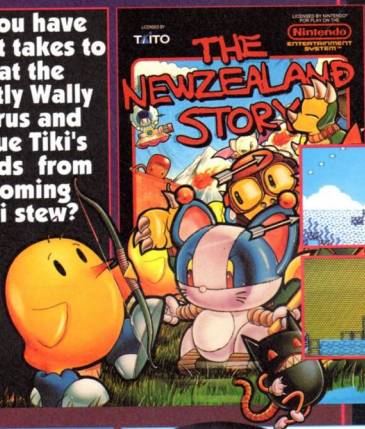


ARCADE FUN AND SIM EXPLODES

Do you have what it takes to beat the beastly Wally Walrus and rescue Tiki's friends from becoming Kiwi stew?



HE'S BACK... to protect the innocent. This sizzling sequel brings back "The Future of Law Enforcement" to face his greatest challenge ever!

GAME BOY

ROBOCOP 2



AVAILABLE IN JULY



PETER PA...
grown up, f...
NEVERLAND...
enemy CAP...
has not fo...
schemes h...

© 1991 TR-STAR PICTURES
HOO! HOO! AND AS
TRADEMARKS OF TI...

FOR INFORMATION CONTACT,
DEAN BARRETT ON: 061 832 6633,
FAX: 061 834 0650

OCEAN SOFTWARE LIMITED, 6 CENTRAL STREET, MANCHESTER.



EVER SCREEN ACTION ONTO YOUR

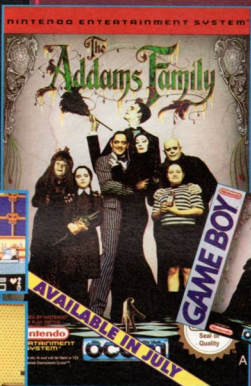
endo®



LICENSED BY NINTENDO®
FOR PLAY ON THE
Nintendo
ENTERTAINMENT
SYSTEM™



BUB & BOB
the heros of
BUBBLE BOBBLE
are BACK!
This time
negotiating the
hazards of seven
RAINBOW
ISLANDS.



**THEY'VE GOT THE
GOOKIEST FRIENDS
AROUND!**
But watch out for Tully
Alford - he plays mean.
Tully is the treacherous
family lawyer intent on
stealing the family
fortune, and has a host
of dirty tricks up his
sleeve. Solve the
puzzles, follow
the clues
and you
might just
save the
Addams
Family so
they can...
Live like they
wanna live!

I has now
r away from
but his old
RAIN HOOK
gotten and
s revenge.



ean

DISTRIBUTED BY BANDAI.
AVAILABLE FROM ALL MAJOR
VIDEO RETAILERS.



2 5NS, TELEPHONE: 061 832 6633 FAX: 061 834 0650

TM & © 1991 PARAMOUNT PICTURES. ALL RIGHTS RESERVED.
THE ADDAMS FAMILY LOGO IS A TRADEMARK OF PARAMOUNT PICTURES.
Ocean Software Limited Authorized User.

IN THIS ISSUE!



TERMINATOR! ALL-SEGA WORLD EXCLUSIVE!!

TOUCHDOWN! CVG scoops the Universe yet again to bring you Exclusive reviews of the fab Megadrive and even better Master System games! How do we do it, eh? It's simple - while other sad mags shamble about we just grab all the great games because that's what we're best at after all!



FREE! BIGGEST POSTER EVER!

INCREDIBLE! Not only does CVG bring you all the greatest games, we throw in the biggest poster you've ever clapped eyes on - and it's completely free! Your bedroom wall will never look the same again when you stick up this monster! Are we good to you or what? Well, this will blow your socks off - we've also thrown another free poster of Gary Ward's brill Arnie cover into the bargain!

FREE! THE WORLD'S ONLY HAND-HELD MAGAZINE!

It's the world's only hand-held mag and it's free in CVG! Everything you could possibly want to know about hand-helds, and right here in the galaxy's greatest games mag! Just remember, when sad shufflers try to charge you cash you don't pay a penny with CVG - because we're the greatest after all! Accept no imitations.

FREE! INCREDIBLE STREETFIGHTER '92 PULLOUT GUIDE!

The goodies just go on and on! Not content with making this the greatest magazine you've ever seen, we've gone and thrown in then ultimate guide to the ultimate arcade game - Streetfighter Champion Edition! This is the game you've been begging us to tell you about - so here it is!



SUPER NINTENDO - FULL OFFICIAL REVIEW GUIDE!

YES! No sooner does the Official UK Super Nintendo touch down in Britain than we bring you Reviews of EVERY official game released so far! When it comes to games there's just one place to be - the one and only CVG!

HOTSHOT GAMES PREVIEWED!

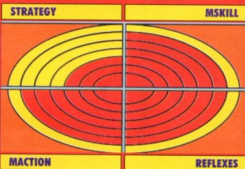
YOWZA! CVG grabs all the latest and greatest games for the full Preview treatment courtesy of our brand new Hotshot pages. If you want to know what's really Hot, then this is the place to be - but you'll need reinforced Y-fronts to stand the excitement!

REVIEWS! REVIEWS!

There's nothing like it anywhere - CVG pulls all the greatest games apart to tell YOU what's hot and what's not with our incredible brand new Reviews system! Basically, it's all you could possibly want to know about games - and it's right here in the greatest games mag of them all!

NEW REVIEW RATINGS

Bingo! CVG scores top marks yet again with an all-new reviews system which gives you EIGHT scoring marks for each and every game! On top of Graphics, Sound, Gameplay and Value you'll also find Strategy, Skill, Reaction and Reflexes put to the test. Basically, the more colour you see on the chart the better the game is - it's as simple as that! So now you'll know EVERYTHING about the games we benchmark, because CVG scores top marks yet again!



GRAPHICS	%	99
SOUND	%	99
GAMEPLAY	%	99
VALUE	%	99

OVERALL 99 MORE! MORE! MORE!

This issue is so chock-a-block full of stuff we're fast running out of space to tell you all about it - so turn to the Contents Page for every scratch and sniff on everything taking place in this issue! Have you wet yourself yet? What's wrong with you?

CVG

CONTENTS



10 - NEWS

Has Sega joined forces with Nintendo? Has Commodore found a way of flogging CD ROM units to people who don't need them? Is the moon made out of toffee? If you really want to know, don't bother looking in our News pages - we take the Computer and Video Games business so seriously we can afford to have a laugh now and again, and again, and again...

20 - TERMINATOR - WE SCOOP THE LOT!

CVG goes Terminator kerrazzy this month! Not only does our Arnie grace the cover of the best mag in the universe, there's a whopping FOUR PAGES given over to EXCLUSIVE reviews of the game of the original Terminator movie on Megadrive AND Master System!

40 - YOB'S MAILBAG

He's had the threats. He's had the gossip. He's even had the lawsuits. But nothing - NOTHING - stops the man YOB from performing his monthly duty of pouring scorn and disdain upon those brave (or foolish) enough to write to him. Don't laugh - it could be YOUR turn this time!

55 - CHEAT MODE - FROM THE KARAOKE KING!

When he's not performing such sizzling numbers as Suspicious Minds, Burning Love and Wonder Of You in front of screaming girls, Easington's answer to Elvis is putting together the hottest cheats around into a compact, multi-page extravaganza for his most loyal fans - you! Mind you, he has a good old whinge about it first...

74 - RAD RETURNS!

He's back! Mean Machines' very own living detergent, Mr Radion Automatic, dazzles the CVG crew with his bluey-white wit and fat-digesting cartoon skills. We kid you not, Rad's comic excellence could wipe out the most stubborn stains at 40 degrees - and often does!

64 - OFFICIAL UK HIGH SCORES

She's lean. She's mean. She's Sadie and she's rather keen - on dragging only the hottest high scorers into the Official UK High Scores chart! Reckon your best is better than the rest? Send those scores and let Sadie decide because this is the ONLY place to be!

19 - ANNE BOLEYN'S FOR THE CHOP HOTLINES

Unfortunately, due to medical reasons beyond our control, Ms Boleyn is unable to appear in this issue's Hotlines. Apparently she's got a splitting headache. We do know, however, that she was looking forward to the chance of winning a Megadrive, Super Nintendo, PC Engine or Game Boy. In fact, she was becoming a right pain in the neck. We told her, "Don't lose your head, luv."

78 - ARCADE ACTION

Mr Arcade himself, the one and only Jaz Rignall, struts his stuff down to Mr Spanky's Arcade Emporium and discovers Total Carnage - the amazing coin-op sequel to Smash TV! Does he fret? Does he worry? Does he cack his pants and run for it? Oh no! He brings you all the news - and first as usual! What a boy!

MEGADRIVE

20 - TERMINATOR

Stop the terrible T-800 in its tracks in the game that you've been longing to play for eight years! Has it been worth the wait? You bet - and we've got the EXCLUSIVE Review on Megadrive AND Master System! Wool!

28 - SUPER OFF-ROAD

Jump into a turbocharged truck and race your guts out across some of the toughest courses ever devised in Accolade's hot coin-op convert!

62 - MARIO LEMIEUX ICE HOCKEY

No, not a plumber from Brooklyn, but one of the most famous Ice Hockey stars ever! Does Mario meet the standard set by EA's own pucking great hockey sim?

72 - TOKI

Go completely ape in this Megadrive conversion of the coin-op that had you up to all sorts of monkey business - it'll make you go bananas!

76 - RUSHING BEAT

The title says it all! Rush about and beat people up in a game that owes more than a couple of quid to Capcom's Streetfighter coin-op. Here we go with another EXCLUSIVE Review!

90 - OLYMPIC GOLD

US Gold grab the medals and CVG grabs the EXCLUSIVE Preview to one of the biggest tie-ins ever - the 1992 Barcelona Olympic Games!

90 - WORLD CLASS LEADERBOARD

US Gold tee off with the Megadrive conversion of their award-winning golf game and we grab it for EXCLUSIVE preview! Yahoo!



STOP PRESS !!

Just as GO! was going to press we had to drop the compo featured on the cover! Apologies for that, but rest assured we'll have a monstrous compo next month to make up! This had nothing to do with Atari, and is just one of those things. Sorry!

AMIGA

36 - FIRE AND ICE

Gratgold are back with a vengeance! The creators of the amazing Rainbow Islands conversion team up with Renegade to bring this ace slice of think 'n' thrust action! Check it out now!

70 - JAGUAR XJ220

Core Design, they of the superb Thunderhawk and Heimdall, bring the world's fastest production car to Amiga screens. Burn rubber in the brand-new Jaguar XJ220!



MASTER SYSTEM

22 - THE TERMINATOR

YES! Not only have we scooped the game on Megadrive, we've got the Master System EXCLUSIVE as well! Blow holes out of big Arnie in Virgin's conversion of the best science fiction movie of the Eighties. You'll be shouting 'Uzi Nine Millimetre' for weeks!

NES

24 - MICRO MACHINES

You've seen your little brother play with the toys; now you can play the video game! Relive your childhood and go 'Brum brum' with this cracking car game!



SUPER NINTENDO

16 SUPER MARIO WORLD

16 F-ZERO

16 SUPER TENNIS

17 SUPER R-TYPE

17 SUPER SCORER

That's right folks, EVERY official UK Super Nintendo release is re-reviewed by CVG on these very pages! Light years ahead as usual, we touch down with yet another winner!

26 - TOP RACER

It may say Kemco on the box, but the creators of this cracking arcade racer are none other than our very own Sheffield lads, Grem!in! And they've done the SNES good, so CVG sweeps in for yet another EXCLUSIVE review!

35 - RAMNA

Everyone's trying to flog their own Streetfighter clones before the real things burst onto the scene! Will this effort steal any of Capcom's thunder? Find out in yet another CVG Scoop!

39 - PITFIGHTER

Beat up baddies with fists, feet, chairs and even motorbikes - actually, don't bother - Pitfighter is one of the worst games ever to soil a SNES cart slot. It's the pits! It caused a TOUR ON Megadrive and Amiga - now EA have given their critically acclaimed golf sim the Super Nintendo treatment!

90 - SWIV

One of the greatest 16-BIT shooters ever makes its way onto the Super Nintendo and here we are with the EXCLUSIVE Preview! How do we do it?

EDITOR TIM BOONE

My best day ever was when I got to drive a Scorpion tank around the mountains in Central America as a guest of the Army - and nearly drove the thing off a cliff and killed us all! We went down jungle trails, forded rivers, visited hideaway temples and I nearly died with exhaustion. What a laugh!

DEPUTY EDITOR FRANK O'CONNOR

I got invited to this totally brilliant watersports day organised by US Gold and had the time of my life water skiing, canoeing (which I won), jet skiing, getting towed around the lake on a giant inflatable with the rest of the CVG lads and surviving to brag about it until everybody else dies of boredom...

ART EDITOR JON BILLINGTON

It was my birthday a few years ago when I was sharing a house with six people and I thought they had all forgotten it. I went around in one of my famous strops before they chucked this huge surprise party and I got tons or presents and snogs off all the girls. Hurray!

STAFF WRITER PAUL RAND

My best day ever was probably the day before I was born. Then it all started to go horribly wrong and the only good thing that's happened since was getting through to the Second Round of the London Karaoke Contest...

DESIGNER JENNY ABROOK

I probably haven't had a best day ever yet, but it'll probably come while you lot are reading this and I'm sitting at home with my feet up looking through this mega mag we've all just created and feeling well chuffed because we did it and I'm still alive - just!

MANAGING EDITOR JULIAN RIGNALL

My best day ever was when I got to drive some unbelievably fast cars around a test track, just for the fun of it. I put my brain into neutral, the co-driver cacked himself and we shot round like a rocket. I won the competition, I was dead chuffed and I'm still alive to tell the tale...

