage this then the Reptile Man, for that is his name, will appear and scrap away. And there's the screenshot at the top to prove it.

CONTROL YOURSELVES, WARRIORS



SNES

- Block: R
- Low Punch: B
- High Punch: Y
- Low Kick: A
- High Kick: X
- Roundhouse Kick: D pad away and button X
- Crouch: Press D pad down
- Leg sweep: Hold D pad away and press A
- Uppercut: Hold D pad down and press B or Y
- Jump: Press D pad in the direction you wish to jump
- Flying Punch: Push D pad in the direction you wish to jump and press Y or B

Flying kick: Push the D pad in the direction you wish to jump and press X or A

SPECIAL PROXIMITY MOVES

When you're close enough, these moves are great.
 Throw: Press X
 Knee: Press A



MEGADRIVE

- Block: Start
- Low Punch: Press A

- High Punch: N/A (six-button pad only)
- Low Kick: Press B
- High Kick: Press C
- Roundhouse Kick: Press D pad away and press C
- Crouch: Press D pad down
- Leg Sweep: Hold D pad down and away and press B
- Uppercut: Hold D pad down and press A
- Jump: Press the D pad in the direction you wish to jump
- Flying Punch: Push D pad in the direction you wish to jump and press A
- Flying Kick: Press D pad in the direction you wish to jump and press C

SPECIAL PROXIMITY MOVES

- Throw: Press C
- Knee: Press B

FLAWLESS FLOORINGS

One way to rack up your points in Mortal Kombat is to gain a flawless victory against your opponent. These are rather difficult to get, but if you beat an opponent without being hit once, you will be awarded an extra 500,000 points, or even more if you do it twice in a row!



SO, THINK YOU'RE HARD, EH?



At certain points throughout the tournament, you will be given the chance to win loads of points by "testing your might". You are given the task of chopping through five different materials in order to gain loads of points. You have ten seconds in which you tap the A and C buttons as fast as you can to get your power level to the required height, and then whack Start to smash the wood, or whatever. The quicker you smash the material, the more points you get. The different materials are; wood, stone, steel, ruby and diamond!

SONYA BLADE

Sonya is a somewhat reluctant combatant. She normally spends her time as a Lieutenant in a Special Task Force, but her tracing of the evil gang boss Kano has led her to the island where she was taken prisoner by Shang Tsung's guards. Rather than kill her, Tsung thought it might be a bit of fun to have a girlie in the tournament. She must win the tournament to escape the island alive.

MOVES



PALM PUNCH

This only works when you are very close to an opponent, but its effects are a damn sight better than a normal punch.
Megadrive: Press A.
SNES: Press Y.

THEY'VE CERTAINLY GOT CHARACTER!

LIU KANG



LEG TOSS

Ooh baby, such flexibility! This move has a pretty impressive reach on it, so look out boyeee! Megadrive: Press D pad down and A, B and C together.
SNES: Press D pad down and hit A, B and L buttons together.



ENERGY WAVE

This unleashes a lethal series of concentric energy circles towards Sonya's hapless victims.
Megadrive: Press the D pad away, away and then press A.
SNES: Press the D pad away, away then Y.



DEATH MOVE:

Kiss Of Death

In true lady-like style, Sonya blows her unsuspecting victim a kiss which floats around the screen for a second, and then roasts them to a mere pile of bones and ash! You must be a couple of inches away from your opponent to perform this.
Megadrive: Press the D pad towards, away, towards, away and then press the Start button.
SNES: Press the D pad towards, towards, away, away and press the R button.
CVG Rating: 8

You might be a bit surprised to discover that when he isn't stomping heads, Liu Kang spends his time in a habit! Yes, the tournament's token Shaolin monk has a burning desire to defeat the powerful Goro and return honour to the tournament, a quality which has been missing since the noble Kung Lao was destroyed by Goro 500 years ago, or so he claims!

MOVES



ELBOW

If you're close enough to your opponent you can really spill his teeth with this move.
Megadrive: Press A.
SNES: Press Y.



CONCORDE KICK

Megadrive: Press D pad towards, towards and C button.
SNES: Press D pad towards, towards and X.

FLAME BOLT

With all the power of the Dragon, Liu Kang forces a bolt of fire from his hand.
Megadrive: Press D pad towards, towards and A button.
SNES: Press D pad towards, towards and Y.



DEATH MOVE:

Helicopter Spin Kick

Bit girlie, this one. This is the only death move that doesn't actually kill your opponent. Don't perform this move too far away from your opponents - you might miss!
Megadrive: Hold down Start and rotate the D pad towards your opponent.
SNES: Hold L or R button and rotate the D pad towards your victim.
CVG Rating: 7



CHEAT

MORTAL KOMBAT

CONTINUED

KANO

Kano is the real bad boy of the tournament. In his spare time, Kano puts his violent tendencies to even greater use; he is the ruthless leader of the underground organized crime unit, The Black Dragon Gang. His reason for entering the tournament is simple; once he has defeated the mighty Shang Tsung, his troops are poised to rob the island of all its treasures. Fair enough, I suppose.

MOVES



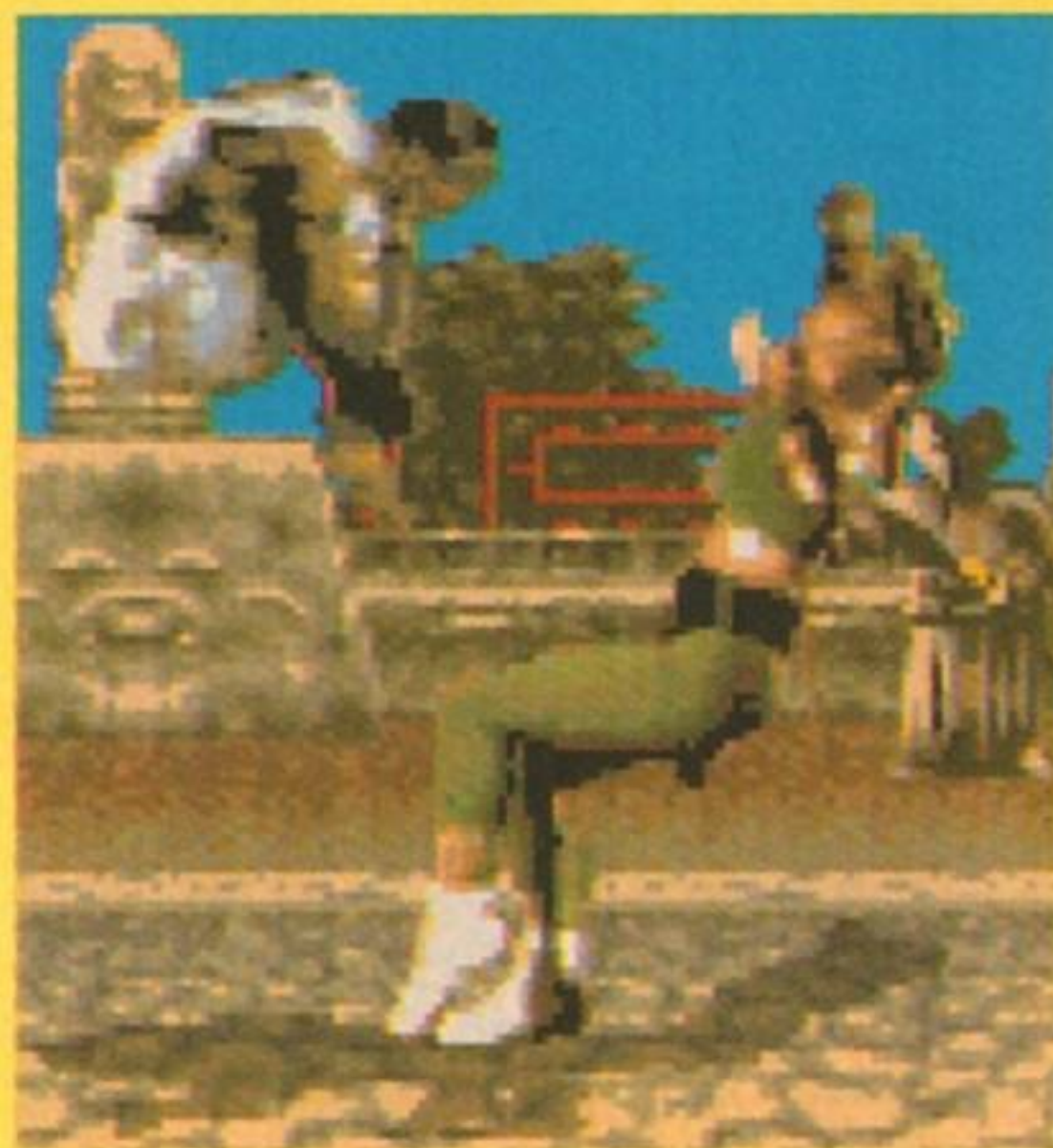
HEAD BUTT

This move will only work when you are very close to your opponent. Megadrive: Press A. SNES: Press Y.

SUPER SPIN

Although you are still prone to some attacks when you perform this move, it is often too fast to defend against. Megadrive: Hold down Start button and rotate the D pad towards your opponent, then immediately

release the Start button. SNES: Hold L or R button, and rotate the D pad towards your opponent then release the L or R button.



SPINNING BLADE



Ooh, this one's a bit nasty. Kano launches a razor-sharp blade at his opponents; this beauty of a move takes off more energy than any other single attack. Megadrive: Hold Start button, then press away and then towards. SNES: Hold L or R button, press away, then press towards.

DEATH MOVE:



Broken Heart
Hurrah! No namby pamby finishing moves here. Kano's death move is one of the most violent in the game; with a swift movement, Kano tears the still-beating heart out of his opponent's chest and holds it up for all to see. Megadrive: Hold Start button,

press the D pad away, away and then press A. SNES: Hold L or R button, then rotate the D pad towards your opponent and press B. CVG Rating: **8**

RAIDEN

The Thunder God was the only combatant to have been invited to take part in the tournament. Shang Tsung has been trying to coerce him in to the arena for years, in order to collect his soul and gain immortality for himself.

MOVES



ELBOW

This only works when you are close to your opponents. Megadrive: Press A. SNES: Press Y.



TORPEDO

Raiden will fly across the screen and slam his opponent into the wall, taking off huge amounts of energy. Megadrive: Press D pad, away,

away and then towards. SNES: Press D pad away, away and then towards.



TELEPORT

This is a sneaky one. Raiden will vanish into the floor and re-appear next to his opponent, usually behind them so as to really confuse them. Megadrive: Press D pad down, down and up. SNES: Press D pad, down, down and up.



RAIDENTRICITY

Being the Thunder God, Raiden finds it easy to fire a bolt of lightning through his hands, and he uses this advantage to its full. Megadrive: Press D pad down and hit towards and A button at the same time. SNES: Press D pad down and towards and Y simultaneously.

DEATH MOVE:

This is one of the more grisly finishing moves in Kombat. If you get in close to your opponent, Raiden will fire a bolt of Raidentricity into his head, causing it to explode in a bloody mess all over the screen. Megadrive: Press D pad towards, away, away, away then press A. SNES: Press D pad towards, away, away, away then press Y.



JOHNNY CAGE

The big girl's blouse of the tournament, Johnny Cage entered solely to show off his own skills, against the better judgment of his agent and personal secretary who feared it might ruin his acting career. Johnny Cage has no interest in the honour of the tournament or any such stuff, he just wants material for a new movie. By the way, don't you think he looks just a little bit like Jean Claude Van Damme?



FLAME BLAST

From his time on the big screen, Johnny Cage has mastered how to launch a bolt of flame from his hands; this is one of the fastest moving fireballs in the tournament. Megadrive: Press D pad away, away, towards and then A. SNES: Press D pad away, away, towards and then B.

MOVES



ELBOW

When you're close enough to your opponent, you can deliver a crushing blow

right into his face. Megadrive: Press A. SNES: Press Y.



SHADOW KICK

Cage will zoom across the screen leaving flickering after images of himself in his wake; this is very hard to defend against due to its high speed. Megadrive: Press D pad away, towards and B. SNES: Press D pad away, towards and B.



PACKAGE CHECK

The most sneaky and underhand tactic in the entire tournament, but hey, it works! Cage cannot perform this move on himself, Goro or most of all, Sonya, so I think you can work out just what it entails! Megadrive: Hold D pad down and press A, B and C all at the same time. SNES: From stance - Press B and L together.

DEATH MOVE:

THE Uppercut

When performed, Cage will quite simply knock his opponent's block off! Move Cage right up to your opponent then perform the following move and his head will come clean away! Megadrive: Press D pad towards, towards, towards and then A. SNES: Press D pad towards, towards, towards and then Y. CVG Rating: 7



SCORPION

Scorpion is a man with one helluva grudge against Sub-Zero. He was murdered two years ago to the day of the tournament by said opponent, but thanks to his gods, he has been allowed to return and wreak vengeance upon his murderer before subsiding to the afterlife for ever.

MOVES

BACK FIST



This move will only work when you are very close to your opponents. With a swift backhand,

Scorpion delivers a crushing blow to the side of the head. Megadrive: Press A. SNES: Press Y.

TELEPORT PUNCH

This is a great move to confuse opponents. Scorpion flies off one

side of the screen, appears on the other behind the opponent and delivers a surprise punch straight to the head. Megadrive: Press D pad down, away and then A. SNES: Press D pad down, away and then Y.



SPEAR

Ouch! This is one of the moves that Mortal Kombat was made for. Scorpion hurls a spear attached to a bit of rope towards his opponent, which buries itself into his neck! Then with one swift yank, Scorpion pulls his opponent towards him and he is dazed, ready to be floored. Megadrive: Press D pad away, away and then A. SNES: Press D pad away, away and Y.



DEATH MOVE:

Fire Breath

You'll have to position Scorpion a couple of inches away from your opponent for this one, but Scorpion removes his mask to reveal nothing but a skull! From his boney mouth, Scorpion spews fire onto his opponent and roasts him alive! Megadrive: Hold Start button, and press up twice. SNES: Hold L button and press up twice. CVG Rating: 9



SUB-ZERO

A Lin Kuei Ninja Assassin by trade, Sub-Zero could come up with many a way of wasting a opponent. His love of the thrill gained when killing an opponent has led him to the tournament for the ultimate combat experience. Be careful of this guy; as his name suggests, he is cold and without mercy.

MOVES

BACK FIST

As with Scorpion's back fist, this will only work if you are close enough to your opponent.

Megadrive: Press A. SNES: Press Y.

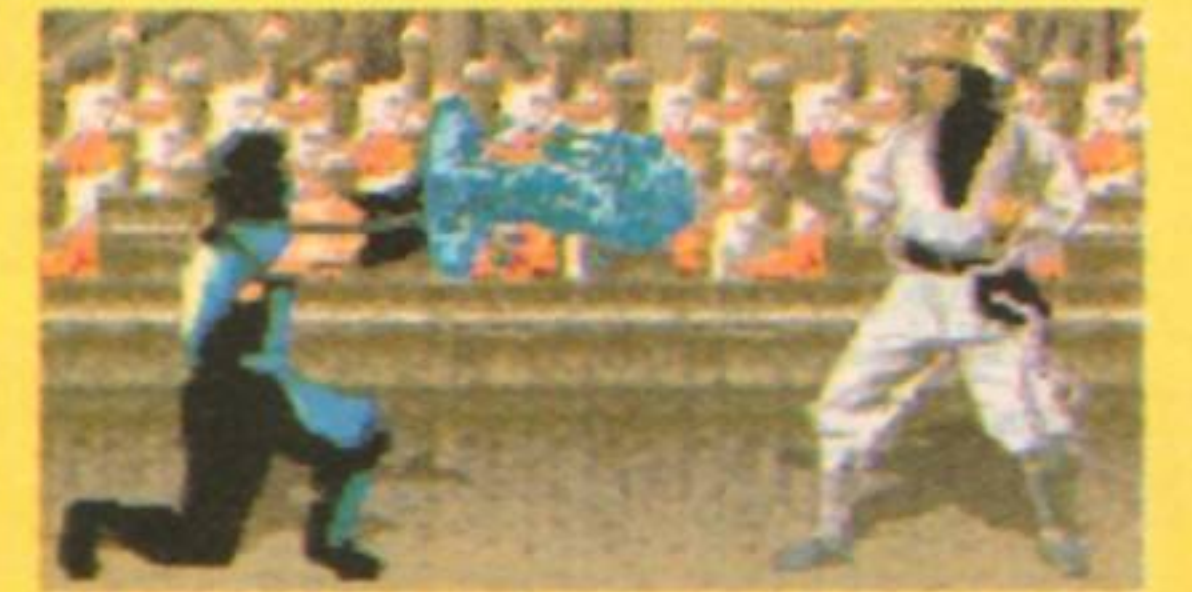


POWER SLIDE

This is essentially a leg sweep with a little more zest. Sub-Zero slides toward his opponent's leg first and takes him out; not very powerful, but useful for breaking an adversary's momentum. Megadrive: Press D pad away, B and C together. SNES: Press D pad away and A and B together.



ICY SHOT



The cool lad that he is, Sub-Zero fires an ice ball at his opponent, freezing him in his tracks. This leaves you free to thwack to your heart's content. Remember, you only get one free blow, so make it a good one. Megadrive: Press D pad down, towards then A. SNES: Press D pad down, towards then B.

DEATH MOVE:



THIS move will get everyone screaming about how video games are the work of the Devil! Sub-Zero casually strolls over

to his opponent, places two hands around his neck and in one swift move, tears his head clean off his shoulders, spinal column and all! Hurrah - we love it!

Megadrive: Press D pad towards, down, towards then A. SNES: Press D pad towards, down towards then Y. CVG Rating: 8



CHEAT MODE

I look around this office from behind the confines of my desk and what do I see? I'll tell you; I see fans. Everywhere. Not the 'waving a flag and shouting "Come on you Reds"' kind of fans, but the electronically-powered rotating ones that swivel about like they're something special and blow all the important papers off my desk. They're a necessary evil though, because it is damned hot in here. Hot, hot, hottie. Which, by a staggering coincidence (and a not-altogether unconvincing link) is exactly what this month's tips are - hot. As always, send anything you've got to: **SOMEBODY PASS ME A PAPERWEIGHT CHEAT MODE, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.**

MEGADRIVE

TWIN COBRA

Top stuff from Sandro Sannelli of Stockholm. To choose a stage press Up, Down, Right, Left then Start at the title screen. For extra energy during the game press Start, Up, Down, Right, Left, A and Start. For extra bombs press Start, Up, Down, Right, Left, B and Start during the game. To go to the last section, press Up, Down, Right, Left, A, B, C and Start on the title screen.

SONIC 2



Bonny Mr Pidgeon has these tips for extra long playing sessions. Go to the options screen and do sound tests 19, 65, 9 and 17. Press Start and wait for Tails to put his hand up, then press A and Start twice. Also, perform the sound tests 01, 01, 02 and 04. Highlight the box that says 'Player Select Sonic and Tails' and press Start. When the game is over fourteen continue symbols will appear.

X-MEN

When 'X-Men' appears hold A, C and Down on controller 1 then press Start. Plug controller 1 into port 2 and when Magneto appears press Start. Put the controller back into port 1 and choose your difficulty level and hero. To the right of the hero selection part of the danger room there will be 8 wall panels and 6 floor tiles. Each floor tile represents a different level. Walk onto one and hold Down and press C. If your energy or mutant power levels are low press Start twice to boost them.



JUNGLE STRIKE

To start on level three as above, enter BQQQAE2 and press start. Go back and enter ALLOH2K, and pick Jake as your co-pilot. To start on level four as above, do the level three cheat only enter the second password as EEPWTRX.

SUPER MONACO GP

Sandro's been a busy chap this month. Not content with flying state of the art helicopters around war-torn areas, he relaxes after a mission by driving in high-speed races. The fruits of his labour are below. To belong to a special team type in the following code: OQ63 NBCG E100 0000 080H 00HC 2435 E689 7ABD FG90 0000 0001 0000 0000 A200 19C0

To see the final sequence enter this code: OQ76 2ILM F200 0000 0070 H10F B324 5D76 CA89 EGC1 0000 0002 0000 0000 F200 2CAC

For fun push A&B at the same time when you come to the wet part in the pits.

OLYMPIC GOLD

Linford Chrisite? Kriss Akabusi? Sally Gunnell? Try Scotland's Mark Pidgeon if you want really fast running. I quote: "To get a better start on the 100 metres, press C then A and B as normal". A gold medal if you please, Mr Olympic Judge-type Person.

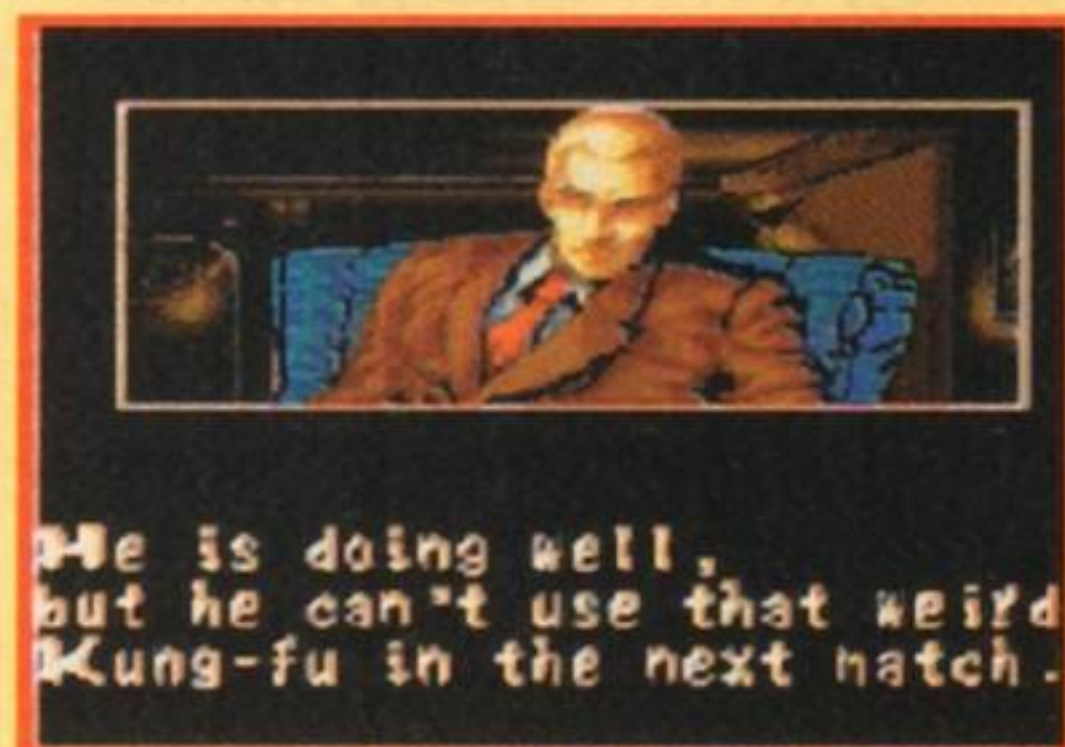
SPIDERMAN

Shahzeb Khan has been busy getting stuck in to Spiderman and has unearthed these gems: On the options screen choose the difficulty level. Then hold diagonal up-right and press A, B and C on controller one. At the same time keep pressing Start on controller 2. Exclamation marks should appear. Now start the game and pause it then: A - restore web B - restore energy A&C - invincibility A, B and C - skip level

FATAL FURY



Fighting in the streets isn't an uncommon sight in Geordie Land, so it's no surprise that Chris Greener of Tyne & Wear has come up with this nifty move for increased violence. When the continue screen comes up showing the amount of credits you have left, hold Up and press A, B and C simultaneously. Let go of the three buttons then press them again. The credits will increase each time you do it.



He is doing well, but he can't use that weird Kung-fu in the next hatch.



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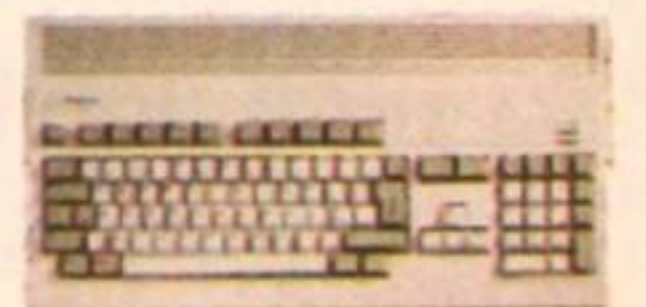
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CHEAT MODE