AD MANAGER: Jim Owens SALES EXEC: Greg Watson PRODUCTION ASSISTANT: Matthew Walker MARKETING MANAGER: Marc Swallow MARKETING EXECs: Sarah Ewing and Sarah Hillard PUBLISHING DIRECTOR: Graham Taylor MANAGING DIRECTOR: Terry Pratt SUBSCRIPTION AND BACK ISSUE ENQUIRIES (INCLUDING GO! - HURRAH!): CVG Subscriptions, PO Box 500, Leicester LE99 0AA TEL: 0858 410510 EDITORIAL AND ADVERTISING TRAVELLING CIRCUS (IN YOUR TOWN SOON!): CVG Towers, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU TEL: 071 972 6700 FAX: 071 972 6710 PRINTED BY: Kingfisher Web Ltd, Fensgate, Peterborough COLOUR BY: Colourmatch, London E2 TYPESET BY: The Tooth Fairy and his incredible magic wand DISTRIBUTED BY: BBC Frontline FAB COVER ARTWORK: Gary Ward TERMINATOR POSTER TM AND COPYRIGHT 1984 CINEMA '84. A GREENBERG BROS PARTNERSHIP. ALL RIGHTS RESERVED. LICENSED BY HENDALE FILM CORPORATION, LICENSED BY BETHESDA SOFTWORKS. STREETFIGHTER '92 ARTWORK (c) COPYRIGHT CAPCOM 1992. (c) COPYRIGHT: COMPUTER AND VIDEO GAMES 1992 ISBN NO: 0261-3597 QUICK QUESTION: Why does water always come out of the tap all twisted? HELLO TO: Kate, what an admirable job you do! GOODBYE TO: Jaffa, Jerry's redundant rollocks! CVG DISCLAIMER: The views and opinions expressed by the Editorial employees of this magazine in no way reflect the views and opinions of its Editorial staff, unless it's a bit of a laugh in which case that was my idea. CVG cannot be held responsible for just about anything except turning in fab mags because we couldn't give a monkey's so why should you?



WORDUP!

WELCOME to the Greatest Ever Issue of Computer and Video Games, so utterly fantastic you won't believe what you're holding in your hands! Here it is - the games magazine you've always wanted and the games magazine you've always deserved! This is the new look for CVG, and we know you're going to poop your pants reading it because we already have! Basically, we've listened to what YOU'VE got to say about the galaxy's greatest games mag and made it even better - because that's how totally skill we are!

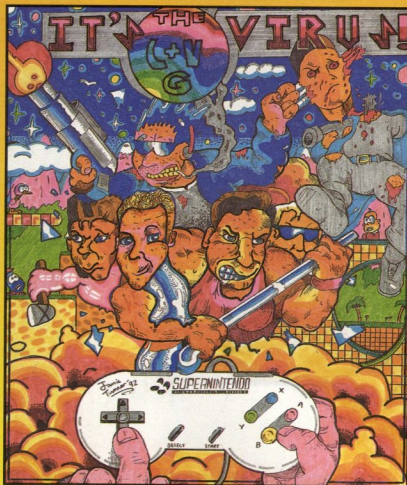
First off, check out the brand new Review pages bursting out of these very pages. Packed full with everything you need to know about the hottest games around, every single one now features EIGHT (yes, eight!) scores categories so you know EVERYTHING about the games!

Then there's CVG's brand new Hotshots section, where we Preview the hottest games to hit consoles and computers - light years before shambling sad mags have even heard of them! If that's not enough, check out the Official UK High Scores - your chance to win fame and fortune courtesy of the one and only Sadie!

And there's a brand new section just waiting for you to go gaga reading it - the CVG Hall Of Fame, featuring the greatest console and computer games of all time! It's the most authoritative games chart in the world, because it's put together by the people who know best - US!

Of course, you still get the FREE's only hand-held magazine, GO!, completely and utterly FREE, together with our awesome Terminator and Lawnmower Man poster and Streetfighter '92 pullout for nowt as well! How the hell do we do it, eh? How do we manage all this great stuff for just £1.75? It's easy when you know how, and CVG's the only mag that does! See you next issue. I can't wait for it either!

TIM BOONE



THE CVG TEAM...AS SEEN BY JAMIE TURNER FROM LINCOLN!

THE CVG TEAM ARE THE
CONSOLES!
A SECRET ORGANISATION DEDICATED TO
FINDING THE TRUTH ABOUT
GAMES & GAMES.



A FAB PIC FROM
SOMEONE WHO DIDN'T
INCLUDE THEIR NAME OR
ADDRESS. DOH!

DRAW FOR FAME AND FORTUNE

What a response we've had to our Draw The Boys compo! It's so popular we're holding it open, mainly so our overseas readers can get their entries in! If you're sad, thick and in the dark, we asked you to draw ridiculous pictures of the CVG boys - the sillier the better - and there's a brand new Megadrive on offer to the best of the lot! What are you waiting for? Get those drawings off to: **THE CVG BOYS HAVE GOT THEIR OWN STREET-FIGHTER 2 MACHINE 'COS THEY'RE THAT HARD, COMPUTER AND VIDEO GAMES, PRORY COURT, 30-32 FARRINGTON LANE, LONDON EC1R 3AU.**

Also, we still want to hear from gamers out there - so send us a letter and you could win a brand new Game Boy (or Game Gear) if you reckon you're the greatest. You've got to be pretty good to have read this far! Fire those letters off to: **SORRY POSTY, BUT I'VE GOT TO GET TO CVG A BIT QUICK! COMPUTER AND VIDEO GAMES, etc etc.**

ARE YOU A BIG WINNER?

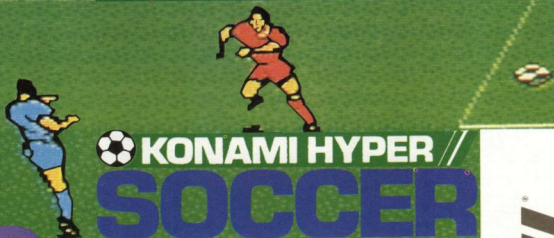
LUMME MUMMY! Last month's CVG compo to give away TEN Super Nintendo's has proved the most popular in the history of the magazine! Thousands upon thousands of entries poured into CVG Towers by the sackload, virtually filling an entire room! Most were totally skill, but there could only be ten winners. I wanted to print all the winning entries, but CVG's so packed we just ran out of space! Fret not, though - 'cos next month we'll print all the winners and maybe a few of the others as well! For now, though, here's a list of the ten lucky winners, who each walk off with a brand spanking new UK Super Nintendo, courtesy of Nintendo and the greatest games mag in the world!

The winners are, drum roll please: Paul Mallinson, Leicester; Dax Jenkins - Bracknell, Berkshire; Ian Bersford (send us your address, Ian); Marie Beach, Coalport, Shropshire; Andrew Capper, Spalding, Lincs; Luke Williams, Barnet, Herts; Kristian Irwin, Croydon, Surrey; David Johnson, Pennfields, Wolverhampton; Danny Miller, Woodbridge, Suffolk; Duncan Scott, Peterborough. Congratulations one and all, your Super Nintendo should already be with you! Look out for more incredible CVG compos in the near future, 'cos there are gonna be loads!

New. For Your **Nintendo** Entertainment System. New. For Your **Nintendo** Entertainment System.

Football Action

Super League Special



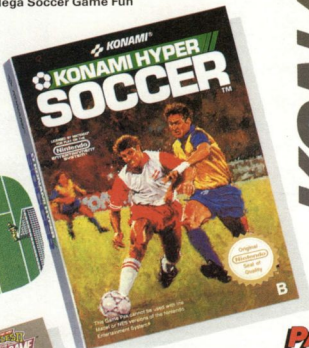
KONAMI HYPER SOCCER



Fast moving, non stop thrilling action from kick off right through to the final whistle. Practise until your team reaches peak-fitness for nail biting, excitement as you compete in big time league matches. Double passes, headers, dribbling, goal scoring tactics, anything's possible. Realistic breathtaking action you won't want to stop playing.

● For 1 or 2 players ● System: Nintendo Entertainment System.

HYPER SOCCER – Mega Soccer Game Fun



KONAMI
Mega Video Game Fun

PALCOM
SOFTWARE



Nintendo and Nintendo Entertainment System are trademarks of Nintendo

Nintendo

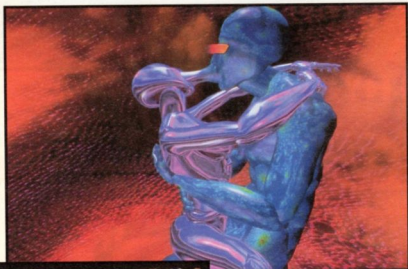
Teenage Mutant Hero Turtles: The Arcade Game is a trademark of Mirage Studios, USA. All Rights Reserved. Trademark used granted to KONAMI under license from Mirage Studios USA. Exclusively licensed by Surge Licensing Inc.

Distribution: Bandai UK Ltd. (UK), Unit 26/27, Fareham Industrial Park, Fareham Hants, PO 16 8XB

NEWS

THE LAWNMOWER MAN

It could be the biggest film of the year, and soon you'll be able to play the game! Lawnmower Man is the most successful British movie for years, storming to Number One on its release in America and set for stardom over here in the summer. Software house Storm has snapped up this mega hot license and are already beavering away on the game, planned to coincide with the UK launch of the film, so here's FRANK O'CONNOR with everything you need to know about one of the hottest movies of the decade!



QUALCAST

Jeff Fahey plays the retarded but wholesome gardener (hence the name of the film), while Mr. Brosnan is the local scientist. Experimenting with a combination of drugs and Virtual Reality, the scientist discovers that he can accelerate the normal learning process by an unlimited factor. Although the chimps he tries this on become far more intelligent, they display aggressive characteristics and become dangerously paranoid and homicidal.

"Hurrah!" Shouts Brosnan and decides to try it on a bloke - the Lawnmower Man. He agrees to participate in Brosnan's experiments and before long he's a super-intelligent mega-being - a sort of Charles Atlas with Einstein's brain. Sadly though, the drugs he takes to accelerate the learning process are part of a plan to turn him into some kind of super-soldier and his Virtual Reality powers start to drift into the real world...

BLACK AND DECKER

The Virtual Reality theme is dead trendy at the moment and The Lawnmower Man has cashed in on it a treat. The people most responsible for the distinctive look of the film are a little known company called Angel Studios, who have produced computer graphics for clients ranging from Nintendo to NASA. The music in Lawnmower Man is all digital and Angel Studios again had a hand in the audio production. The graphic techniques used employ the latest polygon technology and the computers used to animate and integrate these graphics are among the fastest in the world. Similar technology was also used by Xaos (pronounced Kaos), another computer graphics production company. These guys were responsible for some of the most impressive sequences in the Virtual World. Lawnmower Man will appear in British cinemas in early Summer. See you in the queue!

FLYMO

The Lawnmower Man is here. Stephen King's intriguing screenplay has finally made it to the silver screen. The themes of high adventure and Virtual Reality took it straight to the number one spot in the USA, making it the most successful British film for years. Bearing in mind that most British films tend to be about posh geezers who fall in love with other posh geezers, it's not really surprising. The film stars Jeff Fahey and Pierce Brosnan (out of Remington Steele) and tells the tale of what happens when you push the village idiot too far...

The Virtual Reality theme is dead trendy at the moment and The Lawnmower Man has cashed in on it a treat. The people most responsible for the distinctive look of the film are a little known company called Angel Studios, who have produced computer graphics for clients ranging from Nintendo to NASA. The music in Lawnmower Man is all digital and Angel Studios again had a hand in the audio production. The graphic techniques used employ the latest polygon technology and the computers used to animate and integrate these graphics are among the fastest in the world. Similar technology was also used by Xaos (pronounced Kaos), another computer graphics production company. These guys were responsible for some of the most impressive sequences in the Virtual World. Lawnmower Man will appear in British cinemas in early Summer. See you in the queue!

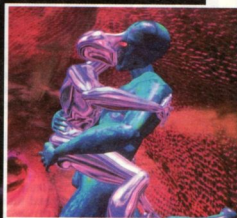


JEFF FAHEY

PIERCE BROSNAN



God Made Him Simple. Science Made Him A God.



STEPHEN KING'S THE LAWNMOWER MAN

15

ALLIED VISION LANE PRINGLE PRODUCTIONS A COLUMBIA TRISTAR FILM PRESENTS A BRETT LEONARD FILM
STARRING JEFF FAHEY AND PIERCE BROSNAN IN "THE LAWNMOWER MAN" WITH JENNY WRIGHT GEDFREY LEWIS
AND DAN WYMAN AND ALAN BAUMGARTEN MUSIC BY ALEX MADDOXWELL COSTUME DESIGNER RUSSELL CARPENTER
EDITED BY PETER McRAE MASAD TAKIYAMA EXECUTIVE PRODUCERS MILTON SOBUTSKY PRODUCED BY EDWARD SIMMONS STEVE LANE CLIVE TURNER ROBERT PRINGLE
SCREENPLAY BY BRETT LEONARD AND GIMEL EVERETT DIRECTED BY BRETT LEONARD

THE UK'S 1st VIRTUAL REALITY FILM

FROM FRIDAY
JUNE 5TH.

ODEON

LEICESTER SQUARE

ODEON

KENSINGTON

ODEON

SWISS COTTAGE
ACCESS VISA Booking (071) 721 0865
24 Hour Information 0203 510800 (local call)

UCI 8 CINEMAS
MEMBERSHIP OF ENTERTAINMENT
INDUSTRY ASSOCIATION
(0791) 943 3333

081
853 0053

CAMDEN
PARKWAY
CINEMA
Tel: 267 7034

AND ALL OVER
THE COUNTRY
CHECK LOCAL PRESS FOR DETAILS
DETAILS CORRECT AT TIME OF GOING TO PRESS

NEWS

SPECIAL REPORT

PC ENGINE LAPTOP REVEALED!

EXCLUSIVE FIRST LOOK!



CARUMBA! No sooner does one of the swankiest pieces of kit ever to come out of Japan come out of, er, Japan than CVG takes it apart for an in-depth investigation! Frank O'Connor's the man with the screwdriver in his hand, so put down that cocktail Frankie and tell us all about the machine...

SO WHAT'S ALL THIS THEN?

NEC, the people who brought us the excellent PC Engine, have just unveiled their latest creation, the PC Engine Laptop! This baby is without doubt the most awesome handheld available. It's not a true portable, it only runs off a mains supply and there's no space for batteries, but it does have the largest colour LCD screen of any video game system ever. The unit is a fully fledged PC engine, complete with joystick port, expansion slots and CD compatibility and, unlike the PC Engine GT, you can play two player games! Hang onto your hats though, 'cos this little baby will set you back a gobsmacking FIVE HUNDRED POUNDS!

So, what do you get for all that lolly? Well, the unit is slightly smaller, although a tad thicker than a normal Engine and the top flips up to reveal the sexy and very impressive colour screen. The card slot is exactly the same as that of a standard Engine and the machine takes all the standard cards, but the groovy matt grey colour makes this look very professional indeed. There are tons of knobs, dials and buttons placed all over the machine, mostly controlling the LCD screen. You can adjust

TV ANTICS

The most novel feature of the PC Engine LT is the built in TV unit. A simple flick of a switch turns the PC Engine LT into a fully fledged colour TV set. The only problem with this is, that it runs on the Japanese

NTSC system and so you won't be able to pick up British TV programmes. If however you can afford the damn thing in the first place, you can probably afford to visit Japan just to watch the telly. The picture, as far as we can tell, is pin sharp and has a lot of smart computer aided features, such as auto-tuning and fast update. The unit can be plugged into the PC

THANKS! Our PC Engine Laptop came courtesy of Console Concepts (0782 712759). Call them for more PC Engine info.