SNES



TINY TOONS

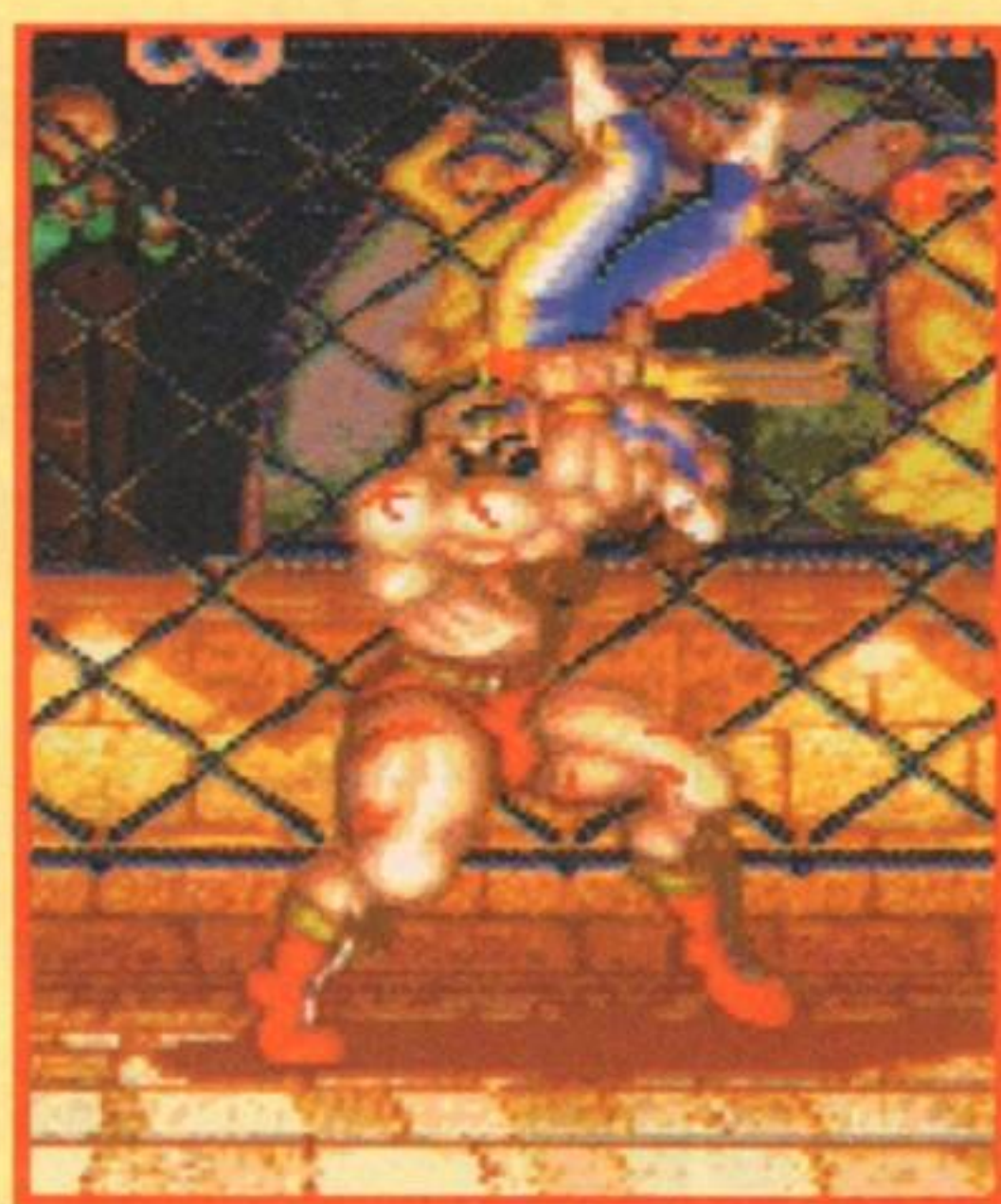
They're tiny, they're toony, they're all a little loony and they're available on any level you choose thanks to these handy codes.

- 1 - Babs, Gogo, Max
- 2 - Plucky, Bookworm, Elmyra
- 3 - Max, Calamity, Shirley
- 4 - Bookworm, Plucky, Babs
- 5 - Gogo, Calamity, Lil' Beeper
- 6 - Max, Babs, Sweetie



ROAD RUNNER'S DEATH VALLEY RALLY

Timothy Marshall is the man with a great deal of intestinal fortitude (I heard that on WWF, good innit?) and because of that one fact he can survive longer than most. It's also thanks to this cheat he discovered. On the title screen hold down Left, R, Y and Start. When the screen says 'Zipity Splat' press X and when you start you'll have 75 lives. Not bad, eh? Eh? Do what? Do what? Eh? Eh? Do what, strike a light. Do what? Eh?



STREETFIGHTER II TURBO

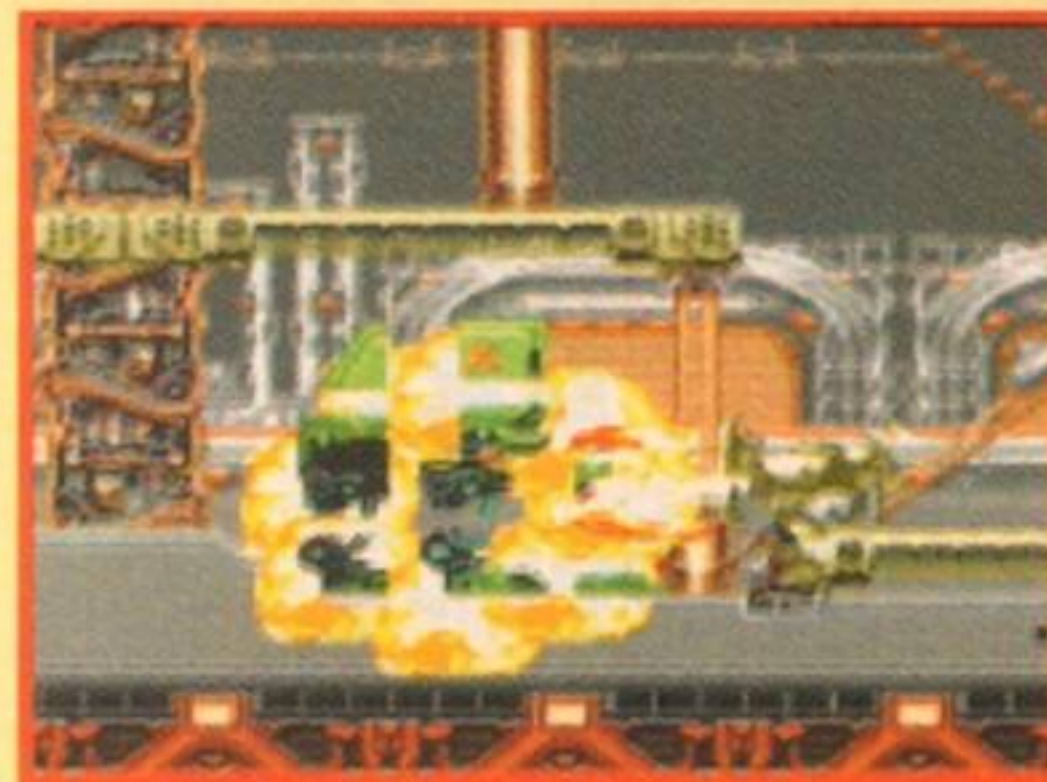
Is there no end to the amount of cheats that this rather fine combat game can offer? David Head of Surbiton and Richard Whynder of S London have discovered a particularly painful secret for Sagat. He has a secret special move not shown in the instructions - a double quick flying knee. To perform: Starting with straight down, press kick and rotate the keypad 180 degrees anti-clockwise (so that you finish pressing up). Sagat should shout "Tiger" and hit his opponent twice with the knee. Ouch!

STREETFIGHTER II TURBO

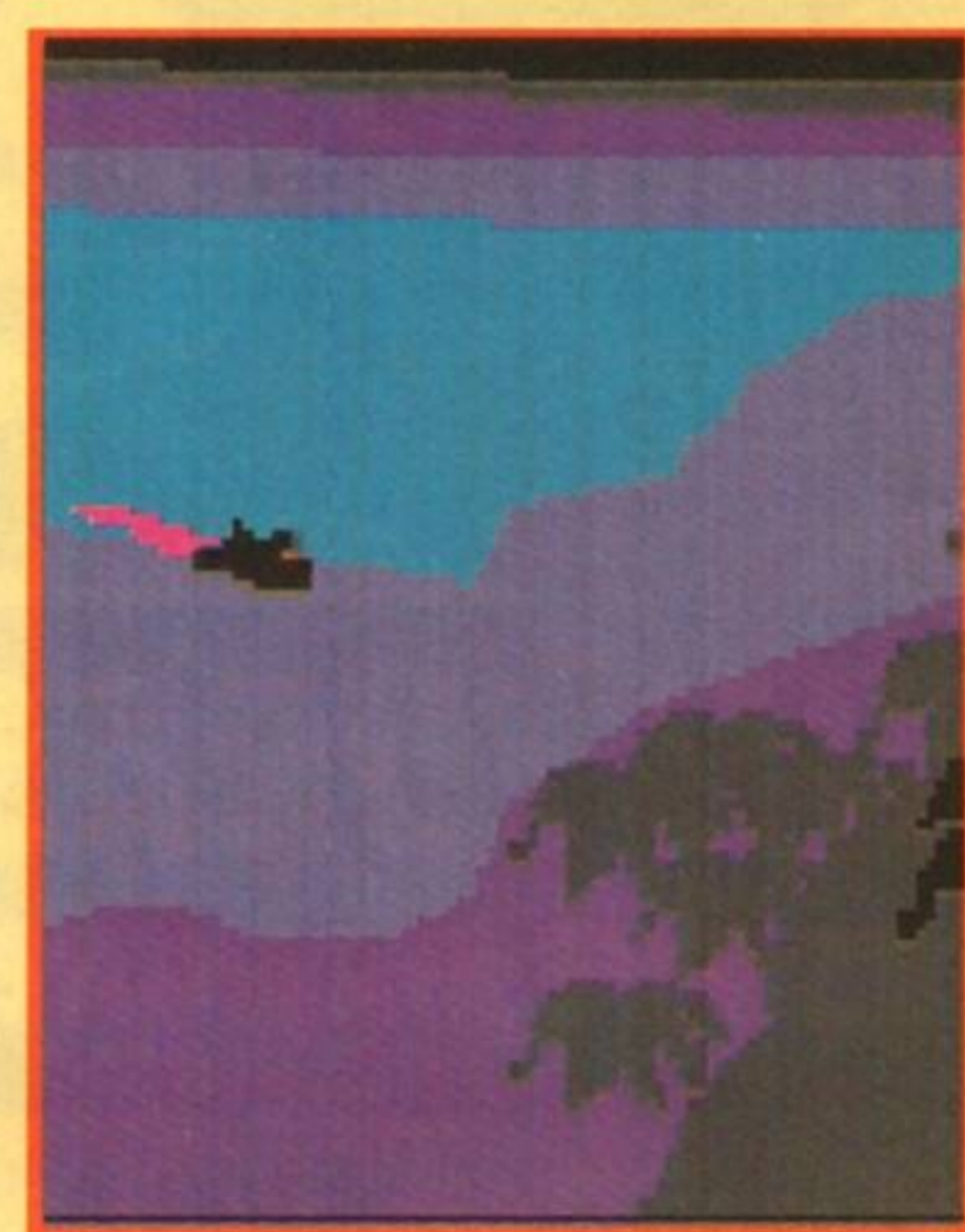
More for this impressive combat game, this time from Teodor Omelasz of Dundee. When the Capcom logo appears press the following on controller 2 to disable special moves: Down, R, Up, L, Y, B, X and A. A useful cheat I'm sure you'll agree! Plus after the logo has gone enter the same code to gain five new levels of speed.

CYBERNATOR

A number of people sent in this cheat but unfortunately (for you) I'd already discovered it. When you start the first level, use the Dash Attack all the way through it, then take out the guardian without shooting either of the two guns. You'll then receive a smart Napalm Flamethrower to hang on to for the rest of the game. Wahey!



AMIGA



FLASHBACK

What? Wasn't our complete guide enough for you? You've still got to have more? Very well, here's Neil Evans of Oxon to satisfy you.

To walk through any wall or door in the game, try the following cheat:

Walk up to the wall or door and turn around so your back is against it. Hold down the fire button and tap the stick in the way you are facing. Instantly push the joystick in the opposite direction and release the fire button. Conrad will then carry on through the wall/door.

FIRST DIVISION MANAGER

The lads Richard Laird and Tobias Phoenix must be over the moon after discovering this cheat. When you play a cup match, save the game on disk before playing it then, if you lose the game, reload your game and you should end up playing a much easier side. Keep doing this until you lift the trophy.

MEGA-CD

ROAD AVENGER

At the title screen press Start to access the game start and options modes. Take controller one and press UP to select options (NOT down). Make sure your pointer is on the Players option. Now: Stage Select - Press the A button six times. Exit the options menu and start the game. The stage select screen will appear. Debug - Press the A button five times and the C button once. Exit and start the game while pressing A, B and C at the same time. Demo Mode - Press the A button five times and the B button once. When the game starts it will be a demo.

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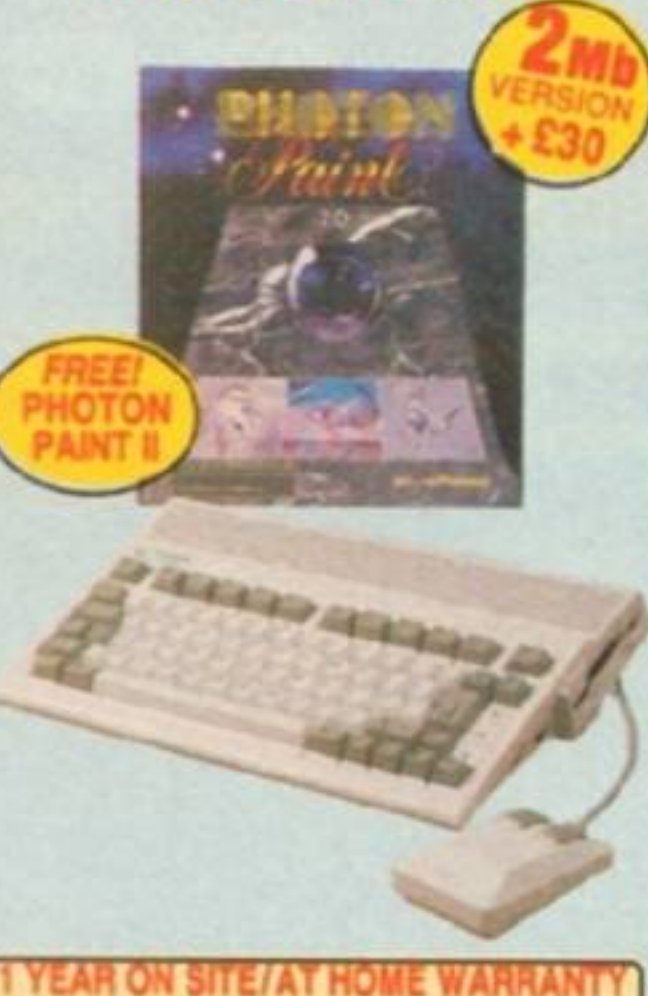
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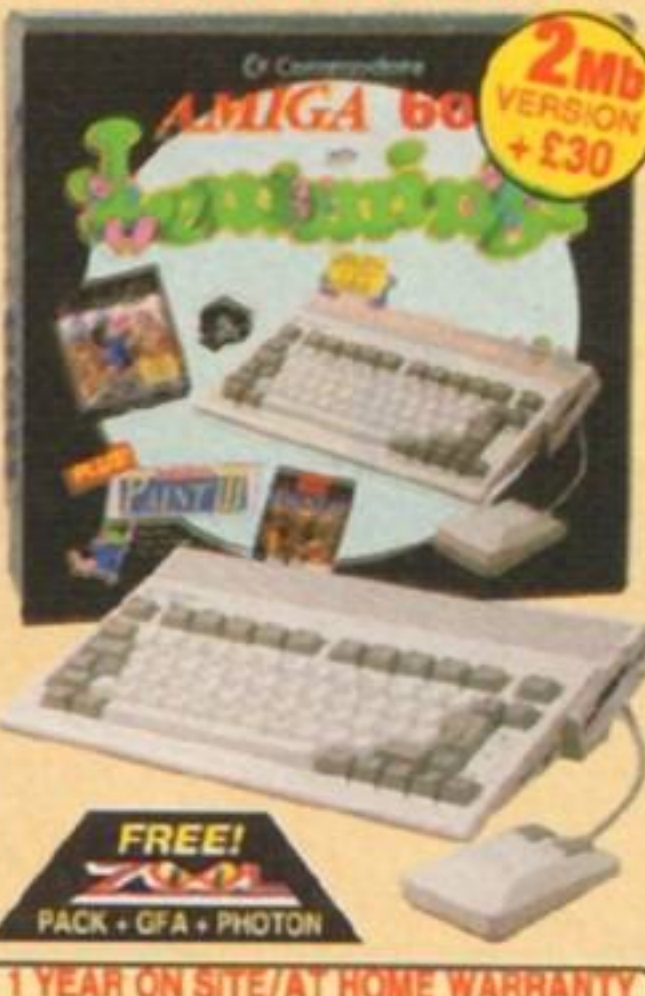
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YOB'S MAILBAG

BANG! Welcome to another bowel-bustingly brilliant dose of the greatest literary forum in the known universe – the one and only YOB's Mailbag. This is the place you discourse on events of state, pontificate on issues of importance and, failing that, make complete asses of yourselves. Luckily there's somebody around here who knows what he's talking about and can put you straight before you get too sad. So if you reckon you're up to it, fire off those laughingly languid efforts in the direction of: **YOB'S OH-SO-AMAZING MAILBAG, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.** There's a quite ridiculously good **ONE HUNDRED POUNDS** for the best letter of the lot and a boot up the botty for the rest.



HOT AND SWEATY

Dear YOB,
I own a SNES and there is a great selection of games but I find that there are very few RPGs. Please could you answer the following questions:

1. Will Monkey Island or Monkey Island 2 ever come out on the Super NES?
2. What is the best RPG for the SNES at the moment?
3. Which of these is the best game: Final Fight, Final Fight 2 or Brawl Brothers?
4. Is there any news of more Super FX games?

DANIEL BATIE
Gloucester

YOB: 1. Still no word, although Monkey 2 might make it.
2. It's not really a proper RPG, but Zelda still beats everything. Shadowrun is good, too. There are a lot of brilliant Japanese RPGs for the SNES, but nobody's translated them for the UK or American market because the software houses don't figure they'd sell. I reckon the softies will wise up pretty soon, though, and we should see a flood of really good stuff.
3. Final Fight is OK, but dated. FF2 is too easy and Brawl Brothers is cack. Get Streetfighter Turbo.
4. Yup. FX Trax will be the next, and there will be four more early next year – although I can't be bothered to tell you what they are. There's also a rumour of an FX Mario game, although his Mighty Yobness has received no confirmation yet.

SAD POSTERS ON THE WALLS

Dear YOB,

Before I ask some questions about my commy, I would just like to say that you are very funny and very hard, but disappointingly ugly. Your Mailbag is brill but you are mega shady and you need a good slapping. If you don't answer these questions properly me myself will come down to your Mailbag office and give you the slapping you need!

1. When will Streetfighter 3 be out?
2. Will there be any major changes about the game?
3. Why are you so shady?
4. When will the Amiga console be out?
5. Would you like the slapping or not, you brainless geek?

ROBYN LUCAS

Burnley

PS I'm a girl, by the way.

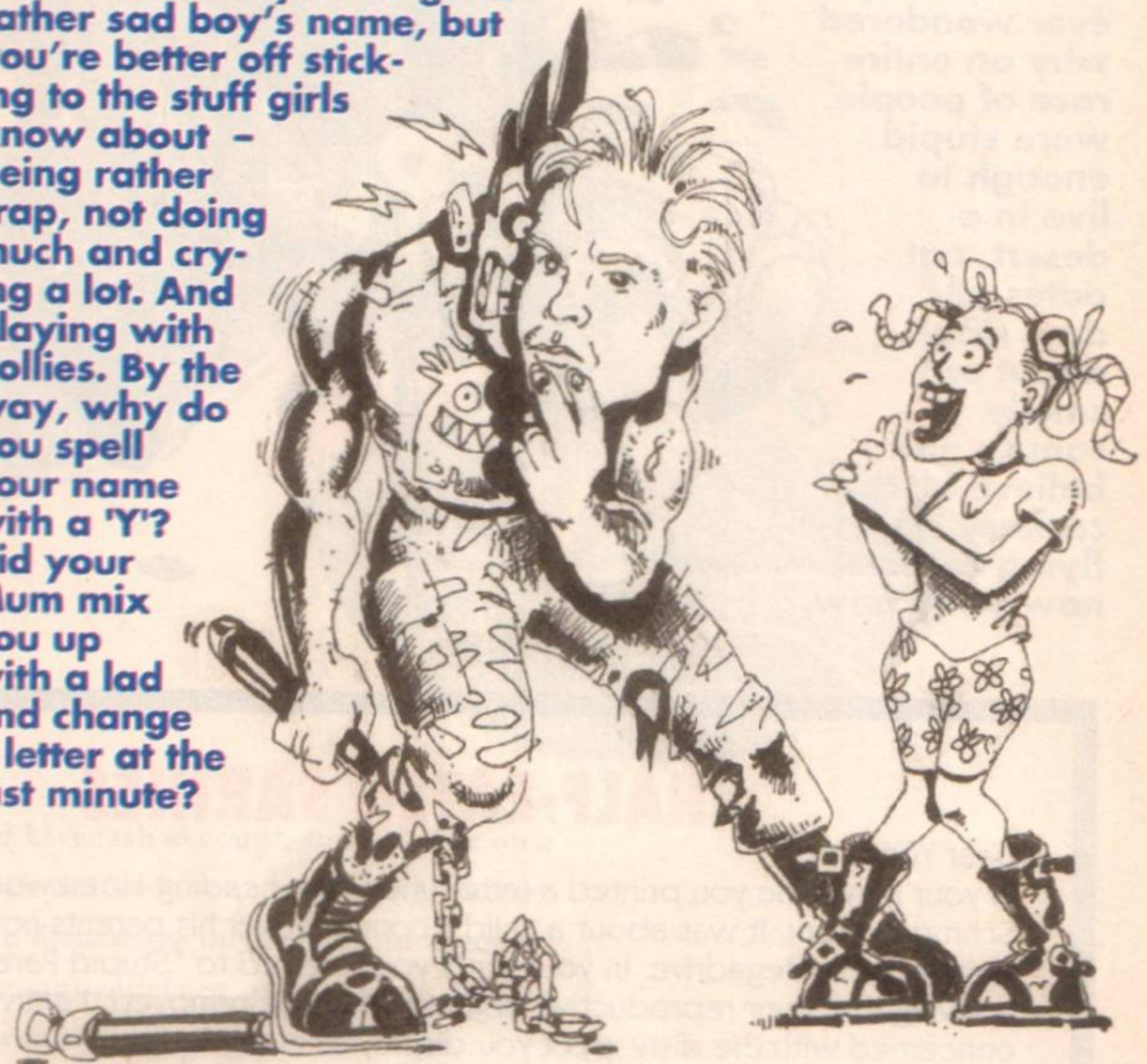
YOB: 1. Not for quite a while.

2. Capcom are working on the game as you read this. They say they're incorporating some "neat new ideas" and have hinted that the game will be entirely different to that which you might expect. Some of the characters will stay, but quite a few will be dumped in favour of new ones. There have been lots of rumours about who these new characters are, but take it from me that NOBODY knows because it's Top Secret and Capcom staff are sworn to secrecy.

3. How else would I get info like that?

4. Who cares?

5. It's true that you've got a rather sad boy's name, but you're better off sticking to the stuff girls know about - being rather crap, not doing much and crying a lot. And playing with dollies. By the way, why do you spell your name with a 'Y'? Did your Mum mix you up with a lad and change a letter at the last minute?



PAUL RAND

Dear YOB,

I apologise in advance for what is going to be a seriously sensible letter. I hope the other readers can appreciate my points while you insultingly call me a festering pig's bladder or something. The issue at hand is the death of the multi-format magazine. I first started reading CVG about four years ago (Censor alert. Most of this letter has been deemed too boring for public consumption. A selection of its highlights will follow, together with a censored reply - YOB). Steamroller on ...survived...very well written...witless half-experts...Dominic Diamond and Bad Influence...literary tat...modicum of humour...Ace, Zero and the like...slightly riled.

MARTIN FURNIVAL

Runcorn, Cheshire.

YOB: Martin...claptrap...drivel...hammer...echo...bra in...sad...life...gone.



SILLY SKULL

Dear YOB,

I have found a great hidden game in Sonic 2.

First complete the game, then unplug it and plug it into a car ashtray.

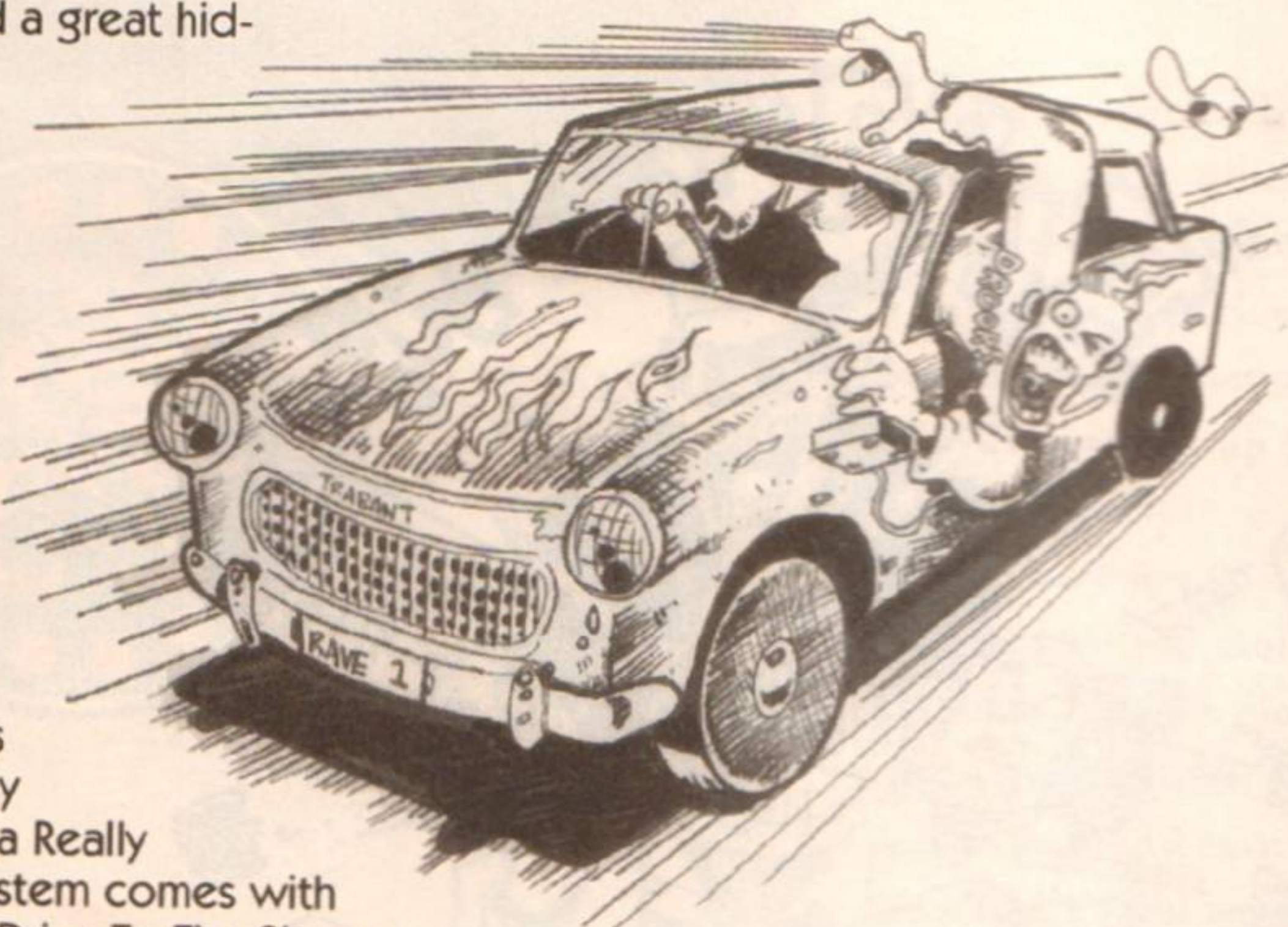
Then put the joypad into the cigarette lighter, press Start and Hey

Presto - Sega Really Drive. The system comes with one game - Drive To The Shops - in which you have to drive to the shops before the radio in your head explodes. The graphics are totally realistic, with great touches like stereo screams if you mount the pavement and blood spraying the screen in you hit someone. There's this great bit at the end where you get arrested and put into a High Security Institution for the criminally insane!