STAR WARS ON SUPER NES!

OOH! One of the greatest NES games of the year will soon be unleashed on the Super Nintendo courtesy of Lucasfilm! Just like the NES version, the plot of the game will follow the game closely and if the programmers have managed to include the trouser-staining excitement of that game then this one could be a real winner! So stay tucked here for more news and in the meantime just pore over this piccy, which looks totally brill!

SUPER CD SURPRISE!

INCREDIBLE! No sooner is the Super Nintendo launched in this country than CVG weighs in with news of CD-ROM for the machine! Provisionally entitled the CD ROM XA, the machine will feature full motion live video, simultaneous CD soundtracks as well as producing standard SNES code! Rumour has it that the machine will also feature an array of new custom chips. These will almost certainly include a sprite scaler (the SNES only scales backdrops at the moment), but even more exciting is speculation concerning a polygon system.

From what we can gather, this will allow the SNES to produce fast, smooth, shaded polygons, probably better than anything you've seen on a home system. Best of all though, Nintendo announced that the CD ROM XA will cost \$200 - about £120 in British money! The machine will be officially launched at the upcoming Chicago Consumer Electronic Show and you can expect a full report on these very pages!



THERE'S ONLY ONE GARY LINEKER COLLECTION

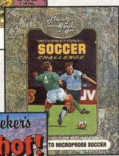


FOUR GAME
PACK FEATURING



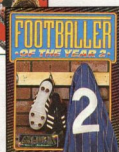
◀ ITALY 1990

INTERNATIONAL
SOCCER
CHALLENGE ▶



GARY LINEKER'S
◀ HOT-SHOT!™

FOOTBALLER
OF THE YEAR 2 ▶

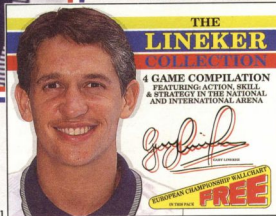


Available for CBM 64/128, AMSTRAD CPC cassette & disk,
SPECTRUM cassette, ATARI ST & AMIGA.

*CBM 64/128, SPECTRUM & AMSTRAD users please note that Footballer
of the Year 2 & International Soccer Challenge are replaced with
Superskills & Superstar Soccer.



This compilation © 1992 KIXX. All rights reserved. Titles used under license
from Microprose Software, Gremlin Graphics Software Ltd. & U.S. Gold Ltd.
Kixx Units 2/3, Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3311



NEWS

STAR

SUPER NINTENDO GAMES GALORE!

The Super Nintendo is here at last - and judging from the unbelievably huge size of the CVG Mailbag the world, his uncle and his fifty seven rather obscure relatives wants to own one! You lot went totally bonkers over last month's competition to win one of ten Super Nintendos (results elsewhere this issue!) and we've had letters and phone calls galore about the latest - and some of you say greatest - official UK console to hit the shelves. Top of just about everyone's list of questions were the games themselves and what we thought of them. As everyone knows, CVG's so hot we Reviewed all the first official titles yonks ago and loads of you have forgotten what the marks were! So by popular demand here's a quick re-Review rundown on the first batch of Super Nintendo, telling you a bit about each and repeating their review ratings. Happy now? You flippin' well ought to be!



F-ZERO

The first game to really show off the kind of graphics and speed the Super Nintendo is capable of, this one has gone down a storm with speed freaks everywhere! Choose your speedster and race against the rest on wildly different tracks across a space-age landscape where wimps use brakes and everyone's out to win - and fast! Initially pretty awe-inspiring to look at, the game soon grabs you by the throat and refuses to let go until you've beaten everyone in sight, with the only drawback that the tracks do start to look a bit samey after a while.

Nevertheless, speed freaks and race fans should check this out for super-fast thrills 'n' spills!



REVIEWED: May 1991
SCORE: 92%



SON SNES!

SUPER MARIO WORLD

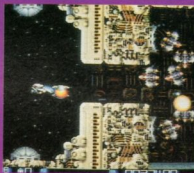
Totally fab and totally free with the Super Nintendo, Mario 4 (because that's what this is) scored an instant hit with the CVG boys and we still slap in the cart for a few Yoshi lafts and Mario-related romps. This game is absolutely massive, and features some of the cutest graphics you'll ever see. Playability is tuned almost to perfection, providing another fabulous outing for Mario and Luigi! With tons to explore and all sorts of secret rooms and bonus features, this is an essential buy - so thank goodness it comes with the machine!



REVIEWED: Mar 1991
SCORE: 96%

SUPER R-TYPE

Hurrah! Everyone's fave arcade blaster touches down on the Super Nintendo in line style, and whilst this isn't the utterly gobsmacking arcade experience everyone was expecting it does provide a blast and a half for fans with six levels of pulse-racing action, great graphics and more than



a few thrills. Occasional screen slowdown when there's too much going on can mar playability just a tad, but this does come highly recommended nonetheless. Try and get a go before shelling out the dosh though, 'cos there will be better to come...

REVIEWED: Sep 1991
SCORE: 91%

SUPER SOCCER

Put on your booties and thrill to the roar of the crowd as you take on the best players in the world and go football crazy! It must be said that this game isn't Kick Off, but it's a good enough soccer game nonetheless and nobody will complain when they slap in this cart and go for goal. Nice graphics with an unusual perspective and some finely tuned gameplay all add up to a damn decent soccer game for the fans, but tread carefully if you're not exactly nuts about the sport...



REVIEWED: Feb 1992
SCORE: 87%

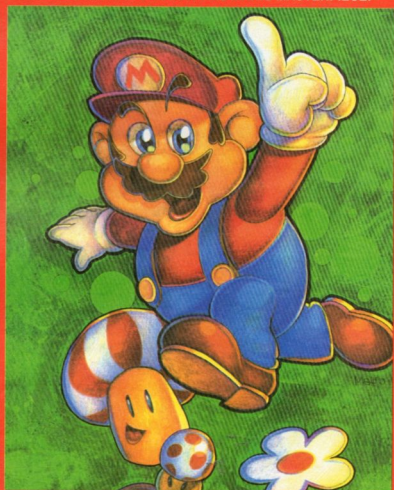
SUPER TENNIS

What can we say? Quite simply this is one of the best computer games ever written - just check out it's ranking in the CVG Hall Of Fame! Here's a game that puts you slap bang in the middle of the Centre Court, with more excitement than the sport itself because this time it's you who plays! With loads of options to choose from, and dozens of would-be superstars to play, this cart guarantees you'll keep coming back for more. If you get a Super Nintendo and get one game this year, get this. It's the tops.

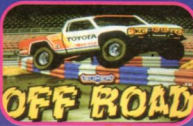


REVIEWED: Nov 1991
SCORE: 96%

THANK'S TO MATT LYONS FOR THIS MARIO MASTERPIECE!



So - what are the other Super Nintendo games you're just dying to know about? CVG is always light years ahead of the rest and we're bound to have reviewed them already, but if enough of you write in we might just be tempted to re-review a few more. Can't say fairer than that, John! You know the address, so get scribbling!



SUPER NINTENDO ENTERTAINMENT SYSTEM

You've waited – now it's here: Super Nintendo, the Entertainment System that will turn the whole world up-side down. In fact, up-side down, left and right, front to back and right the way through 360 degrees!

•The Super Nintendo promises to bring a new dimension of excellence to the games playing public.•

Mean Machines, January 1992.

A 16-bit Computer and Custom Picture Processing Unit generate graphics like you've never seen before. Sensational 3D effects throw you right into the heart of the action. Four layers of independent scrolling background screens bring movement in every direction, ensuring sharper definition and perfect perspective at all times.

•The Super Nintendo's main attributes are its brilliant custom chips. These are used to create some stunning graphical effects.•

Computer and Video Games, February 1992.

Unique and simultaneous scaling qualities bring new depth and impact enabling immediate enlargement or reduction to any of the 128 sprites on screen at any time. Through utilisation of a massive 128k RAM and 128k Video memory, a whole new dimension to game play scenarios can



INTENDO[®]

ENT SYSTEM



now be created, and with over 32,000 colours there's a massive palette of opportunities.

Whilst vibrant graphics fill the screen, eight separate audio channels of Super Nintendo fill the room. Full dimension digital stereo and near-CD quality sound means that the Super Nintendo comes alive at your finger tips.

6 Sounds can be played in true stereo and the effect is jaw dropping.9

Computer and Video Games, February 1992.

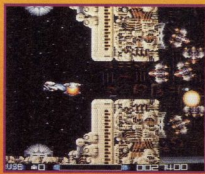
To increase the degree of control and skill at your command, pin point accuracy is ensured through the new ergonomically designed controller – a major innovation in itself. Eight-way cross-key joystick, colour-coded relay buttons and left and right adjustment switches ensure action unfolds in all sorts of new ways.

The Super Nintendo set comprises – control deck, controller, A/V cable, RF switch (allowing you to connect both NES and Super Nintendo to the same TV) and Super Mario World Game Pak – a masterpiece in its own right and hailed by Mean Machines as the greatest 16-bit platform game yet devised.

Super Nintendo – from now on game playing will never be the same again.

REACH THE END?

WIN! A SUPER NINTENDO AND GAMES GALORE!



0839 500842

Welcome to the brand-new CVG Hotlines, where you could win an Official UK Super Nintendo and every single game released for the machine this year! Just imagine, you could be the owner of one of the spankiest consoles in the world and not pay one penny for a year's worth of gaming glory! That's right, not only can you win the machine itself but every single official UK game Nintendo releases this year! In case you've been hiding in a dark cave lately you'll know everyone's going bonkers to get their hands on Sega's wonder machine - so why not dial those digits and see if you can win one! Just dial the magic number and who knows, you could be the spawny lad or lassie who wins this megadocious prize and be the envy of all and sundry! Get dialling and go for it!

CVG WORLD EXCLUSIVE! Yes folks, the galaxy's greatest games mag delivers the goodies once again to bring you scoop reviews on what could be the year's biggest game - Terminator! Not content with grabbing the Megadrive version while sad mags jump up and down in frustration, we've got the Master System version as well! So if you're a Sega-owning Terminator freak you should be pooping yourself right about now. Well, change your drawers a bit quick and let's get on with the show!

MEGADRIVE

PLATFORM

VIRGIN GAMES
£ TBA



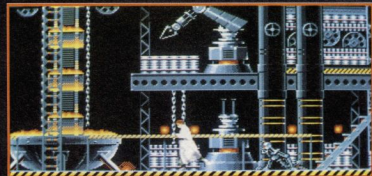
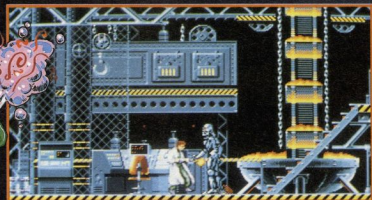
"I was one of the first people ever to see The Terminator that was on Megadrive. That was in its very early stages and I'm happy to report that the game is as exciting and fun now as it was then. What grabs you first of all is the wicked intro - a perfect reproduction of the opening credits from the film, complete with scrolling letters, flashing cursors and that brilliantly moody music. Start the game and you'll get killed straightaway - one, because it's bloody difficult and you only get one life, two, because the graphics are truly amazing - some of the best I've ever seen on the Megadrive! The programmers have used the same animation technique as seen in Prince Of Persia and it really does work a treat! There's loads of colour all over the place and backdrops are as excellent as the sprites. In fact, it's a bit of a shame that all the time spent on presentation has gone on sprucing up what is basically a platform shoot 'em up - quite an addictive one, but a platform shoot 'em up nonetheless. The Terminator is one neat package, great to look at and very tough to play."

PAUL RAND

CVG 020

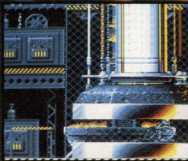


The war against the machines had raged for years, ever since the Skynet defence computer made the decision to fire its nuclear missiles on August 29th, 1997. Three billion human beings were wiped out that day, and those remaining had battled for thirty years battled to stay alive. But the tide had turned against Skynet - the human resistance, under the leadership of John Connor, had organised and brought the machines to their knees. There was only one course of action left to Skynet; to send a Terminator unit back through time to kill the mother of Connor before she gives birth to the planet's saviour. Luckily, the resistance learned of this plan and sent one of their crack soldiers to infiltrate the enemy headquarters, plant a timed explosive device on the reactor powering the Time Displacement Unit and follow the Terminator through before the time machine explodes. Once there, the agent's task is to save Connor's mother from the wrath of the Terminator.



NOTHING CLEAN, RIGHT

The trouble with time travel is you can't take anything with you - no clothes, no weapons, just the skin on yer back and an embarrassed smile if anyone should see you in the buff. Thankfully, Reese and the Terminator have both found new togs by the time we join them in 1984, but the weapons they have on them aren't laser guns - just ordinary 1980's artillery. Which is fine for the T-800, who is out to kill Sarah, but not so hot for Reese. After all, if a poly-metal alloy endoskeleton can withstand laser blasts, what's the odd shotgun fart going to do? Not a lot, apart from momentarily stunning the cyborg, allowing the player to escape its clutches!

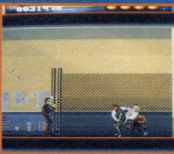
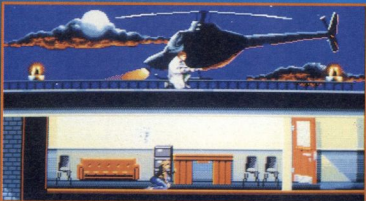


TERMINATOR



WE WERE THAT CLOSE TO GOING UNDER

The player controls Kyle Reese, sergeant of the resistance Tech-Cor division. His mission is theoretically simple - track down Sarah Connor and protect her from the Terminator. There are just a couple of snags when the theory is put into practice: Reese has next to no details on Sarah, except for her first name and the city she lives in. The second problem is the Terminator itself - a cybernetic organism which looks human on the outside yet has a metal skeleton which can stand up to anything thrown at it.



I'LL BE BACK

If you don't already know, The Terminator is based upon a movie of the same name. Released in 1984, it starred Michael Beinh and Linda Hamilton as Sergeant Kyle Reese and Sarah Connor respectively; but the star of the show was undoubtedly one Mr Arnold Schwarzenegger who played the Terminator unit itself. Costing less than £4,000,000 to make, the film became a blockbuster, classed by many as the sci-fi film of the 1980s. The follow-up movie, called Terminator 2 - Judgment Day, cost more than ten times the price of the prequel and re-united Arnie and Ms Hamilton in their previous roles. This time round though, the Terminator is a goodie, protecting Sarah against a new cyborg. If you're one of the eight people across the globe who have missed these films, we recommend you rush out and get 'em both on video now!