GARY CUTLACK

Lostwithiel, Cornwall.

YOB: Remember those pointy tablets the doctor gave you? You've been stuffing them in the wrong end again.



BLOODY SCANNER

Dear Stupid Fat-Headed Green-Faced Orange-Headed Gorilla-Faced Boloni Sandwiched-Brained Hippo – in other words, YOB, I've written a police profile for you. If you don't print it, I'll (Something sad – YOB) you.

NAME: Yobster

AGE: 2001 (YOB can't count.)

BRAIN SIZE: We haven't found one yet.

HOBBIES: Sawdust collecting, nappy changing, snail juggling.

SPORTS: Bogey lifting.

And before you start crying, answer these questions or I'll tell everyone that you bought a Care Bear at the same shop and at the same time I bought my Super NES.

1. You don't need to send me the hundred quid, but can I have CVG Towers?

2. When do you suck pumpkins at 2.07 in the morning?

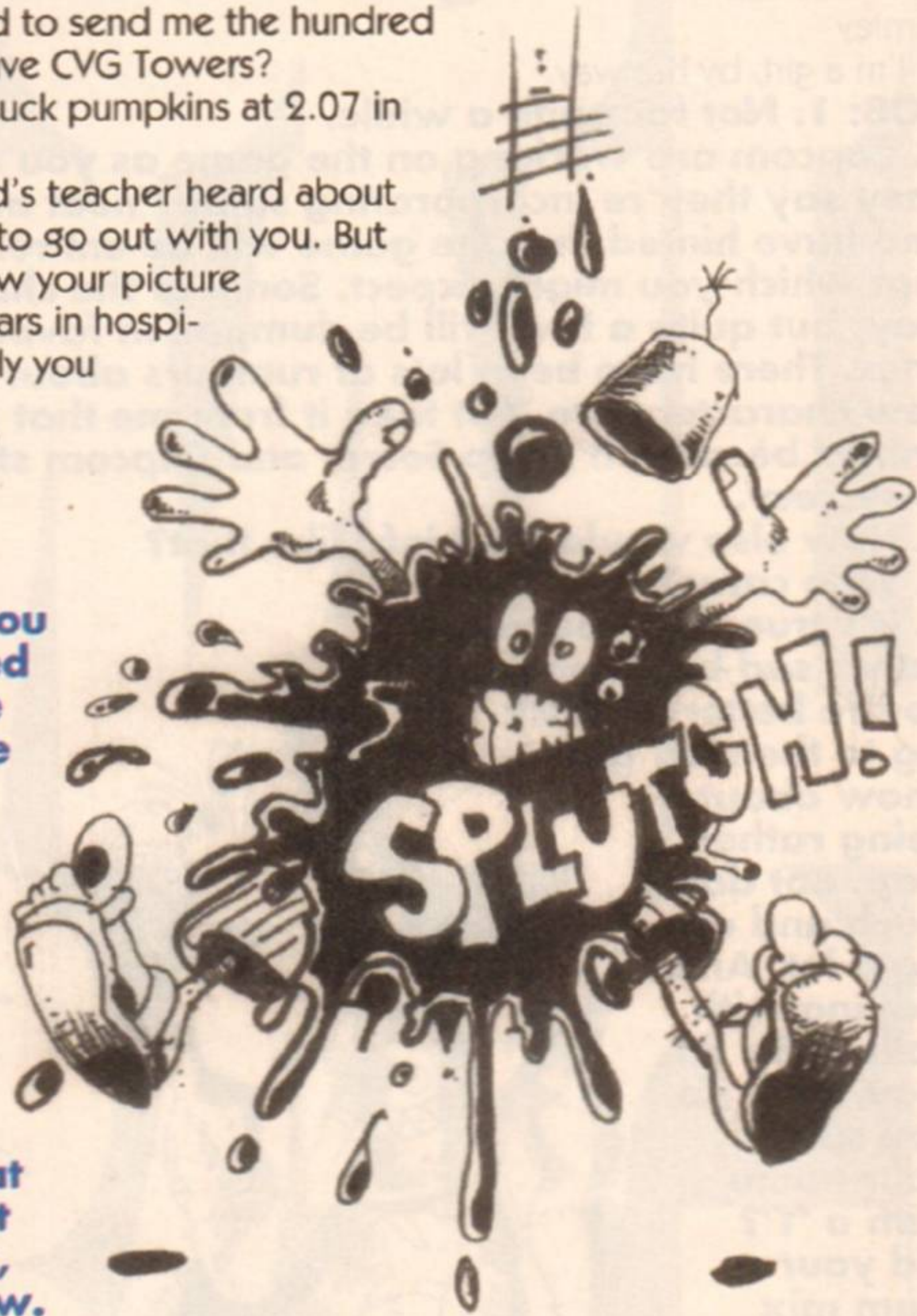
3. When my friend's teacher heard about you, she wanted to go out with you. But as soon as she saw your picture she spent two years in hospital. That's how ugly you really are!

BISHOY ZAKHARY

(Master Of The Universe)

Saudi Arabia

YOB: And if you ever wondered why an entire race of people were stupid enough to live in a desert, eat dates all day, ride about on smelly camels and believe all that cackery about flying carpets, now you know.



USELESS FANS

Dear YOB,

It's me again! Thank you for your generous and most honest reply regarding the facts on how useless the Mega-CD is. Anyway, I'd just like to point out how superior the Neo Geo is to other consoles around today. The Neo Geo is (Censored due to underwhelming apathy – YOB). By the way, even though you haven't bothered to review a Neo Geo game for the past five months, how would you rate Fatal Fury 2? It's easily the MOST impressive one-on-one beat 'em up so far, and at a reasonable price of £200. Anyway, why are Nintendo converting Neo Geo titles? What's the point? It'll be useless compared to the speed and graphics of the Neo. That's about it for now. I'm sure that you agree the point of all this. I wonder if you would print this letter – unless, of course, you are simply unable to comment on my facts.

STEVEN PIERRO

North London

PS Another fact: all console owners

out there who run their systems through PAL and sound through their mono TVs are sad people.

YOB: If there's one thing I hate, it's people who show off. And if there's one thing worse, it's people who lash out loads of cash on a machine and then spend the rest of their lives justifying it to themselves. Let's face facts: the Geo is indeed a fine machine, but the number of truly great games available on this console can be counted on one finger. For example, there are now absolutely brilliant conversions of Turbo on SNES and Megadrive, whilst the likes of Mario 3 are to be found on the humble NES. Can anyone name a single Neo Geo title than comes anywhere close to the playability of titles like these? Of course not. Stevie old boy, if you keep spouting claptrap at this rate your nose is going to grow so long it'll curve round and disappear up your own backside. Oh, I see it already has...



HALF-EATEN SARNIES

Dear YOB,

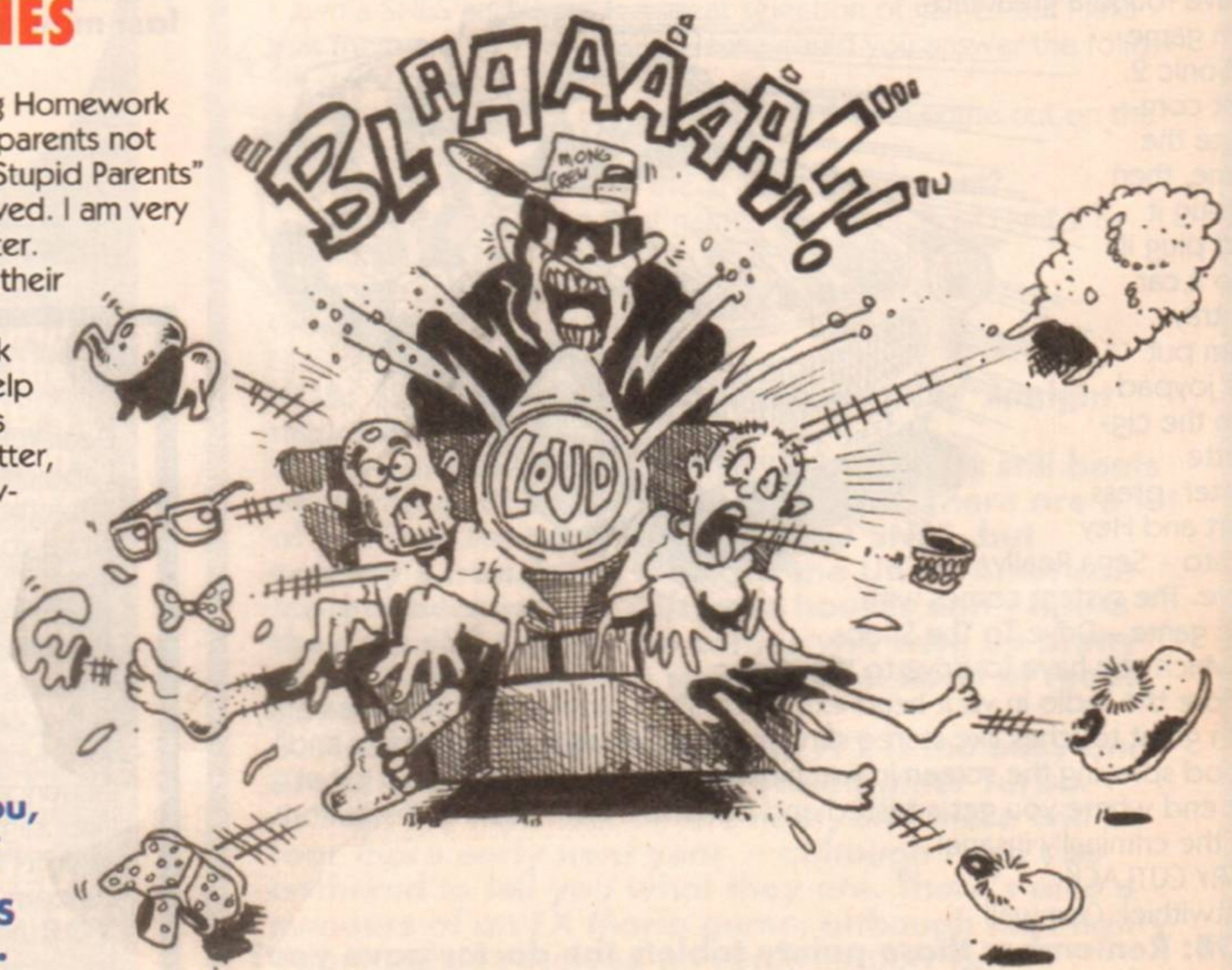
In your May issue you printed a letter under the heading Homework Schmomework. It was about a child's concern over his parents not buying him a Megadrive. In your reply you referred to "Stupid Parents" – saying that their reproductive organs should be removed. I am very concerned with the disrespect you displayed in this letter. For years I have taught my children to love and respect their parents and peers. I respect my children and wouldn't dream of talking to them as you insight (sic) them to talk to us. Don't you feel that you have a responsibility to help teenagers to communicate with respect to their parents and others? Parenthood is hard enough without your letter, which invites disrespect and rudeness instead of the loving, caring attitude my children show toward us – their parents.

Yours Sincerely

EJ COPPING

Martlesham, Ipswich.

YOB: Are you by any chance an Old Woman? Were you born that way or did it just sort of happen? Were you out having a laugh one day when sadness crept up on you, or did you have to train for years? Are your children Old Women as well, or do they still have a chance? If so, write to: PIPE, SLIPPERS AND HALF A SHANDY at the usual address...