"Terminator ranks as one of the most important releases on the Megadrive ever, and like everyone else I've been waiting ages for it to arrive. Now it's here and

what a blast this is! Pick yourself up from the unbelievable brill opening sequence (it's just like the film!) and get set for tons of pants-wetting thrills as you try to achieve the impossible and take on the Terminator in a fight to the death! Graphically, the game is superb - one of the best looking games you're likely to see on the big Sega. Programmers Probe have managed to capture the feel of the film very well - everything looks just like it should and there's plenty to see across all the levels. Animation is excellent and sound is quite a treat. It has to be said that the game itself is damn hard and will take quite a while to complete, but you're guaranteed to keep banging away until it's all over and you've flattened the metal monster good and proper. Basically this is one of the best titles yet seen on the Megadrive and you'd have to be a sad shambling sort of person to pass it up. If you're a Terminator fan you've just got to buy this cart - it's as simple as that!"

TIM BOONE

STRATEGY	SKILL
ACTION	REFLEXES

GRAPHICS % **93**

SOUND % **93**

GAMEPLAY % **89**

VALUE % **90**

OVERALL **91**

It's double whammy time in CVG this month! Not only do we grab the **EXCLUSIVE** review of Megadrive Terminator before the rest of the known world even knows of its existence, but we also scoop the universe by picking up the Master System version too! How do we do it, eh? As long as we do it, that's all you need to know!

MASTER SYSTEM

PLATFORM



VIRGIN
ET BA

"The plot of Master System Terminator is, funnily enough, exactly the same as that of its big Megadrive brother! Step into the shoes of sergeant Kyle Reese and yomp back in time to 1984, with thoughts of world salvation embedded firmly in your mind. Skynet has sent a T-800 Terminator to Los Angeles to kill Sarah Connor, mother-to-be of the man who, in years to come, will crush the domination of The Machines and bring peace to the planet. The fate of the world is in your hands ...

"Believe it or not, Terminator on the Master System isn't a kick in the pods off the quality of the Megadrive version! The little Sega holds its own, with some of the best displays of graphic excellence yet seen on the machine. The sad sonic capabilities of the Master System are pushed to the limit, to create an impressive version of the original movie tune and sound effects. Because of the limits of the Master System, it's gameplay that needs to stand out in order to get the game noticed. In this case, not only is The Terminator good to look at and listen to, it's also got that all-important playability. The Terminator is a very difficult game which should take even experienced gamers to complete. Three cheers to Probe and Virgin Games for producing a product well worth waiting eight years for!"

PAUL RAND

CVG 022

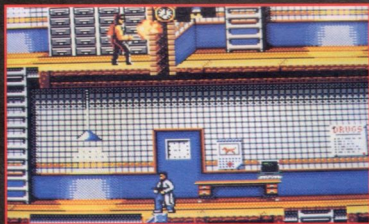
TROUBLE IN
THE
FUTURE!



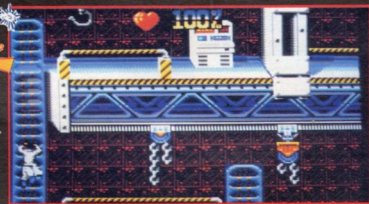
SO WHAT IF HE'S GOT A PORSCHE?

These screenshots can't really do the sprites in Terminator justice - you've just got to see them move! If you've ever had a look at Prince Of Persia (which, incidentally, is coming to Master System soon and looks superb) you'll have wet your knicks over the fluidity and realism of the character animation. That's because they were created by first videotaping actors performing all the actions needed for the game's sprites, then digitised and put into the game. That's exactly how programmers Probe did the graphics for Terminator on both Master System and Megadrive - and they work a treat!

OH NO, BIG T'S JUST UPSTAIRS



I DON'T THINK THERE'S ANYTHING UP THERE.



TROUBLE ABOUNDS IN CLUB TECH NOIR!



NICE NIGHT FOR A WALK

So you've seen The Terminator on video and thought it was the doggy's dangles. Then you rushed out and got your mince pies around T2 - Judgment Day and quite literally gasped at the unbelievable special effects. But what next? Will the Man Schwarzenegger be doing a Terminator 3? Rumours suggest that our lad Arnie is more than interested in recreating his role as the robot with the attitude one more time, but don't hold your breath - the time between the first two films was SEVEN YEARS! If you really need your fix of Mr Muscles, there are two films planned which will more than stretch Arnie's acting skills - Spiderman The Movie, in which Schwarzenegger will play Dr Octopus (Michael Beinh, Reese in The Terminator, is set to don the red and blue body stocking!) and Judge Dredd, an epic-to-be starring Arnold as the face of law and order in Megacity One. This one should be a goodie - the creators are estimating the effects alone to cost somewhere in the region of \$50,000,000!

SO YOU THINK REESE IS CRAZY?

The Game follows the plot of the film almost to a tee except that you didn't get to see Reese blasting his way through Skynet's HQ in the movie. Just to tie each level together, the player is shown a still from the film at the end of each stage, with a bit of text to explain what's happening. A bit better than a black screen with the message 'Level X', we think you'll agree. Or do you? Answers on a postcard, please..



THE TERMINATOR

GUARD IT FOR ME, BIG BUNS

Don't think that just because those Megadrive owners get all these snazzy intros and stuff on their games, Master System freaks have to make do with nowt, because you don't. Your version also has the brill intro that can be seen on the 16-bit game - you know, the one from the start of the film where the Terminator logo scrolls across the screen in glorious Big-o-Vision (TM). It also has the great Terminator music playing in the background! What more could you ask for? Nothing, that's what!



LOOKING FOR SARAH?



YOU'RE TERMINATED!

Wouldn't it be great if you could ring up your local Terminator station and say "Excuse me, but could you go round to such-and-such an address because I know someone who's a right prat and I want him terminated." Here's a list of folk the CVG boys would like to see on the wrong end of Arnie's Uzi and why...

Tim: "Inspector Morse and his crap sidekick Lewis because they always solve their cases but they bore my bits off doing it."

Frank: "Garfield because he's a little orange bar steward."

Jon: "Every character in Eastenders because they'd all be much happier dead."

Paul: "Everyone who does impersonations of Elvis Presley because they're all crap - especially the Mexican one who can't sing for toffee."

Jenny: "I don't want anyone terminated because I'm a nice girl - like Paul Rand."

JON'S TERMINATED!



"A blast and a half for Master System fans and no mistake! Terminator on the little Sega is a long-overdue shot in the arm for the machine because this version actually manages to play better than its Megadrive counterpart! As with the Megadrive version, Probe have delivered the good to turn in a smart little performer which really stretches the machine. Graphics are excellent considering the limitations of the machine and sound, whilst not exactly fantastic, is fair enough. Where this one really takes off is in the gameplay stakes - it's wickedly tough but the compulsion to keep going takes hold very quickly and you won't want to put the pad down all night! Even the toughest of Master System gamers will find themselves challenged by this one, and that can't be bad! If you're only going to buy one Master System cartridge this year then I suggest you take a long hard look at this one - and if you've got a Megadrive and Power Base converter then you should take a gander as well. Well done Virgin, Arnie should be proud of you!"

TIM BOONE

STRATEGY	SKILL
ACTION	REFLEXES

GRAPHICS	%	92
SOUND	%	82
GAMEPLAY	%	92
VALUE	%	90

OVERALL 90



NINTENDO

PLATFORM

BY CAMERICA
ETBA

You've all heard of Micro Machines, you know, the tiny little car models. Well, these little babies have made it to the small screen in an NES game from Code Masters, the budget geezers. The game takes place in a miniature world inhabited by the tiny cars and gives you the chance to race around breakfast tables, school desks, bathtubs and pool tables to name just a few! There are lots of entrants in these races, each one weirder than the last and they'll make life difficult for you and each other. So, choose your car, choose your course and get going for a spot of mini racing!

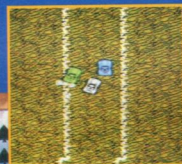


"The first thing I thought when I stuck the Micro-machines cart in the NES was Supercars because this does look similar to the Gremlin racer and that's actually a good thing because Supercars is one of my faves. The appeal is that every-

thing happens in a miniature world and the graphics portray this perfectly - the attention to detail is perfect and impressive while sound effects are great and the music even better. The game has a huge 27 tracks and it'll take ages to complete them all. This title oozes playability and the variety of game styles will have you hooked from the off. A gem."

CVG 024

FRANK O'CONNOR



CUNNING STUNTS!

All of the vehicles are capable of some tremendous stunts (except the helicopters) and even the tanks can be persuaded to jump ramps. These ramps generally take the form of ordinary household objects, such as playing cards and tilted cereal boxes. On the pool table section, you get to zoom around the edges on a precarious precipice. Should you slide, it's a long way down to the pool room floor. A special bonus is available to the first car to enter the side and corner pockets. This bonus can also be gained if you reach the edge of the screen before your opponent (in two player mode). He warps to catch up, but loses points in the process.



THE TRACK PACK

There's a total of 27 tracks to complete before you finish the game and each track presents a brand new challenge. The races take place (in miniature) on a variety of surfaces. These include the Bermuda Bathub, a foam filled bath packed with hazards, the Gargae Floor covered in old tools and oil spills and the Sandpit - too many pebbles and not enough traction.

MICRO MACHINES



WACKY RACES

You control a fairly wide range of vehicles in Micro Machines including boats, cars and trucks. Obviously boats are used in water and in this case, the bath. The other vehicles are used on a variety of surfaces and the gameplay changes depending which car and which track you choose.

STRATEGY



ACTION

SKILL



REFLEXES

GRAPHICS % 89

SOUND % 78

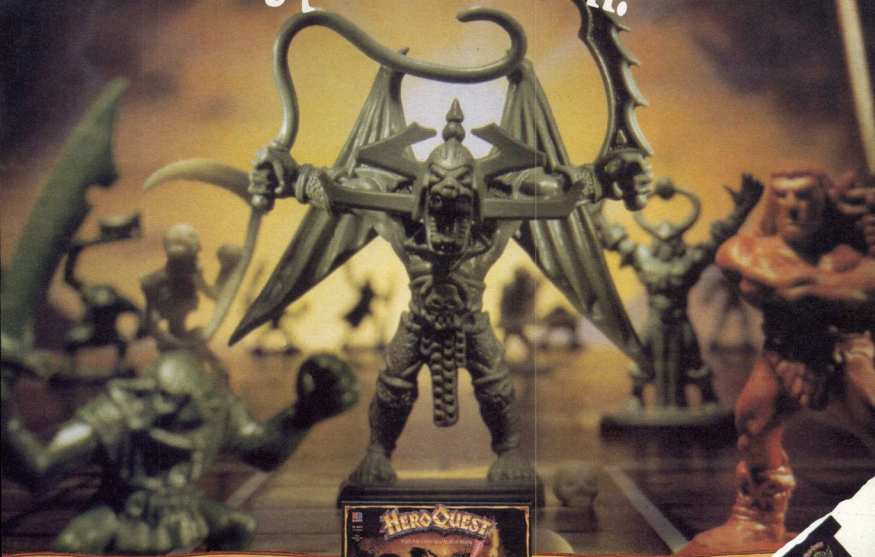
GAMEPLAY % 89

VALUE % 90

OVERALL 88

HEROQUEST

other games seem flat
by comparison.



You've been through every level and your system's gone flat. Now try the real challenge. HeroQuest, the adventure boardgame, where fantasy becomes reality. In a 3 dimensional maze of monsters you'll face battling barbarians, snarling Orcs and evil magic. Figures so real you'll need all your nerve to play. The quest has begun. Do not fail.

Just complete the coupon
and send it off with
£1 and you'll get this
'orcsume' new
T-shirt.

Name _____
Address _____

Postcode _____

Date of birth _____

We may send you other relevant material on our range of games. If you do not wish to receive any material, please tick the box.

Once you get into it you'll
never be the same.

* Allow 28 days for delivery. * Offer open while stocks last. I enclose a Cheque/Postal Order for £1 to cover postage and packing, made payable to "HeroQuest Offer" (send no cash) to: HeroQuest T-Shirt Offer, PO Box 967, Bath BA2 3ZE HSB02

HEROQUEST T-SHIRT OFFER

MB

SUPER NINTENDO

DRIVING

BY KEMCO
£45.00

Vroom! Parp! Voosh! Yes, it's that time of the day again when you leap into the cockpit of your super-charged racer and tear blindly around a twisting track for no apparent reason. Driving games are ten a penny and so they need to be something special to stand out. Top Gear from Kemco could be just that. There's no story, only some sad excuse for racing exotic motorcars around danger infested tracks. The cars are all based on real-life supercars, including Testarossa, Lamborghini Diablos and the ugly but speedy Alfa Z1. The cars have been subtly disguised and the game is a sort of Out Run variant with twisting roads and rolling hills. The difference between this game and most other console racers, is that two players can race simultaneously. So, put on your crash helmet, slide into your driving gloves and put that pedal to the metal. Vroom!

"How To Make a Great Game, Lesson One: Get a spanky console like the Super Nintendo and take it to bits to find out how it ticks. Learn about sprite scaling and things like that, then chuck them all out, stick to what you know and deliver a game so brilliant it doesn't need any frills! That's what Gremlin have done with Top Gear, and they've turned in one of the most brilliantly simple and simply brilliant Super Nintendo games yet seen! Graphics are reasonable and sound is cool but gameplay is so brilliant every other softco in the world should start cackling their pants right about now! This is one of the best two-player laffs."

TIM BOONE

NITROUS NONSENSE!

You start the game with a tank containing three boosts of Nitrous Oxide. When injected into the fuel compression unit, this forces fuel into the combustion chamber at an incredible rate. It also makes the petrol burn faster and with explosive results. The car gets a sudden boost in acceleration as well as top speed. There are many ways to use Nitrous, but in two player mode, you'll have to be fairly strategic. Some players use all their boosts at the start, in order to build up a massive lead, while others wait until near the end of the course. Brainy players however, will use them only when they absolutely have to.



THERE'S A HELLUVA LOT GOING ON HERE AND YOU'LL NEED TO STAY FROSTY TO SURVIVE WITHOUT CACKING YOUR PANTS IN THE HOT SEAT!

LOTUS RELATED MALARKEY!

Fans of the classic Amiga game Lotus Turbo Challenge, may notice some similarities between this and the classic Gremlin racer. They'd be right too, because Gremlin actually programmed this for Japanese geezers, Kemco. The game itself is very similar in both graphic style and gameplay to Lotus, but has been greatly improved, with more options, more cars and more tracks. The two player mode has been borrowed from Lotus 2, the sequel and it works a treat. If this is the standard of the very first Gremlin SNES release, we can't wait to see what else they've got up their sleeves!

TOP GEAR





IMAGINE THIS LOT ZIPPING ABOUT THE SCREEN AND YOU GET SOME IDEA WHAT TOP RACER'S ALL ABOUT - SPEED!



"Top Gear is here! This must be the only SNES game which makes no use whatsoever of the fabled custom chips to do its stuff. Admittedly, the graphics are wonderful, the graphics are colourful, super-slick and extremely good looking. Sure the animation on the cars is faultless and the special effects are smart, but there's no scaling, no rotation and no funny business. This is an honest to goodness, straightforward racing sim and a beauty at that. The music and sound effects are absolutely superb, adding atmosphere style and realism to the game. The controls are perfect and the options brilliant. In one player mode, you won't be able to leave your SNES until you've completed the game, but with two players, you won't leave your SNES...ever! Respect is due to Gremlin for this playable commotion of fun-filled frivolity. Console purists may think it looks like a computer game, but it's one of the best computer games of all time. The simple fact is, if you like going fast and you've got a SNES, then you have to get Top Gear!"

THE BEST OF THE BEST!

Opinion about the world's greatest cars varies wildly, but I'm dead brainy me, so I think I'll put the record straight once and for all. Ferrari's amazing F40 just makes it with an awesome 201 mph top speed. The Porsche 959 is a bit slower, but much more sophisticated. The fastest production car in the world is probably the new Jaguar XJ 220 which can achieve a staggering 214 mph. If you want to go faster, you'll have to specialise. The Callaway Corvette is a twin-turbo, super aspirated completely customised Corvette Stingray, which can top 240 mph! If all this is too much, then how about Jon Billington's VW Polo? This crazy death-machine has been known to beat the fabled 200mph mark - but only when you push it off a cliff...

R



PUT THE PEDAL TO THE METAL AND GO FOR IT, BOYO!


TWO PLAYER ACTION!

Top Gear is fairly unique amongst racing games (especially SNES racers) in that it has a two player mode. The screen is split horizontally with player one controlling the top half of the screen and player two on the lower half. This allows you to race a pal, the beauty of which is that you can see your friend as he overtakes you. As you can imagine, this makes Top Racer a fiercely competitive game. The computer controls the bottom car in one player mode so you still have a definite target to beat. You can both choose the same car but real heroes will choose their personal favourite.

THANKS...

to Console Concepts
(0782 712759)
for the review cartridge.

FRANK O'CONNOR

STRATEGY	SKILL
	
ACTION	REFLEXES

GRAPHICS % **90**

SOUND % **92**

GAMEPLAY % **94**

VALUE % **91**

OVERALL **93**

MEGADRIVE

DRIVING

BY ACOLADE
£24.99



The crowds are gathering. The engines are revving. The bikinis are overflowing. It's the Super Off-Road meet, the place where top drivers get together to test their racing skills on a variety of tricky tracks in the hope of winning a bolt-load of money to soup up their four-wheel drive racing trucks. You're one of the privileged few with the talent to race your heart out against the cream of the off-road crop - but have you got what it takes to get to the front and stay there? You'll be pumping out the horses on a stack 'o' tracks against three computer opponents or two Megadrive drivers and a friend. There are prizes at the end of each race if you finish high enough in the placings and a parts shop where you can spend all your lovely lolly. The spectators are getting restless - get out there and show 'em what you're made of!

"Super Off-Road has made its way onto practically every format you could think of, and each one of them has impressed. Here's the Megadrive version and, like all the others, this is a real good-looker. An extremely close convert from the coin-op, Off-Road features almost everything you could want from a racing game - thrills, spills, great graphics and a totally awesome two-player mode! Sprites are truly excellent; dinky but well-animated, and with sixteen testing tracks to tackle you're not going to be stuck for a place to race. All in all, a fine laugh, so buy it now!

PAUL RAND



SUPER OFF-ROAD

NITRO NABBING

After a lap or so of trailing the other trucks, it'll suddenly dawn on you that it was probably not a wise decision to fritter away your loot on accelerators and stuff right at the start of the game, when what you really should have grabbed was nitros. But don't be too down-hearted, because throughout the game special nitro packs appear on the courses! Be quick about getting them, as the other racers are just as hungry for 'em. If you happen to be pipped to the nitro-grabbing post, there's usually another set on the next lap, or a big bag of money that you can use to buy some more come the end of the race!

YES, WELL, SHE DOESN'T KNOW MUCH ABOUT RACING BUT MANDY HERE DOES KNOW ALL ABOUT BIG CUPS...



"LOOK, I WON FIRST PLACE SO HOW COME YOU'VE GOT THE BEST GIRL?"

"WELL, I'M NOT A SAD MAN..."

SHOOT DOWN THE SHOP

Toddle off down to the Parts Shop where you can splash the cash on a variety of items, simply itching - nay, gagging - to nestle somewhere upon your automobile. There are nitros to give you a much-needed burst of speed (much-needed when you're about nine million laps behind the other drivers, that is!), tyres to smooth out your ride and give better control of the truck and engine power-ups to, erm, power up your engine. Just a few of the goodies you can spend your wad on - and if you harbour any ideas of becoming the best, you'll need them all.





"OH YOU IN THE BLUE! GET THE HELL OUT OF MY WAY OR I'LL TELL MUM!"

SPRINTING AHEAD

If you're as old as the hills you may remember a game from Atari called Super Sprint. This classic had you racing against cars on a variety of tracks, with the objective of coming first in each race and racking up a load of cash to buy add-ons for your murter. Super Off-Road is a total rip-off of this ace racer, but with new power-ups, souped-up speed and gorgeous graphics, this string genre can more than hold its own in the crazy, cut-and-thrust world of coin-ops!



THE RULES ARE SIMPLE - MAKE SURE YOU COME FIRST..."



"I'm a bit of a Super Off Road junkie (arcade, Amiga, Super Nintendo, you name it) and was skeptical about a Megadrive conversion to say the least. Fortunately Accolade have proved me completely wrong and turned in a version of the coin-op classic that ranks right up there

with the best of them and provides a much needed shot in arm for Megadrive race games to boot! Just about every aspect of the arcader is in there (admittedly a tad toned down in one or two places) but playability has been tuned to the max to make sure you just keep on playing! Graphics are fine, animation good (although the SNES does have the drop in this department) and sound a bit of alright. What really grabs you though is the game itself - a right laff against the computer and a laff riot against a pal! Well done Accolade for attempting a tricky Megadrive title and turning in such a runaway winner!"

OFF ROAD



BIG RACE LAFFS AHOY!



MORE RACE LAFFS, SORT OF AHOY!



GO FOR IT DOWN THE STRAIGHT!

FIGHTING FOR FIRST

Off-road racing isn't just about testing man and machine to the limit - it's also quite a good idea to try and finish in a decent placing. Each race lasts four laps, with yourself and three Megadrive-controlled trucks (or two computer racers and a chum) battling for final placings. The further up the field you finish, the greater the amount of prize money you'll collect. The winner picks up £150,000, while second scores £100,000 and third pockets a measly fifty grand. Fourth place, as you may or may not expect, gets nothing; so it's advisable not to finish there.



WATCH OUT, RED BOY - THE BLUE BABY'S GONNA CUT YOU OFF IN YOUR PRIME!

KEEP ON TRUCKIN'

If you've been unfortunate enough to get out of bed on a Bank Holiday before the crap your mother watches has finished, don't despair - sit around for a while. Because it's highly likely that the next programme to appear will be about massive trucks with those huge tractor tyres; Monster Trucks. There are loads of videos doing the rounds about these hulking brutes, with some spectacular shots of them driving over the tops of cars and leaping through the air. Don't go out and buy one of the vids though, because you'll only watch it once and then use it to prop up the wonky table.

TIM BOONE

STRATEGY	SKILL
ACTION	REFLEXES

GRAPHICS	%	89
SOUND	%	86
GAMEPLAY	%	92
VALUE	%	92

OVERALL 91

THANKS...

to Console Concepts
(0782 712759)
for the review cartridge.

COMPETITION RESULTS!!!



1 THE WINNER!
Well done Gareth Cort from Harpenden, your spanking new Megadrive's on its way!

2 Well done James Turner from Lincoln for this skill cover (even if he couldn't be bothered to draw GO!)

3 This is spectacular, but sadly the artist forgot to tell us who he was! Dummy!

4 SNES Street-fighter is the subject of James Elvidge's cool entry!



COVER COMP

UNBELIEVABLE! We had so many entries to our amazing New Look competition the floor almost caved in under the weight of them all! Sackloads of your spiffy CVG cover designs flooded in, and we had a great time going through each and every one! For boring thickies who don't know what we're talking about, we asked you to design your own cover for the magazine and win the console of your choice. Some of the entries were utterly brilliant but at the end of the day there can be just one winner and that is (trumpets please, bit of a fanfare, slow drumroll, bit of a ripping sound as we open the envelope and yank the bit of paper out) GARETH CORT, aged 10, from Harpenden, Herts!

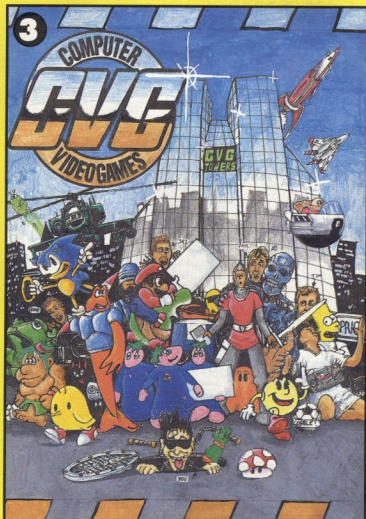
We thought Gareth's big, bright and bold Sonic II cover was the biz and so he wins the console of his choice - a spanking new Megadrive! It has to be said this was a hard-fought contest and the standard of entries was exceptionally high, so we've also decided to print a few of the runners-up, who win nowt except the glory of appearing in the galaxy's greatest games mag! Tim reckons we should print some more over the next few issues, so watch out for your handiwork on these very pages! Hurrah!



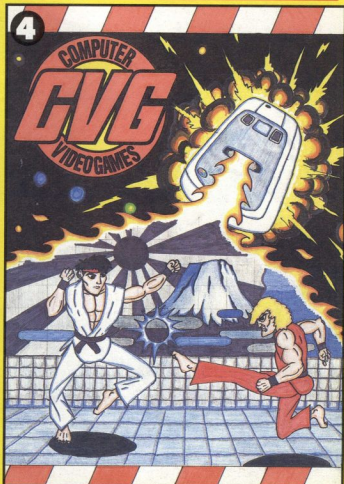
5 An ace effort from Mark Buckley (He's only six...aah!)

6 Another anonymous entry, but ooh, what a cracker!

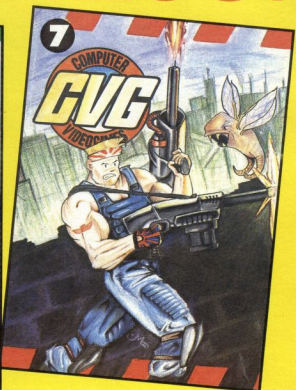
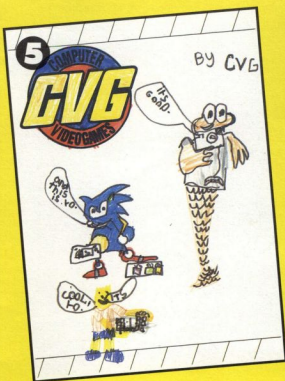
7 Contra Spir-it gets the cover treatment from Marcus Miller in Beds.



COMPETITION RESULTS!!!



O CRAZINESS!



Win!

STREET FIGHTER



HOW TO GET INTO THE ACTION!

It's real easy! Just pick up the phone and dial **0891-313 445** you will hear the questions and answers. All you have to do is tick **A B** or **C** of each question which you think is correct.

It's that simple!

Then fill in your details below, cut out the coupon and send it to:
Advance Console Entertainment C/O Electronic Gaming Club, P. O. Box 2554 NW1 3ND.

Don't forget by sending us £2.50 to cover P&P you get an exclusive Street Fighter II World Warrior Poster absolutely **FREE**.

All entries must be received by 15th August 1992.

Questions

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

GET'EM RIGHT and you could WIN!

1 of 50 SF II Jigsaw Puzzles

OR 1 of 25 SF II T/Shirts

OR the LUCKY WINNER to own a SF II Arcade.

Yes I want to enter the Street Fighter II competition and here are my answers:-

Name:

Address:

Post Code:

Tel:

Answers

1 A B C

2 A B C

3 A B C

4 A B C

**Please rush me my
FREE exclusive
Street Fighter II
Poster.**

I have enclosed £2.50 to cover my P&P.



II

Arcade



3rd Prize
50 Street Fighter Jigsaws



2nd Prize
25 Street Fighter T/Shirts



FREE Exclusive
Street Fighter Poster

WIN T2!



IT'S WORTH £4,000!!

IT COULD BE ALL YOURS!

0898 403485

WIN!



WIN!

A HARD MTB! CRAZY MOUNTAIN MADNESS!

IT COULD BE YOURS!!

WOW!



CALL 0898 403486 NOW!

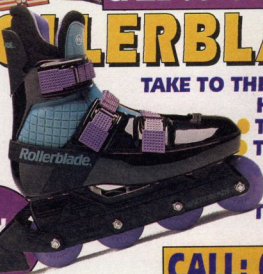
10 WRESTLING VIDEOS!!

GO FOR IT!

HERE'S YOUR CHANCE TO GRAB TEN... YES, TEN AWESOME WWF VIDEOS!! PLUS WE'LL TELL YA HOW TO GET YOUR HANDS ON A GIANT WRESTLING POSTER!!

CALL 0898 403487 NOW!

ROLLERBLADES!



AS SEEN ON TV!

TAKE TO THE STREETS BEVERLY HILLS 90210 STYLE!
● THEY'RE AWESOME!
● THE LATEST CRAZE!
● STRAIGHT FROM THE STATES!!
THEY COULD BE ALL YOURS!!