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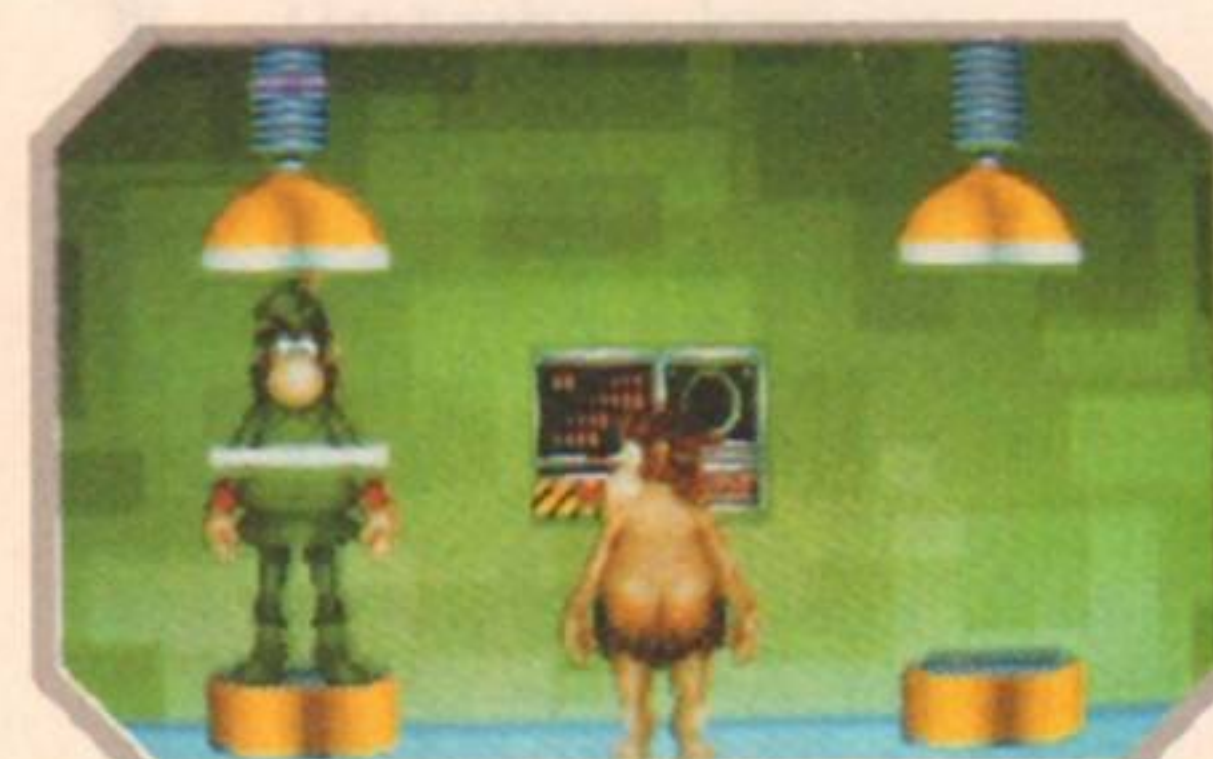
Save those wacky time-travellers.

EVOLUTION AMIGA/PC • IMAGITEC • £TBA

Comic platform puzzlers ahoy! From the team that brought you The Humans comes Evolution, a tale of seven men, an alien city and a time machine. Kidnapped by a time-travelling alien collector, six of the world's most notable figures are being held in a state of suspended animation. All looks fine for the alien equivalent of London Zoo until they



The caveman discovers the wonders of anti-gravity.



Beam me up, Uggy.

try to pick up a caveman to finish off their journey. Using a subtle blend of violence and stupidity, the caveman overpowers the aliens and frees the others, paving the way for a problem-packed game of exploration, puzzle solving and cartoon antics. The seven characters are Robin Hood, a Viking, Merlin, Ramasese the Egyptian, a ninja, Confucius and the caveman, each with their own special abilities. The player's task is to combine these abilities to overcome the obstacles in their path, eventually finding the aliens' time machine and returning home. On the way plucky band will stumble across various danger-filled objects such as rocket packs, freezing rays and flying disks. Evolution is filled with cartoon style graphics, 'humorous' music, digitised speech and spot animations for discovering new objects. Using a similar interface to Imagitec's previous puzzler, The Humans, Evolution takes place over five different 'worlds', as well as hidden bonus levels such as the Green Cheese world. Humour is definitely the driving force behind the game, as is evident from some of the animations. Take the discovery of helium gas, for instance; the caveman inhales a lungful, inflates to the size of a balloon and starts to float away, only to be shot down by Robin Hood. As soon as the arrow hits, the caveman starts whooshing around all over the place as the gas expels from his body. Sounds fun.

WINTER RELEASE

MEGARACE PC CD-ROM • MINDSCAPE • £TBA

Speed. That's what you need for a decent racing game. Unfortunately, speed and CD-ROM drives have never really gone hand in hand. MegaRace from Mindscape aims to change all that, however. Combining high-speed precision race driving with out-and-out violence and large guns, MegaRace puts you in the hotseat on a virtual racetrack belonging to the Virtual World Broadcast TV Corporation (it's a bit like the BBC but with snazzy VR headsets). Imagine taking the cast of Wacky Races, giving them all suits of body armour and weapons and then putting them slap-bang in the future. Deal with a whole host of very bad guys with names like Mothrax and Eviscerator, all with individual personalities and racing traits. Dodge hastily constructed obstacles that appear from nowhere and then turn you into a

heap of flaming metal faster than it takes a seven-foot ostrich to bang its head in a six-foot room. Scavenge the wreckage of anyone unfortunate enough to cross the path of your high-calibre automatic weapons during their ritual gun-firing session. Featuring fully-rendered three-dimensional graphics and what Mindscape describe as two-dimensional morphing, MegaRace is designed to really make use of a CD-ROM, including over half an hour of digitised video animations. It will be coming out at more or less the same time as Cyberdreams' CyberRace (why do all these games have to have capital Rs in the middle of their single-word titles? Why not just make it two words and be done with it?), a game that deals with many similar concepts, so it will be interesting to see which of the two comes out on top. Whatever happens though, it certainly looks like this coming winter is going to be a very fast, and very lethal, season. Look out for a full review in the future – but not too far into the future!

WINTER RELEASE



In one of the tracks of MegaRace, and Mindscape confidently predict that they'll be around for years to come.



One of the many strange tracks used in MegaRace.

**MIGHT AND
MAGIC II**
• SNES • ELITE •
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"To arms, men! Let us not tarry in the midst of all this dread. To vanquish thine enemies is thy task and none shall oppose we brave fellows until thy task is at an end and thine enemy's very life blood seeps from their bodies, casting their souls into the very pits of hell." That's likely to be the cry heard when Might and Magic II hits the shelves of your local games store. Either that or "Oh Christ, it's another of those role-playing things. Give it to the anorak brigade and give us all some peace and quiet."

Aye, the noble task of converting the much-loved series from PC to SNES hath befallen Elite – and a finer job they could ne'er have done, with a staggering 16,000 locales to visit, 250 animated monsters to combat and over 96 magic spells to play around with. Using an 8Mb cartridge this is billed as the biggest role-playing game ever created. Elite reckon this'll be big – and who are we to argue?

Following hot on the heels of the previous game, MMLII finds the world of Cron in the midst of turmoil. Its leaders have started to vanish, being replaced with chaos and havoc. Sword and sorcery has taken over from law and order and the noble citizens have begun spreading rumours of death and destruction. 'Tis not a good place to be any more.

Your task is obviously to find out what is happening and how to rid Cron of its evil curse. Along the way you'll find yourself embroiled in many a sub-plot, rescuing fair maidens from evil and ridding villages of terrible monsters. You might even find yourself travelling through time to reach your goals. Features include auto-mapping, hundreds of weapons and objects, and a battery back-up for saving games (thankfully). So roll on November and we shall go to battle and fight the good fight and, um, er... everything.



Archy demonstrates the latest trendy dance moves. What a guy!

WINTER RELEASE



"We wish you the very best of luck," says the Queen. "Thank you, your Majesty," replies James. "I'm 93 you know" creaks the Queen Mum (Gawd bless 'er).

**OPERATION
STARFISH
MEGADRIVE**
• ELECTRONIC
ARTS •
£44.99

Before we begin, let me just assure you that there will be no fishy puns in this preview at all. None whatsoever. Right, enough carping (doh!), on with the game. Yes, the world's fishiest secret agent is back for a third adventure (not counting the dodgy Olympics spin-off) on the Megadrive in Operation Starfish. This time James is off to the moon in order to thwart the plans of the nefarious Dr Maybe, who is busy mining all the dairy produce (the moon's made of green cheese, you see) in order to monopolise the world's ice



James receives his top secret mission from the very fishy John Major.

cream market. Yoinks! To battle this mighty menace, James is armed with a host of new gadgets, such as special boots capable of rocket-pack powers, suction gripping, anti-gravity effects and skis. James is also armed with the bizarre fruit suit, allowing him to roll on top of enemies to kill them. Accompanied by a trainee agent and with the chance to rescue and team up with three other F.I.5.H. agents, Operation Starfish boasts new levels of gameplay. Add to that the chance to ride around in moon buggies, mini rockets and giant moon worms (like the ones in Dune but less sandy), and you can be pretty sure of one thing – this cod be his best adventure yet (sorry, couldn't resist it).



Anti-gravity boots allow James to take to the moon's equivalent of the air.



On the moon's creamy surface, James Pond prepares to use his fruit suit to dispose of a bizarre moon creature.

AUTUMN RELEASE

**OSCAR
AMIGA
• FLAIR
SOFTWARE •
£TBA**

Is anybody ever going to use the word 'prehistoric' again? It seems to be Jurassic this and Jurassic that; what's wrong with the Mesozoic era or Cretaceous period, huh? Still, I guess it would have to be Jurassic for Oscar since, just like The Last Action Hero, the likeable young chap has been sucked into the world of movies, literally. And it's not just dinosaurs Oscar has to contend with. Cartoon capers, Wild West shoot-outs, The Horror Channel and War Games are just some of the different worlds you'll have to contend with in this forthcoming action platform romp. The basic premise is that Oscar, having been truly immersed in a particular film, has to collect a set number of golden statuettes (let's see if you can guess which ones) before leaving through the exit. After passing through three levels he can progress to another world, chosen by entering Oscar's local cinema multiplex and selecting the desired screen. Waiting for Oscar on the other side of the celluloid are all sorts of nasties, monsters, creatures, elephants



Cartoon capers with Oscar.



In the Jurassic worlds, dinosaurs aren't the only dangers awaiting Oscar.



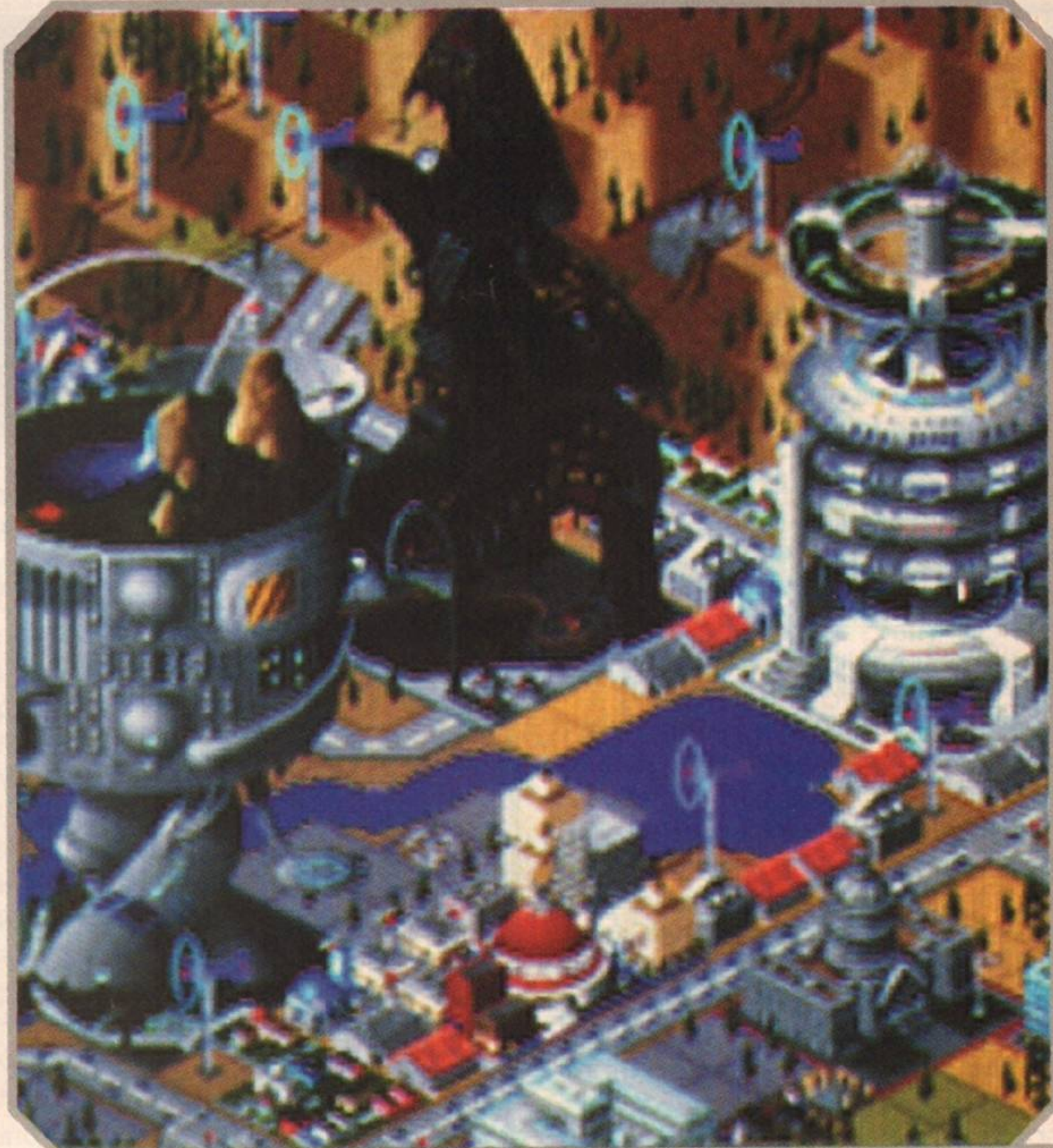
Frankenstein's monster and witches with broomsticks are just some of the nasties waiting for Oscar.