CALL: 0898 403488

Calls cost 34p (cheap rate) and 48p (at all other times) per minute inc. VAT. Please ask permission before you call. Winners will be notified by post at the close of the competition. A winners list or a full list of rules is available by sending an SAE to: Megalome, Sandylands House, Morecambe, Lancs, LA3 1DG. The maximum length of call is approximately five and a half minutes which will cost £1.98 at cheap rate. Competitors are required to answer multiple choice questions and a tiebreak answer.

ACNE MADNESS!!



VICTORIA SNOTTY

CALL NOW!

STUCK UP COW!

0898 403489

BILLY BUTT ABUSE LINE!!



GISSA CALL!

0898 403490

CALL NICKY HUNT THE LYING PERSON!!



NEW

0898 403491

HAVE YOU SAMPLED ACNE YET?

BRITAIN'S ONLY ALTERNATIVE KIDS' COMIC!



FREE!

GET A COPY

JUST SEND US A LARGE SAE + WE'LL SEND YOU YOUR COPY - FREE!
ACNE OFFER, SANDYLANDS HOUSE, MORECAMBE, LA3 1DG.



OH DEAR, HERE'S A BIT OF BOTHER. LUCKY YOU'RE 'A'ARD!



I AM THE MASTER!

In two player mode you choose which fighters you're going to be (you can't be the same character by the way!). The winner is the one who manages to win at least two fights. Once you've successfully thrashed your friend you're awarded with a CVG hero badge, oh no sorry that's wrong. You actually let your head swell and jump around the room shouting 'I AM THE MASTER!' very loudly indeed.

SUPER NINTENDO

PLATFORM



BY MICRONET
£35.00

It's time to brush up on your karate skills and prove you're the hardest face-kicker in the village. As they're only eight of you in the entire village, you shouldn't find this any trouble at all. Ha! That's what you think. Each person has special moves, hidden attacks and other such nasties hidden up their sleeves. Pick your fighter and enter the fight of your life. You can either play one player, which allows you to pick from the male or female Ranma, or two players, (if you've got any friends that is) which has the choice of all eight fighters. Are you tough enough to face all seven opponents, or kick your friend's face in? We'll see...

RANMA

WHO THE HELL ARE YOU?

As there are eight fighters to choose from, it's a handy thing to know who can do what. But, make sure you don't tell your opposing friend!

RANMA & RANMA: These two are the main characters of the game, but that doesn't mean they're the toughest. Being brother and sister their moves are quite similar. Both of them have a pretty mega special move: a massive beam of energy and lethal all-round punch. They don't stand much of a chance against the likes of Kunoh, but they're good to learn with!

GENMA: This guy is a real hard nut. He may look like your grandfather, but your grandad doesn't have magic bolts firing out of his fists quite as often as this guy! He can leap around the screen at surprising ease and is equally as nimble on the ground. If you're facing Genma you'd better be prepared to do plenty of blocking!

KODACHI: The demon ballet dancer may look like a feeble excuse for a human being, but she's actually armed with some handy whackers (ooh err) and can cause serious trouble with them!

THANKS...

to Console Concepts
(0782 712759)
for the review cartridge.



WHAT A BOY!



"OK, let's get one thing straight from the start: this may be Streetfighter's poor relation, but it's still one hell of a good laugh! Somebody obviously thought they'd beat Capcom to it on the Super Nintendo and it's all gone a little bit wrong, but the gameplay's so good it carries the

whole thing through! Take on the computer and you'll have a fairly good time kicking the crap out of him, but with two players this one really takes off!

Graphics are nothing to write home about and whilst some of the characters do look quite

good the fairly drab backdrops let things down a tad. Sound is also pretty uninspiring, with fairly crap tunes and whiffy spot effects. Not that any of this really counts though. What matters is the fighting, and here you can have a whale of a time kicking your opponent. A fine laugh!"

STRATEGY

SKILL



GRAPHICS	%	72
SOUND	%	70
GAMEPLAY	%	90
VALUE	%	82
OVERALL		84

TIM BOONE

035 CVG

AMIGA

PLATFORM

RENEGADE
£25.99



His name is Cool Coyote and he's a bit of a lad, really! He's a lean, mean, fighting machine with a hairy nose and a big problem with the evil Fire Wizard. This Fire geezer has conquered the world and it's Cool Coyote's job to kick his ugly ass. You start off at home in the arctic and make your way through seven worlds containing 30 levels - all with different climates. On your way you'll visit Scotland, travel under water and even fight in an Aztec temple! You'll also come across loads of different creatures and obstacles, so keep your wits about you and prepare to kick ass across the globe!

"Fire and Ice is another one of those Amiga games where everyone jumps up and yells 'Ooh! It's just like a console game!' Gods had the same effect and it's amazing how excited people get just because a computer platform game scrolls smoothly! The graphics are slick and colourful. Sound effects are reasonable and the music is well done, but there's something missing. The gameplay is a tad too slow and soupy and the physics and sprite collision are a bit less than fair. The most annoying thing of all though, is having to hunt around levels for bits of a key that you'd missed earlier. This kind of aimless wandering may be what computer gamers have been used to, but it doesn't mean they have to put up with it forever. Fire and Ice is certainly one of the better platform games on the Amiga, but I don't think Sonic will be too worried!"

CVG 036 **FRANK O'CONNOR**

HE CAN'T SING
BUT HE CAN
PLAY PIANO!



ON CLOUD NINE

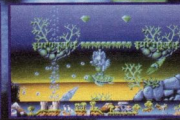
Power-ups, weapons and sonic barks(!) are just a few of the features you'll find, and you can also collect snow drops from the clouds floating around. Shoot the cloud until it turns dark and the goodies are yours for the taking. The sonic bark is a bit special too - it's a sort of R-Type beam weapon which destroys everything in its path, just like any sort of R-Type beam weapon should!



FIRE & ICE



SHADES OF MARIO AS HE BARKS THE HIDDEN BLOCKS!



I'VE GOT A SECRET!

Even though Fire And Ice is a massive game with over 700 screens, there are also secret levels and bonus sections everywhere. When you find these, simply collect as many bonuses as possible and try not to get suckered into walking out before you've grabbed the lot!

MULTIPLE MAYHEM

Multiples - they're everywhere! They've been seen in R-Type and Nemesis to name but a few, and now they make an appearance in Fire And Ice. But you've never seen a multiple quite like this before. It's a cute little puppy who's fairly fab except he tends to wander off while you're busy and is a real pain in the butt trying to find again! He's well worth it though, 'cos this little canine comes in well handy when it comes to handing out a good kicking...

UNDERWATER

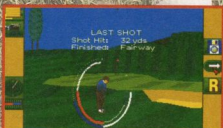
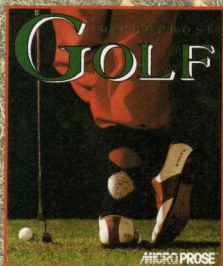
STRATEGY	SKILL
ACTION	REFLEXES

GRAPHICS	%	92
SOUND	%	83
GAMEPLAY	%	79
VALUE	%	85
OVERALL		83

GOLF

MICROPROSE

A fair way ahead of the field...



...No minor detail is overlooked...there's a wealth of statistics... enough course data to keep any ardent fan more than happy.

ST ACTION Jan '92

"Technically the game is superb...The handicapping system is a great idea...its real strength is its long term appeal...extremely rewarding, offering more variety than PGA"

The ONE Jan '92

"Graphics are excellent, the five option camera mode allowing you to view the path of the ball from a variety of angles...the speed and fluidity of movement would put Steven Spielberg to shame...a classic...the game is as complete as it could be without you actually getting out there"

CU AMIGA

- *"Excellent graphics mean it's good to look at as well as to play."*
- *"Guaranteed to keep you playing for a long, long time."*
- *"The details really make it shine - how many other golf sims allow you to alter tee height?"*

ST FORMAT Oct '91

"All other golfing sims must bow in the wake of this brilliant piece of programming from MicroProse. Go ahead and treat yourself...you will not be disappointed".

COMPUNET

...lies a hole new ball game

MICROPROSE
THE SOFTWARE PEOPLE

MicroProse Golf is available for Commodore Amiga, Atari ST and coming soon for IBM PC compatibles from all good software stores.

MicroProse Ltd. Unit 1, Hampton Road, Ludstrad Estate, Uxbridge, Glos.
GL8 3LD, UK. T: 0466 504 326



SQUATTING ON THE PAN

One of the best things about the arcade machine was that there were lots of obstacles lying around the floor of the arena. Don't just avoid them though, pick them up and use them as weapons. A well aimed strike with a great big crate will knock lumps out of your average foe. Watch out though, because the bad guys can use these handy weapons too. Look out for knives also which can be used to stab or throw. These really do some damage but again, they can be used against you too. Strangely though, all these goodies are completely absent from the SNES game... what a stinker! The fact is, the game's not very interesting without the handy pick-ups and leaving them out seems very strange indeed, taking a lot out of the game.



WHAT HAVE I STOOD IN?

There are three fighters to choose from and you'll soon find a firm favourite. Ty is a top Kickboxer who uses a cool mixture of boxing and karate. His special move is a spectacular jump-kick. Kato is a kung fu master who uses the ancient Chinese art with speed and skill. His special move is a rapid succession of lightning punches. This leaves his guard down for a counter-attack. Buzz is a wrestler, he's fat and slow but very strong. His special move is so sad it's not worth doing!



GET A LOAD OF THIS - YOUR MATE'S SPARK OUT BUT YOU'RE STILL UP!

SUPER NINTENDO

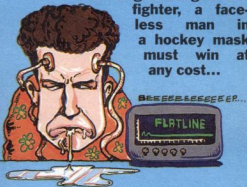
BEAT 'EM UP

THQ
£45.00



Kumite. The illegal martial arts contests which take place all over the world. Fighters from different schools of fighting assemble in dark warehouses and fight for money and sometimes for their lives. Three of the world's best, Ty, Buzz and Kato arrive at a secret location in New York, firm friends and training partners. They discover that a mysterious figure is controlling the fight. His

fighter, a faceless man in a hockey mask must win at any cost...



"Well, here it is. *Pitfighter* on the SNES and what a treat it is...not. The Atari coin-op was an instant classic, with digitised graphics, superb animation and three-player action. The SNES version is a different kettle of fish. The graphics are only impressive until they start moving. And then things go horribly wrong. The animation is totally tragic. There are very few frames and the fighters jerk spasmodically across the screen. Sprite scaling, the thing that looked ace on the arcade machine, has been totally ignored. The music is a sad travesty of a tune. Instead of butch grunts and screams, the blokes sound like they're throwing up. Playability is the saddest part of all. There isn't any because the game has no difficulty curve. The final opponent is easier than most, but you'll probably turn it off long before you reach him. So far, this is the crappiest game on the SNES and possibly one of the crappiest games of all time. Stinky, stinky, stinky! Avoid it like the plague."

FRANK O'CONNOR

CVG 039

PITFIGHTER



Oh dear oh dear, some girlie's just got your knickers twisted!

U-BEND ROLLERCOASTER!

At the end of each fight you will zip off to a bonus screen to rack up some points. You stand on a forklift truck while the money you have earned piles up. The points are awarded for time taken and moves used. In the arcade version, to get a nice hefty bonus, you have to kick the geezers while they're down. When they've fallen, you can jump on them and hit them with crates. Not only does this kill them quicker, it also gives you a massive score! Sadly though, there's no such bonus on the SNES version. What a bummer!

THANKS...

to Console Concepts
(0782 712759)
for the review cartridge.

STRATEGY	SKILL
ACTION	REFLEXES

GRAPHICS	%	69
SOUND	%	10
GAMEPLAY	%	25
VALUE	%	05
OVERALL		19

SURPRISE! I'M THE BUS CONDUCTOR!

Dear YOB,
I read your so called Mailbag pages and want to say that you're sadder than Russell Grant, Noel Edmonds and Terry Wogan all crunched up into one person. I hate to inform you ('coz I love watching geeks like you making a prat out of themselves) but your spiky hair and polyester jacket went out with the Gazza craze. Come to think of it why is a cool cat like myself writing to an obvious scumbag like you anyway? Don't answer, just do your damn job and answer my excellent questions. 1. Isn't my Game Boy the best hand-held out? 2. What (not including those Mario geek games) is the best NES cart? 3. How can I keep the constant swarm of gorgeous females away from me? (even studs need a rest.)

MA PRITCHARD,
Swindon, Wilts.



Broadly speaking, there are three types of people who write to Yob's Mailbag. 1. Intelligent people with decent questions about games. 2. Pretty useless, but I put up with them by putting them down. 3. Brain dead cretins who crawl out of holes and shouldn't bother waking up because nobody will miss them if they sleep in all day. Now we have a new category: 4. MA Pritchard of Swindon, Wilts.

MAILBAG



HE DOES IT AFTER ONE PINT NOW!

Dear YOB,
I challenge you to an insult match. You crustation from a baboon's rear end, you fermenting great parrot saliva, you steaming great bucket of horse caek, you Leeds United fan, you ape-house inhabitant. Beat that!
DOMINIC TURNER,
Blackpool.

YOB: OK, you win. You've summed yourself up perfectly. Next...
and there's nothing I can add.

HE'S JUST JUMPED
OUT WITH MY
RUCKSACK!

Dear YOB,
I was going to write you up a bum-lick letter, but I thought again because I knew you would just insult me, so I decided to do it for you. OK, I am a prat on a brick. Looking in the mirror re-

minds me of a cat turd fresh lying on the pavement. I am an idiot, my family are all crap at everything and I pick my nose and eat it. How about sending me a T-shirt?

GEORGE WHEATLEY,
Chichester, W Sussex.
YOB: I would if you weren't such a cretin...

CV6 041

I WILL IF YOU WON'T...

Dear YOB,
How are we today, after the painful diarrhea spill last week? I bet you didn't think anyone could so smelled it after you emptied ten cans of deodorant in the room, you fat waste for space (it's waste of space you cretin! - YOB). Anyway, onto my point. Are computer systems going out of fashion, as you don't review Commodore 64 games any more or say anything about them. I ask this question because I own an Amiga 500 and was starting to get slightly worried as though this next year everyone will be buying consoles and there would be no market for my loving computer.

What computers do you mainly use in your offices? I hope you don't use IBMs because everyone has one of them out here and they are really starting to piss me off in the third degree. I think your mag is absolutely cool and keep it the same as it is now (better than Mary Poppins any day of the week). I'd better not say much more as your editors might get destructive and fart on my letter.

MATT WOODALL,
S Africa.

YOB: There's about as much chance of the Amiga going out of style as you knowing how to be funny, so you don't need to worry. Right now the Amiga is still the prime development machine for tons of games, so they'll be coming thick and fast for ages. In answer to your question, I use the Holostar 3000. It's a truly amazing machine - all I have to do is stick crap letters into the slot and it recycles all the utterly useless ones into handy-sized sheets of two-ply. Somehow I think yours must have slipped through the net because it took three good yanks to flush it away and I'm still feeling a bit rough around the edges. Next...