Dressed as a vampire, Oscar puts the bite into the Horror Channel.

and rabbits. The last two are actually helpful, acting as game-saving points and awarding extra lives. Oscar will be familiar to anyone who's played Trolls as it uses a very similar engine to that fast and furious title, but with added extras such as underwater sections to each level and much faster graphics. What's more, Flair are working on a specially upgraded CD32 version of the game as well as standard Amiga and PC versions. Expect to see something around the end of September or thereabouts.

AUTUMN RELEASE

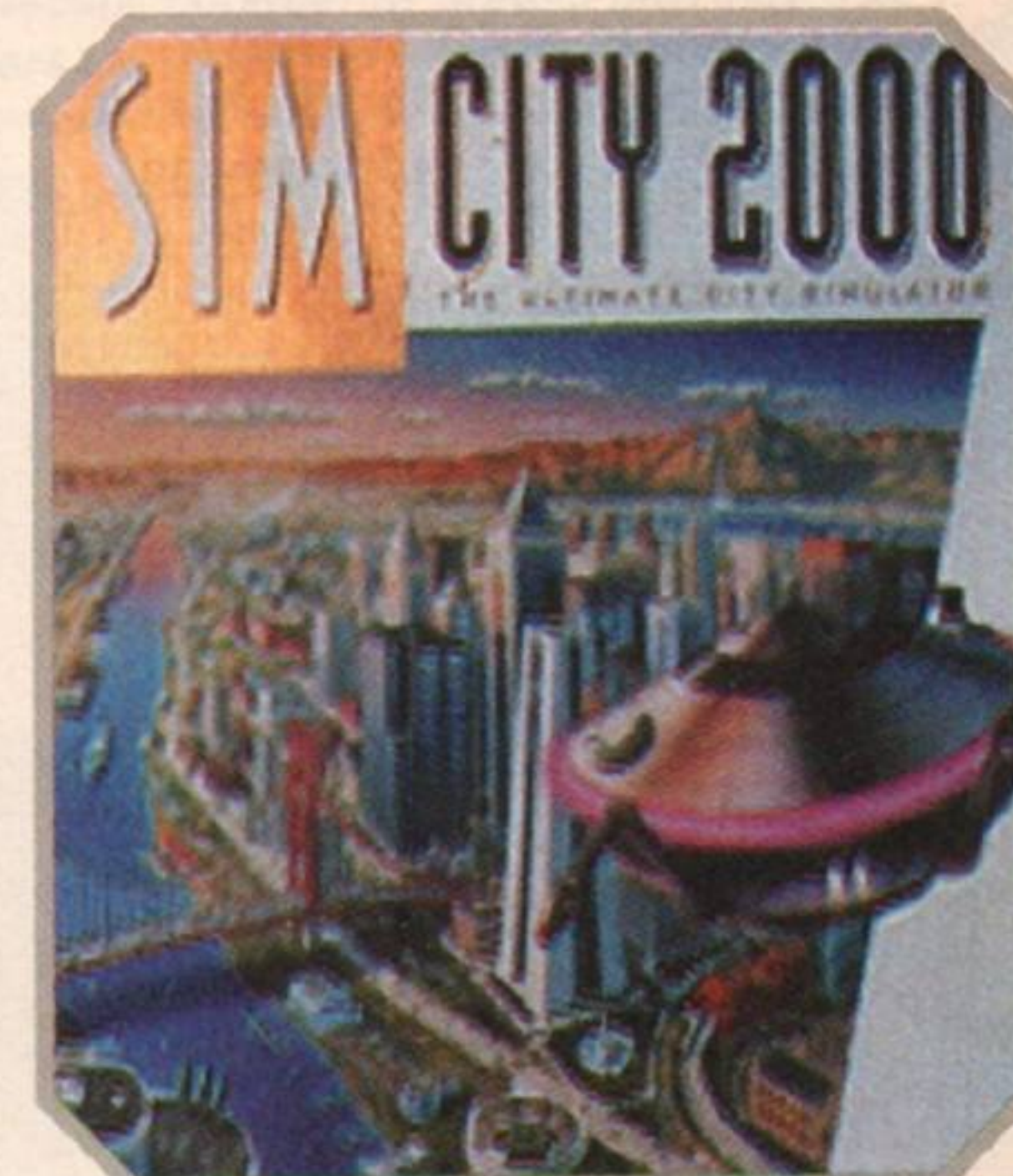


SimCity reaches new heights with version 2000.

**SIMCITY 2000
PC
• MINDSCAPE •
£TBA**

Did you ever fill in one of those customer registration forms that came with the original SimCity? If so, did you put any suggestions in as to how to improve the game? If you did then chances are that you're going to be very pleased with the forthcoming SimCity 2000. Incorporating the suggestions made by customers for the past four years, Maxis have taken the original game system for Sim City and turned it into something that not only plays well, but looks pretty special too. Using a brand new viewpoint (one similar to Populous, fuelling more rumours about that SimCity-Populous link-up project that Peter Molyneux of Bullfrog was supposed to be working on), SimCity 2000 includes all the features of the original plus new ideas such as underground railways, eleven different types of power plant, schools, prisons, museums, libraries, angled roads, bus depots, tunnels, waterfalls, mountains and a built-in terrain editor. The graphics are the key difference to the new game, with the ability to zoom in and out and rotate the view to see exactly what's going on. 256-colour graphics are being

used to create some truly stunning architecture and design effects and a full music track is being used to heighten the atmosphere – not something the original ever had a problem with, though. The control system is remaining the same in order to allow seasoned players straight into the game's new features without delay. Newcomers will also be able to take it on at an easier level, dealing with just the original features first, and introducing the new ones as and when they are ready. With SimCity 2000 leading the way, the original game will be re-released as SimCity Classic - The Original City Simulator, and will be packaged with terrain editors and brand new musical effects.



Er... the packaging!

WINTER RELEASE

**SPACE JUNK
PC CD-ROM
• IMAGITEC •
£TBA**

What would you say if we were to tell you that the hero of Imagitec's forthcoming CD-based adventure game was a Rastafarian dog? Yes, that's exactly what we thought you'd say. It's unbelievable but true. And what's more it's not a hand-drawn Rastafarian dog, but a prosthetically made-up Rastafarian dog. Space Junk is possibly the world's first computer game to use latex rubber face masks (like those in Spitting Image only with people inside), and what a difference it makes. Now, when you see someone talking to you, it's no longer only their bottom jaw

that moves but their whole body, coming alive with expressive gestures, nervous twitches and exaggerated hand gestures. But what of the Rastafarian dog, mon? Space Junk tells the story of Randolph (the dog), a laid-back trader in search of his missing ship and missing partner. Set against the world of the Federation, a galaxy containing many weird and wonderful creatures (cue Imagitec's rubber mask department), rife with governmental bureaucracy and corruption, the majority of the game is played in a Sierra/LucasArts adventure style, cutting away to the prosthetic close-ups when something interesting happens. Space Hulk certainly sounds like it's one to watch for, and with a release date of around February 1994, you won't have to wait too long.

WINTER RELEASE



Slurge, a strange cross between a psychopath, Fungus the Bogeyman and a lumberjack.



Randolf, the Rastafarian dog, goes trekking in Space Junk.



Granny's kitchens hold everything from flying tea cups to evil biscuit jars.



Gomez about to start his adventure in the Addams mansion.

**THE ADDAMS
FAMILY
MEGADRIVE
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Having been creepy, kooky, mysterious and, yes, even spooky on just about every other machine under the sun, Gomez, Morticia and the rest of the definitely strange Addams family are now about to take up residence on the Megadrive and Master System. The evil Abigail Craven has managed to imprison most of the family within

their spooky old mansion and has set her sights on obtaining the Addams' hidden fortunes. She's even cast a spell on Uncle Fester (the old, bald one) to gain his help. The only one not caught by her actions in Gomez – and it's his task to set about the mansion, find his family and stop Abigail from getting away with the loot. Taking a similar cartoony platform style to the other versions, The Addams Family has had improvements made to both the look and content of the game. Now there are even more fiendish puzzles for Gomez to solve and even more of the bizarre creatures floating around. I bet you're already humming the tune in anticipation – and you won't have to wait too long for it, either. Oh goody.

AUTUMN RELEASE

PREVIEW

MEGA-CD

by VIRGIN INTERACTIVE

£TBA

AUTUMN RELEASE

Stage of Development

85% Completed

Frank Herbert's Dune trilogy is widely recognised as one of the greatest works of science fiction this century, which is probably why Virgin took the shackles off the company cheque book to pick up the licence and make loads of cash in the process. While the movie belly-flopped into the pool of great loss-makers of our time, the games have gone from strength to strength on the PC and Amiga. This latest incarnation, on Mega-CD, promises to make the other versions look like the sad impoverished relatives of mad old Twitter McPenyless, the world's poorest man. The plot's a very complicated affair, involving several warring factions, a precious substance called Spice, and a desert world populated by mile-long worms and people with blue eyes. If you think this sounds a bit weird, you're dead right. Fortunately the game only deals with the first book, as the remaining two get so far out you've got to wonder what Frank was on when he wrote them.

There are loads of top-smart 3D flight sections, which aren't necessary to the game, but look good all the same.



DUNE

The aim is to mine as much Spice as possible from the shifting sands of the desert planet Dune. There's a lot of money in it for the party that mines the most, which leads the game's three main houses, the Atreidies, Harkonnen and Ordos into conflict. Each is out to do the others over with military might. Armies are built up from the profits of spice mining and consist of a mix of land craft and foot soldiers. The biggest threat to your operation comes from the giant worms. These pop up from time to time in order to make your life completely miserable by eating most of your operation. There's nothing you can do about this since the worms are almost completely indestructible – you can't even cut them in half with a giant shovel.

Virgin has really gone to town dressing this version up. Whereas Dune on floppies owed more to the book than the movie, they've pulled out all the stops to make the Mega-CD game as close to the film as possible. For this they've press-ganged a group of actors to provide voices for the game's central characters, and given the program-



This is a land-hopper, which allows you to traverse the desert without worrying about the worms.



Unlike the previous versions of Dune, the characters in the Mega-CD version actually talk.



the film! To get around the lack of a keyboard, the game uses a simple point and click system of menus, allowing you much mining excellence without any hassles. Dune is rapidly nearing completion and is set for release late October. All that remains to say is, don't miss the full review next ish!

Your giant mining ships need to be protected from enemy forces who execute sneak attacks from time to time.



Gen up on the locals by tapping into the reference library.