HOW ABOUT 20P A WEEK?

Dear YOB,
You're a scared git who doesn't use his real name so people don't kick crap out of him in Tesco. Now back to the insults. Your Mailbag is so crap it gives out as much information as a British Rail announcer and so keeps with the flow of being crap every month. You are most definitely the biggest waste of molecules ever formed and your brain capacity only just rivals that of a Vic 20 with a damaged central processing unit. The information you give out or the lack of it is so out dated you must have had your head stuck up a monkey's ass for the last twenty years. You have such a warming personality, you should be a traffic warden and be out witted by the likes of R2D2. Now I have answered your invitation to insult you with such cunningness you could paint me red, stick a tail on me and call me a fox. I have a question (I know there is less chance of you finding the answer than me winning the £100) so here it is anyway: when will Police Quest III come out on the Amiga. Not too taxing hey?

TOTALLY COOL
Britain

Did your mother remember to remove the dummy from your bum before she sent you to school today? Just to warn you all: from next issue I'm only printing letters from people with the guts to use their own name, so pathetic veruca-heads like Totally here will be wasting their time and money if they're not hard enough to stand up to my wit and wisdom. You have been warned.

OH, THAT WOULD BE MY RABBIT...

Dear YOB,
I've got another depressing load of cacky questions. Here they are: 1. Would you like a do-it-yourself golden buttock kit? 2. Is it true that you've got a brand new pair of rollerskates? 3. Why aren't you going to print this letter? 4. How come I can't think of another question? 5. Why do Americans always say things like 'jeepers' and 'gee'. What do they mean? 6. How come when I poured chicken gravy all over my Super Famicom, it didn't work? 7. I could kick your butt at Famicom Final Fight and Pilot Wings? 8. I am thinking of having my hair like Ryan in Neighbours. Could you give me any advice? 9. Why does my mum keep on nagging me to clear the dinner table while I'm writing this? PS I have sent this letter with a second class stamp, because you have a second class intellect.

ALEX POLLARD,
Brighton, Sussex.

ANTI-PRAT BRAIN CORRECTOR

Dear Doctor Bendancoff, Thanks for your letter requesting me to recommend patients for immediate shock therapy on your new Antiprat Brain Corrector. Please find Alex Pollard's address enclosed. If the prototype works on him, I suggest you go into full production as quickly as possible.



NO, I'M A FRAYED KNOT!

Dear YOB,
Can you answer these questions.

1. Will there be a Streets Of Rage 2? 2. Will there be Super Mario 4 on the NES? 3. Is Super Mario 3 on the Amstrad? 4. Is the Game Gear better than the Lynx? 5. Which hand-held system is the best?
- TONY MANOHARAN
Great, Britain.
- YOB: 1. If I had one pee for every time somebody asked me this I'd probably spend all day standing over the china. 2. If I had another pee for every time I'm asked this one I'd need a balloon bladder. 3. And a set on incontinence underpants. 4. And bicycle clips. 5. And a boat to float out of the loo.

I CAN'T - I'VE KNOWN THEM SINCE THEY WERE THAT HIGH...

Yo YOBster!
How ya doin' mate? OK? Good, 'cos I've got a bone to pick with you and the rest of the CVG gang! In a certain issue ('I'm not exactly sure which one), you described the GX4000 as 'a console which would go far in the console world'. What sort of tripe is that? Everyone knows that the GX4000 is about as good as having 468 pineapples shoved up your rear end! Were you and the rest of your 'crew' as you call them, quite right in the bonce? This has seriously ruined my belief in you. I thought you were a God-like genius. Ha! How wrong I was!

PAUL 'Whoopty-Do' McPARLIN,
Aberystwyth, Wales.



Oh dear oh dear. Did the doctor mistake you for a leek when you were born and put you in his shopping bag next to the other vegetables? When we said the GX4000 should go far that's precisely what we meant - as far as possible from our sight. It's just a shame that you're a typical Taffy turd with no brain and the joke was wasted on your feeble mind.

A LITTLE RAW...

Dear YOB,
I thought I would write in and say what I think about the world of computers. About four years ago I got an Amstrad CPC 664. I thought it was amazing. Then last year I got an Amiga and put the old Amstrad in the spare room. Now I need some money to get some turntables and I can't sell the Amstrad because everybody now has consoles and handhelds. It's worth about £450 but I can't even sell it for £150. When I first started to read CVG it was for every computer, but now even you don't review games for the Speccy, C64 or Amstrad.

What I'm saying is that I know the world of computers is going forward, but you could still review games for the old computers. And another thing, why does it seem like everyone who reads your magazine seems to use words like 'baabon', 'fart' and 'Marks & Spencer'?

SCOTT BRIDGES,
Stafford.

YOB: Because they may be shuffling baabons with dry farts for brains, but all our readers know a good shop when they see one...

YEAH, REALLY COOL

HOT!



IF I FIND A CURRY IN HER... I'M NOT PAYING EITHER...

Dear YOB,
No, I'm not writing to you spamhead. I'm writing to that really mega, brill person Tim Boone. Since he has become Editor, CVG has vastly improved. I mean there are actually regular PC Engine reviews, sometimes more than one in an issue, over I've become moist with excitement. My mates and I, all Engine owners, have now started buying your fab mag again, instead of just flicking through it on the newsagent shelves and sticking the Megadrive review pages together with nose droppings. So here's to you Tim, the only happening guy at CVG. PS Can I please have a T-Shirt Tim? Size L.
PPS Dominik Diamond is a spamhead. Tim for presenter.
DEREK GARFORTA,
Gt Yarmouth, Norfolk.

YOB: If it's a free T-shirt you're after, you've written all the right things. Trouble is, you sent your letter to the wrong place - which wins you this month's award of Saddest Man in the Mailbag and the special prize of YOB's first ever Certificate of Crapness. This is quite an accolade and you can be justly proud. Even Dominik Diamond hasn't got one, but then again he's not a sad shambling idiot with a brain the size of a used teabag like you. Next...

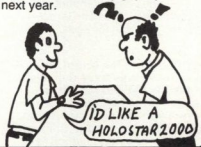


YOU COULD HAVE HAD CARPETS FITTED...

Dear YOB,
Hah! Thank you could fool us again with another hot piece of technical wizardry. I must admit I was fooled by your A-Miga-Drive scam but I am glad to say you didn't fool me this time. "What is he talking about?" I hear you ask, it is of course your amazing April fool scoop about HOLOSTAR 2000 Home virtually. I'm sure plenty of gullible readers were taken in by the Neo Geo and the Sega 3D specs with holograms on the lenses and those totally crap screenshots. But not I. Sorry guys, you will have to think of something better next year.

RICHARD CRESSWELL,
Solithull, West Midlands

YOB: We've already got it planned. Next year we're telling everyone that Richard Cresswell is moving in next door, bringing his artificial intelligence, chronic flatulence and mind-numbingly boring letters with him...



THE BREAST STROKE, I THINK...

Dear YOB,
Only the other day I was blasting on Streets Of Rage, absolutely kicking seven bells out of Mr Big, and all of a sudden...mit me. This game is crap! I thought. I've completed it several billion times and I now know where every baddy appears, even on hardest. It was then I caught the shape of a black object in the corner of my eye. As I looked, there it was. My dusty black Spectrum+. Feeling in a strange mood, I plugged in the Speciee for the first time in over three years. Reaching under my bed, I pulled a long cardboard box which contained dusty old Speciee games and after playing games like Olli and Lisa and The New Zealand Story, I thought, "these games are brilliant, they're the most top quality games around, and they're not 40". It just goes to prove that it's not graphics and sound that make a game. It's the gameplay that makes games. The games like Klax and Tetris that are brilliant and have both scored in the 90's. Everyone take note: buy gameplay games, not graphics games. Otherwise you're wasting your money.
B SHINGLETON,
Leigh on Sea, Essex.

YOB: Does anyone hear an echo around here? I've been telling you lot for ages that it's gameplay that really counts above everything, which is why you'll still find people in CVG Towers glued to games like Asteroids on the Gameboy! As machines get better, the games get bigger and more impressive - but the second they lose sight of gameplay they're lost. Having said all that, I think you're being a bit sad and stupid about Streets Of Rage. Just because you've played it to death doesn't mean the game is crap. If anything it means you are because you haven't worked out that you need a new cartridge. Doh!

NOT EVERYONE GETS THE EIFFEL TOWER...

Dear YOB,
I am just writing in to complain about the Megadrive. The Megadrive costs a lot to start with, but it is the cost of the games which really get to me. It takes ages to save up for one game, and when you have, the game can usually be finished in a few weeks - even though it was meant to be quite tough. Then there is the CD ROM which appears to have graphics slightly better than the Megadrive's, and costs loads. There is so much speculation over it, and the whole situation seems in a right muddle. There are four types of CD ROM, and they won't work with any other machine except their own! You can also not use cartridges on the Mega CD ROM. I finish by saying that the Megadrive costs too much money and takes up too much time. If the games were cheaper, it would be a lot more popular.

TRISTON KIRCHER,
Colchester, Essex.

YOB: If you don't like your Megadrive, why don't you give it away to someone who will actually get some fun out of it. Then they could write funny and informative letters to me and it wouldn't be such a drudge replying to rubbish like this...

QUICK, SAY HAMBURGER!

Dear YOB,
As I was reading through this month's copy of (can't read the writing but I think it's some sad Sega mag - YOB) and I saw the name Mercs so I went and checked out the ratings. It only got two out of five and the comments where "don't buy it because it's crap", whilst in CVG it got an overall of 93 out of one hundred and the comments were basically "buy it now!". I own Mercs and it is excellent. I am certainly not buying (still can't read the writing - YOB) any more but I will stick to CVG because it's fab!
KARL ROSE,
Gibratler.

YOB: I keep telling people there's only one mag that really knows about games. After all, we've paid oodles of cash to sit about all day playing all the latest stuff so's we can tell you what's hot and what's not while other sad mags spend all their time trying to con you into buying them. Simple, eh?



FOOTPRINTS IN THE BUTTER

Dear YOB,
I am writing to you from down under and it's not a very pleasant site here for computer lovers. Why is it that video game systems are so rare down under? To my knowledge only the NES, Master System, Megadrive, Game Boy, Game Gear and Lynx is out in Australia. Not only that but there is a shortage of games out here as well. Hardly any good games come here, the Game Gear came out not long ago and there are still only six games available for the system! Why do companies think Australia is not important? We may only have seventeen million people here, but most of us are computer loving kids! Doesn't the world think Australia is important enough? I would like to know if the Super Famicom and Neo Geo will be coming to Aussie land and if it does how much will it cost in Aussie dollars and when will it be coming out? If not, WHY? Please publish this letter as Australian computer lovers (including me) would really like to know.

PS Could you tell me how many bits the Neo Geo has?
JOHN CUIJLI,
Australia

YOB: I'm going to put my sensible hat on here and say I have to agree with you. I think it's an outrage of outrageously outrageous proportions that Australians are treated as outcasts when it comes to games. I guess it must come down to distribution - you live in such an incredibly big country that shipping the stuff to your shops must cost a bomb. Why not play clever and order your goodies from reputable British mail order companies using international money orders? That way you'll get to play all the latest stuff with only a slight delay for postage. Maybe other overseas gamers - but there have got better ideas. Write to the host with the most - I'll print some of the best and may even stump up some software for the top of the lot.
PS 16 and 8, but if you think that makes it a 24-bit machine you'd be as thick as one sad mag writer I saw say on telly...

HE CAN'T, HE'S GOT NO NOSE...

Dear YOB,
I own an Atari Lynx and think it's great. My Dad is into IBMs and we have just bought a new one. He says that once you buy a computer it becomes obsolete, because there are new and better ones coming out all the time. He also thinks this with consoles like the Megadrive and Super Famicom. However, I totally disagree with what he says about the consoles. Sure there are heaps of new IBMs coming out, but not always new consoles. When the Famicom came out he said it would be obsolete in a few months. Obviously not. Now that Sega have brought out the new Mega CD for the Megadrive, I think it and the Famicom will last for a long time, especially if the software houses keep producing games like Super Ghosts n' Ghosts, Mercs, Streets Of Rage and U.N. Squadron. Is there any chance of Nintendo bringing out a CD ROM for the Super Famicom? If so, when, and how much? Lastly I would like to congratulate you on a totally brilliant mag. The new GO! magazine is an excellent read for all us hard-holed owners, and is full of all the latest info.
STEVE RUSSELL,
Australia.
YOB: I think you're date went out of date when Thomas Crapper invented the flushing toilet. You've hit the nail on the head when you mention the CD ROM, because that's where the future of home entertainment must lie. The fact is that over the coming years one console will probably emerge as the standard, based on its superior hardware and games base. Then you'll probably find hardware manufacturers trying to improve on the machine, keeping software compatible in the same way as many home VCRs are sold today. Whether that standard console will emerge as the Megadrive, Famicom or something else entirely remains to be seen, but right now the development wetting pants everywhere is the Super CD for the Famicom, which should cost a ridiculous-ly low £130 when it eventually reaches these shores. We've been running specials on CD technology for the last few issues now, so if you don't know what I'm talking about I suggest you go back and re-read them. In fact, the CD special we ran in the April issue was so far ahead of its time that some people actually thought it was an April Fool! It was all completely genuine so get it up on it now and keep ahead of everyone else like we do.

TROUBLE IS, WE HAVEN'T CAUGHT ONE YET...

Dear YOB
Greetings from planet Quack. We are having nice weather here, the stars are shining and there are no satellites about. My mate Twiddle has just got the very latest in computer entertainment here on Quack, it's the new Spectrum ZX81. I bet you're really jealous. I have recently purchased the mosque's main-base computer. It's got quite good graphics but I prefer the ZX81. I know you're supposed to solve problem because I have this unsightly growth on my bottom. I've tried Oxy 10 and clearasil but the woman in the shop recommends a blow-torch. A thing in my class called Peter Lowe, who is a many-moled being says you're a soft puff and he can kill you with his toilet brush and can of Mr Muscle. But my granny has the hots for you and she sends you a big sloppy kiss. She would like a signed photo of you so she can look at you every day. By the way I think your magazine is great, but where's the ZX81 reviews?

PLANET NANA K & FUNKY MOO,
Planet Quack.