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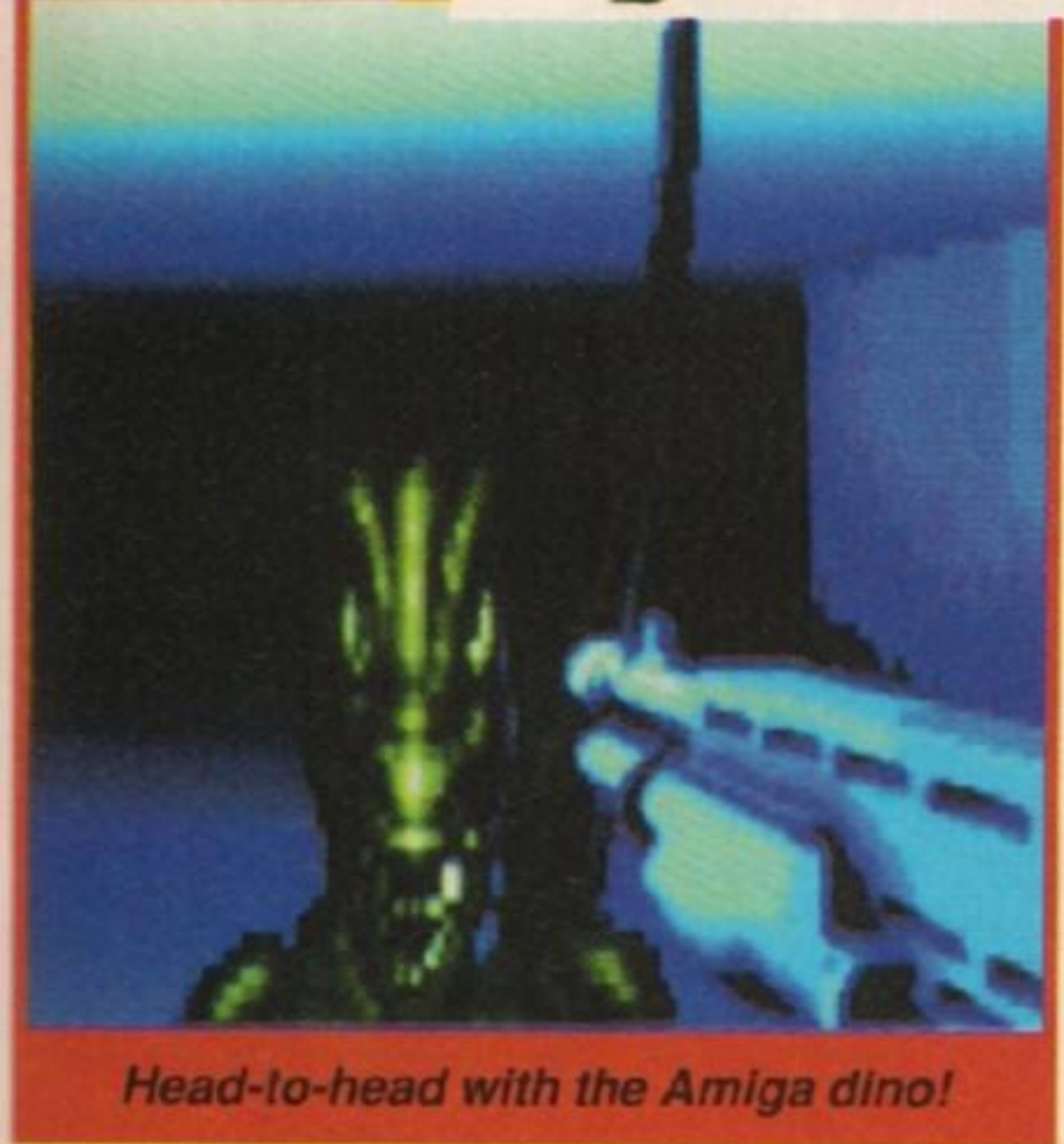
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SOUNDS GOOD

As with the film, in-game sound has had a lot of time spent on it. Tunes and FX play throughout, with the music not only being atmospheric, but also changing as the gameplay unfolds – the pace actually alters if you are getting a bit too close to having your legs ripped off. And once a dinosaur attacks, the music takes on a murderous tone that would scare Norman Bates out of the bathroom and make him leave skid marks on the towels!

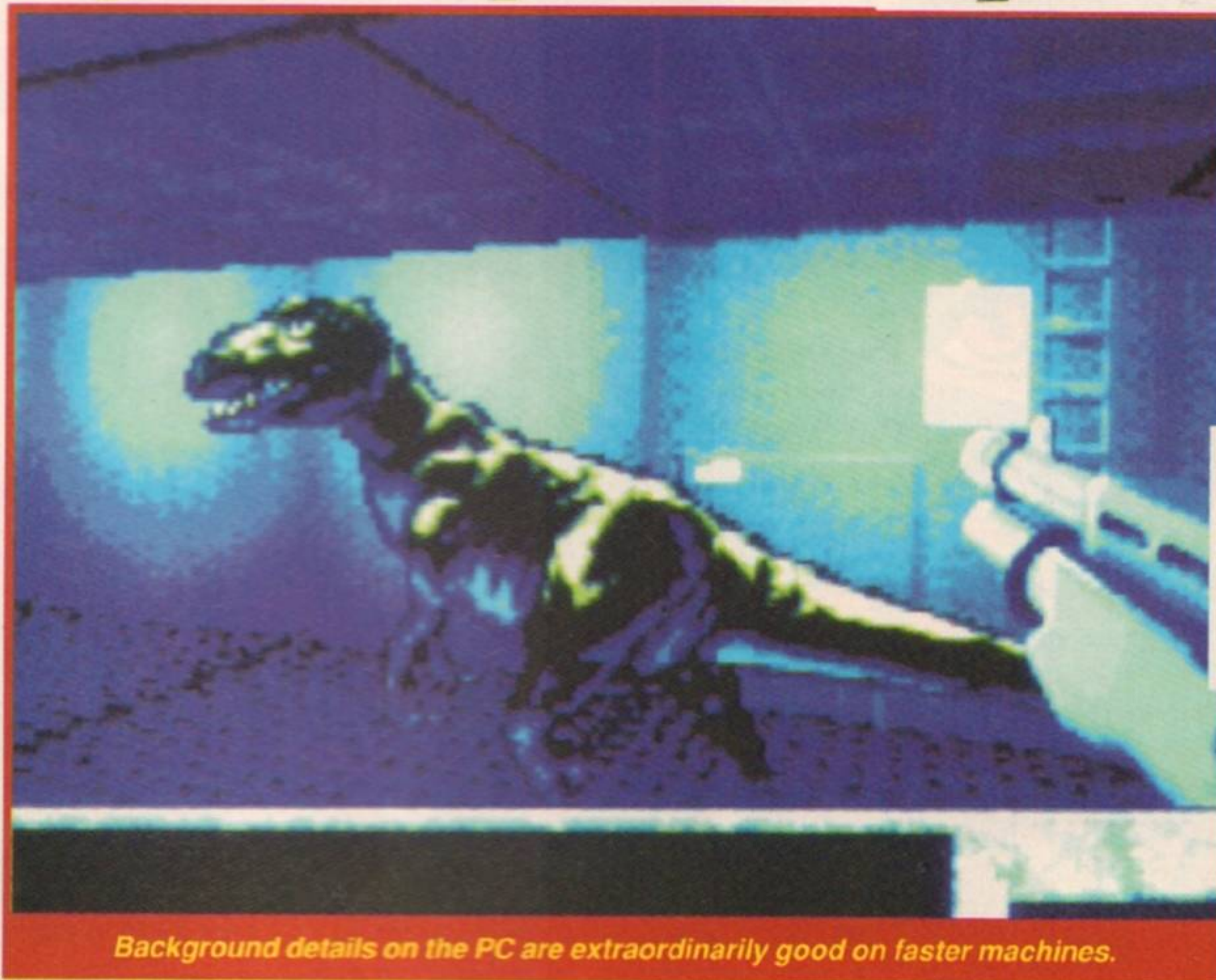


Head-to-head with the Amiga dino!



TWIST IN THE TALE

The 3D levels that lie between the eight different paddocks really show just what the programmers and artists have achieved. On both PC and Amiga versions you can swish around accurate sets that depict locations from the film. The viewing room and the inside of the labs are accurately rendered. There's even the dinosaur mural which you can look at from the gallery. On the PC, if you're not content with just side to side movement, you can even look up and down and (at the moment) change the height that you're viewing from so it's even possible to get a worm's eye view of the world!



Background details on the PC are extraordinarily good on faster machines.



JURASSIC THE PICTURE STORY

Jurassic Park – the film – has some of the best computer animation scenes ever seen – and the game follows suit.

The 3D levels of Jurassic Park were always going to be a tough job, so Ocean enlisted the services of professional animator, Craig Whittle. Apart from being very artistic and rambling on about the dynamic equilibrium between the work of the pre-Raphaelites and today's post-modern realists, he's actually quite down-to-earth – something



he no doubt picked up when he worked for Cosgrove-Hall on such post-Renaissance projects as Count Duckula and Danger Mouse, with his name soon to appearing on TV screens once more when Hell's Penguin is released this autumn.

SHOCKING STUFF!

Craig's work shocked the graphic artists and computer animators at Ocean. When asked to draw animated sequences for a Raptor being shot, turning and running as viewed from the front and behind, he turned out over 50 frames of animation, with 17 whole frames taken up just for the shooting! Normally, programmers would have done the a similar job in about 20 frames, so Craig's really gone to town. The program-



Death is just a bite away with Mr Rex.



The movie-like intro scene flies you around Jurassic Park to classic effect.



mers all moaned at him to use less frames but Craig stuck to his guns like Danger Mouse on the trail of Baron Silas Greenback. And we're glad he did – the finished animations are excellent; and it's all thanks to the pre-planning pencil sketches you can see at the foot of the page.

SCANNERS

The line drawings were scanned into a PC where they were scaled to the right size, then anti-aliased (a process that smooths out any harsh lines) and finally coloured in D Paint. Sounds easy, eh? Not quite – it took four artists a whole month just to get them just right! Then they were all programmed into the games, on PC, Amiga 1200 and even the A500; talk about a monster of a job!

And here they are in all their glory! The 17 frames of 'death whilst running' animation showing the level of detail that Ocean's new programming and animation team have put into the game's main stars.

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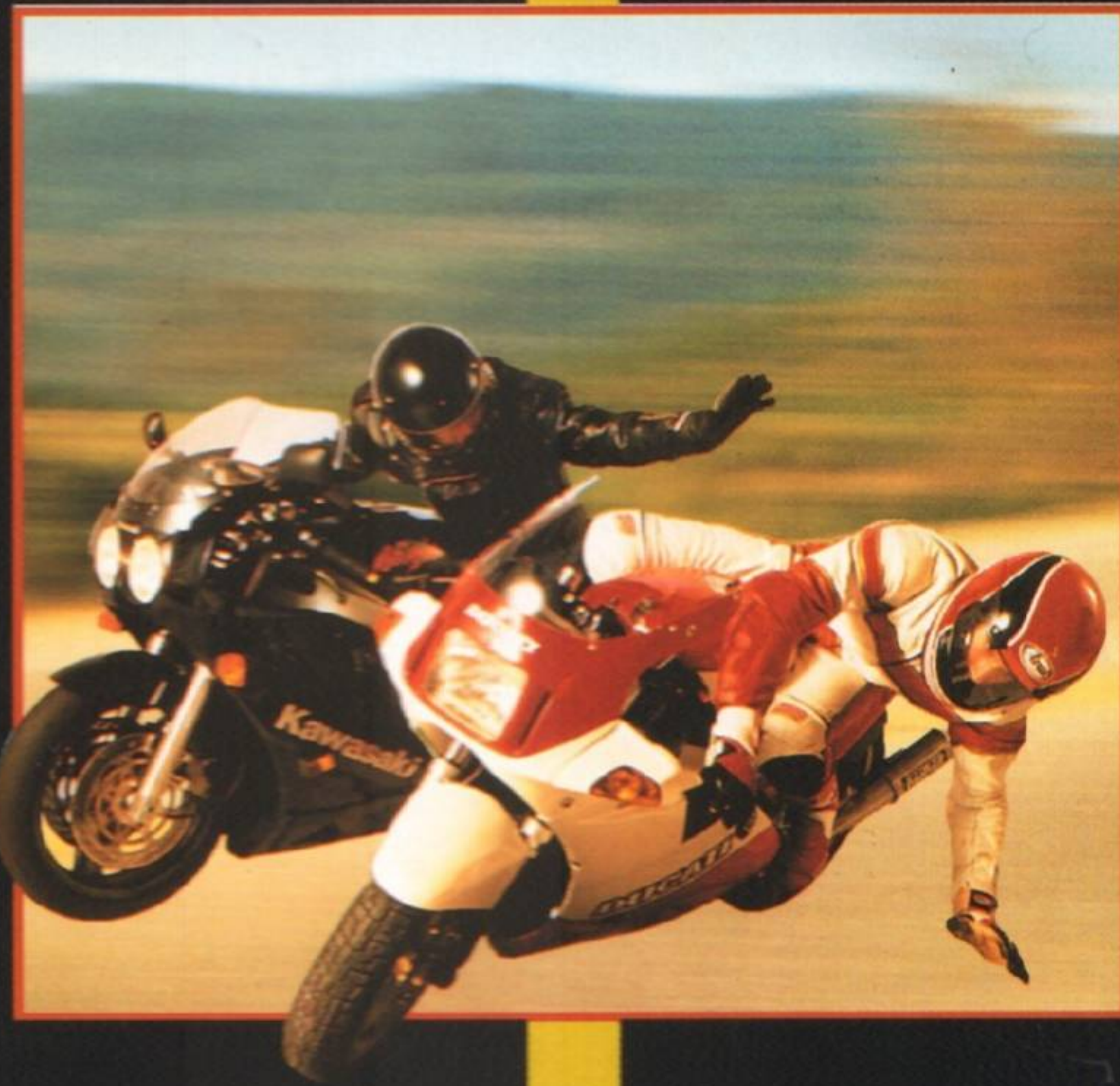
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