YOB: Sometimes I get the feeling they're just not paying me enough for all this. I mean, what do you do when drivell like this pours in on a daily basis and it's obvious someone's been drinking their eating their roll-on deoderant again. Maybe I should take the easy life and become a booby trap tester or kamaikaze pilot or Jeremy Beadle's best friend or something. Ideas, anyone?



CANDLES OUT LATER...

Dear YOB,
Here's a my life story - I haven't got a console or computer. In the morning: Every day I go to school on the bus. My friends, Peter and Lee get their CVG mags out and talk about the games they've got and ignore me. At lunchtime: Everyone huddles round and talks about the Mega CD, Famicom and PC Engine so I'm left out. On the way home: All my mates go into Bitterne Bowl and play on the arcades then go home and play on their Megadrives, NESs, etc. At home (lonely): I watch Games-Master, wishing for a console. I have 37.29 from working for ages, please give me that £100.
SIMON YOUNG,
Southampton.

YOB: Look on the bright side - your mates may have consoles and loads of cash for the arcades but at least they've never been insulted by the one and only Yob. Come to think of it, neither have you: which is a bit of a shame because it means you won't be able to show off and they'll still think they're a bit of a sad shambling travesty, just like I do. Oh dear, look what I've done - I've gone and insulted you. Now you will be able to swank around and prove you're the biggest games hero of all your crowd after all, even if you haven't got a machine and I guarantee they'll all be dead jealous. What an old softie I am...



ONE TO HOLD IT, FIFTY TO TURN THE HOUSE

Dear YOB,
I buy CVG every month and this is the first time I have written to your totally, utterly amazing mag so please could you print this letter. I own an Amiga which I think is brill and I am thinking of getting a hand-held or an NES (mainly for Super Mario Bros), but I don't know which one. Could you please help me by answering these questions: 1. Which is the best: the Game Boy or the Game Gear? 2. Are there any plans for a coloured screen Game Boy? 3. Will the 8-bit NES go 'out' when the SNES arrives in May? 4. Which Amiga game is closest to the Super Mario Bros game?
LEE PRYCE,
Stafford, Staffs.

HE'S HERE IN MY POCKET!

Dear YOB,
Why do lots of computer magazines around lie? You are one of the few exceptions. I am talking about what they print on their covers. One said Sega mag prints at the top of the cover every issue 'Britain's Best Selling Sega Magazine', and yet so does another crap mag and about three quarters of British computer magazines for sale, and only one magazine is telling the truth. It bugs me and I expect it bugs other readers too. Anyway, before I sit down and have a slice of tea and a cup of cake, I would be very grateful (chortle) if you could answer these questions: 1. Is Streets Of Rage any good for the Megadrive? 2. Is Alex Kidd for the Megadrive worth buying? 3. Will there be a Sonic II? If so, when? 4. I own a Megadrive myself, but don't you hate the people who write in and say things like 'I own a Megadrive, from which I get immense pleasure...' (chortle) Thanks a lot! And keep up the great mag! **JOHN SPARRROW (chortle)**
Slough.

YOB: The reason CVG doesn't have to waste you time with crap claims is because everybody knows we're the world's greatest games mag, why go on about it all the time when we could be filling the space with more games? Anyone will tell you that CVG, GO!, Mean Machines and Mega-tech are the best sellers in Britain, so we don't have to bother! Some snuffing mags will do anything to shake a few issues, and if you're unfortunate enough to buy one all I can suggest is that you save money on Andrex and put them to the functional use they so richly deserve. Anyway, seeing as you had the good sense to laugh at your surname, here are a few answers: 1. Buy it now. 2. Don't buy it ever. 3. Yep. Christmas. 4. I hate it when people write in and say they hate it when people write in and say they love their machines but I love it when people write in and say they hate people who write in and say they hate it when people write in and say they love their machines. (Gibber).

YOB: 1. If you don't already know by reading GO! there's no point in me telling you. 2. Yes, but my spies in the sky tell me it won't be able to use existing black and white cartridges. 3. Definitely not - there are tons of skill titles planned for the machine. 4. Probably Robocod. Great Giana Sisters from Rainbow Arts was a near-perfect clone, but you can't buy it because it was banned when Nintendo got all upset.

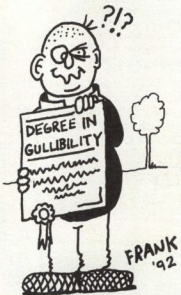
THE FLEW 17 MISSIONS

Dear YOB,

I read with great interest your report in *GO!* magazine, which contained details of the fabulous 'Game Plus' add-on for the Game Boy. As I own one of these Nintendo hand-held wonders (as well as an Amiga, Megadrive, Amigadrive, Neo Geo, SNES, Lynx, Game Gear and a Street Fighter II arcade machine) it would be a fabulous opportunity to be able to divulge in six button fun and frolics, especially with games like SF II and F15 Strike Eagle. Maybe even a conversion of Dungeon Master will make an appearance! Obviously I have already placed an order for this amazing piece of kit, and only 5,999.99 it was real cheap too! With any luck I should receive it by April 1st.

NEIL COLLMAN,
Hemel Hempstead.

YOB: Oh dear - it's time I put you straight. The fact is that Streetfighter II really is coming out on the Game Boy, and whilst the machine won't feature six buttons it will include all the moves thanks to combinations of the control pad and buttons. Apparently the game won't feature every single Streetfighter hero, but the programmers are trying to cram in at least four. We're told the backgrounds will suffer a bit because of memory restrictions, but all the gameplay will remain virtually unchanged. And if you believe that load of old drivel you'll believe anything because you do live in Hemel Hempstead after all...



YOU GET FOUR FINGERS IN A KIT KAT

Dear All Knowing YOB,

Just happened to be reading another magazine and noticed an Import ad selling the usual things: PC Engine, Megadrive, Super NES, Neo Geo etc. Then I noticed something that you haven't told us about in your mag. The PC Engine now has a Super System card (don't ask me what it is) and it also has a new CD player which doesn't have the loading problem which is the old one had. Also, the Megadrive CD player and games. Also some stuff for Jazza, who thinks he is the Mario Bros king. I can't play Mario 1 in under 10 minutes, Mario 2 with 68 lives left and Mario 3 in 10 minutes warping. But, I've only just got my Super NES and I'm not very good at Mario 4 - I'll get back to you.

SMURF,
Australia.

TELL HIM TO TAKE HIS PICK...

Dear YOB,

You are a spotty faced social lepra (Doh! - YOB) and have a major inferiority complex. You seem to get off calling people names like 'git', 'prat' and 'feistering turd' while ignoring the questions that you are there to answer. I know there are a scullion letters that are plain dumb and deserve what they get, but you even insult the sensible ones. I find this especially irritating when there's a question I would like to know the answer of and not get it. Anyway, even though I hate your guts more than Wonderboy III on the Megadrive (that's hate, man) I'll end this letter sucky by saying CVG is the best multi-format mag around.

LUKE STATHAM,
Hepburn, Victoria.

YOB: Was there actually a point to all of this? When you were buying your stamp and sticking it on the envelope did you actually stop and think of the consequences of your actions? I'll spell them out: You've wasted your time writing this letter, wasted ink, paper and an envelope sorting it out, wasted spit sticking down the gum, wasted a stamp to send it, wasted more spit sticking the stamp down, wasted space in the post box, wasted the Aussie postman's time picking it up, wasted some sad pilot's time AirMail-ing it over here, wasted the British postman's time lugging it round to Priory Court, wasted Rob and George's time hauling it up to CVG towers, wasted my secretary's time opening it and wasted my time reading it. If that's not enough, I have to waste more time on this reply and you'll no doubt waste some more time reading it. End to end I reckon you've wasted about six man years of hard labour - and for what? Just to prove you're a waste of space. Well, you've done it - so maybe it wasn't such a waste after all.

SHE BURNS HER BUM ON THE LIGHT...

Dear YOB,

This 'Megadrive beats your Amiga' has gone a bit too far. I have a Megadrive, Game Boy, ST and a Nintendo and I am saving up for a Super NES and hoping to get a Megadrive CD ROM by the end of this year. No, I'm not rich, I've only got a part-time job, but, like most people, I enjoy a good game. The point is: if a person enjoys games so much, do they care what system it's on? If it is entertaining and, more importantly, fun, people will play it. Graphic quality is one major plus, so is sound but you can have a good game with poor graphics. Flicky on the Megadrive states my point, they certainly aren't the worst graphics, but the game is very playable.

When video games first came out, the graphics and sound were basic, but the games were great. One game I can remember was Tempest, this was a wire-frame game with only about four or six colours on screen, but I doubt if it will come out on a console (how much would the arcade cost?) Don't get me wrong, I like flashy graphics and sound as well, but I think there is equal room for both consoles and computers. The only point I think that consoles have the edge is in home piracy which is a sad way to get games anyway - try playing Indiana Jones adventure without instructions. I am proud to say all of my games are original.

YOB: I still got my first issue from December '89 with the 'Megadrive beats your Amiga' badge was on a cover and now is on my coat, and all the other issues to date.

PS Who drew the great picture of Harrison Ford on this month's issue?

MARK HOGG,
Burton-on-Trent, Staffs.

YOB: Harrison's mug came courtesy of the bloke who does all the film posters for the Indy movies! What else would you expect from the greatest games mag in the world? Second best?

YOU'VE RUN OUT OF CRISPS!

Dear YOB,

I have only seen the Super Nintendo once and that's in CVG. It looks fab and I am going to buy it in April but there's one problem: when is it coming out and how much is it? Please, please, please could you write back to me.

EVAN CRANSTON,
Dalkieth.

YOB: Is there anyone out there who knows less than Evan Cranston? Does anyone else still not know that the Super Nintendo should be out now for just under £150? Does anyone know where the hell Dalkieth is? Does anyone care?

SWIM FOR IT!

Dear YOB,

Hil How are you keeping? Remember H. Kawashima of Oxford? He sent Jaz a brilliant tip for Super Mario Bros 3 which allows you to skip worlds two through to seven. This tip was printed in the Feb '91 issue of CVG. Unfortunately, one individual promptly copied this tip and sent it to another consoles mag. This isn't the worst of it, though - the tip was published in the Dec '91 issue of the sad mag and Andrew copped a massive £50 reward for it! How do I know he copied it from CVG? Well, it's like this: when you printed this tip there was a slight error. The first sentence of the second paragraph said 'The second one [flute] is on world 1-5'. As many owners of this brilliant game gave probably realised by now, the second flute is actually in world 1-3. This lad obviously isn't an owner of this brilliant game, as he copied this misprint straight into his letter! The best thing that could happen now is he buys a copy of Super Mario 3 with his ill-gotten gains and finding out what a right prat he is.

PS Please thank Tim, Paul and Frank for being the first to tell me about Super Mario 3.

JONATHAN WESTON,
Glen Forrest, Dutton Australia.

YOB: You ought to be ashamed of yourself. Why were you reading another consoles mag besides Mean Machines in the first place? If you insist on doing that, things like this will keep on happening. Stick with the best, forget the rest and you might save up enough cash to move somewhere nice. Anyway, I think this bloke has already been punished enough. After all, they published his name and now he'll have to endure the ridicule of appearing in such a sad mag. Years from now people will still laugh at him in the street, and there's nothing any of us can do to help.

AMIGA

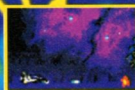
SHOOT 'EM UP

TEAM 17
£25.99



Welcome to the robot planet Ryxx, an evil-infested world and nothing but trouble to the federation ever since its discovery. The ruling computer network has launched dozens of unsuccessful attacks on the planet Earth and people are getting well sick of it so they decide to put you into a tiny little space fighter and send you alone and virtually unarmed to deal with this colossal threat. Wearing your special waterproof space suit, you first wet yourself and then head off into the darkest reaches of space. The federation have promised to send you a big bag of extra weapons if you're good so behave yourself, save the galaxy properly and don't forget to wash your hands even if it was just a wee...

"If you thought Team 17's Alien Breed was good, just wait until you get a load of this! Project X is quite simply one of the best shoot 'em ups on the Amiga so far. The combination of stunning graphics, awesome sound and nigh-on perfect gameplay adds up to a really impressive product. The difficulty rating is high, but patience will pay off - it's totally playable and slick with a mass of aliens to destroy and six massive levels! The control method deserves a special mention - you simply wiggle the joystick to select a new weapon and presentation is flawless from beginning to end. Project X ranks among the best console games as a superb all-out blast and Team 17 have proved they're a force to be reckoned with. Another winner!"



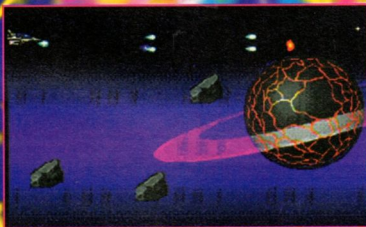
BLAST THE BADDIES TO GET THE WEAPONS!



ICY WASTES AWAY!

WHAT A RIP-OFF!

Project X may be spectacular, but it's not exactly the most original video game ever. The game borrows elements from all kinds of horizontal shooters including R-Type, Aeroblaster and Salamander to name but a few. The weapons system has been blagged straight from Nemesis and most of the baddies have patterns and weapons from games like Darius and R-Type. The speedy tunnel sequences are blatant Aeroblaster copies and some of the background graphics are spookily similar to other horizontal scrollers. Just thought you ought to know!



BACK PASSAGE ANTICS!

At the end of each of the six massive levels you get the chance to earn a ton of points, and, if you're totally skill, a free life! You do this by screaming at a zillion miles an hour down a twisty, windy maze of tunnels collecting little glowing hoops - and if you collect all of them you get an extra life together with a big pile of bonus points. You really need those extra lives so this section is more than just a speedy distraction. Play it right and you'll probably have more free lives than you know what to do with!

STRATEGY

SKILL



ACTION

REFLEXES

GRAPHICS % 90

SOUND % 89

GAMEPLAY % 90

VALUE % 91

OVERALL 90

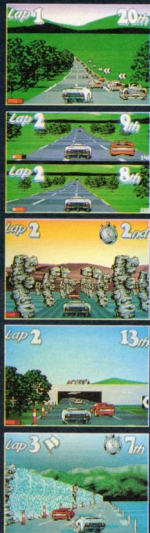


JAGUAR XJ220

Race your Jaguar XJ220 against other super cars including Ferraris, Porsches and Lamborghinis over thirty six circuits through twelve different countries. Speed through variable weather conditions whilst tackling waterfalls, tunnels, cliffs, bridges and mountain passes.

- Fog, snow, wind, rain and sandstorms.
- One or two-player split-screen option.
- Joystick or mouse control.
- Map editor - Create your own circuits.
- Financial Management strategy.

Will you run out of bottle before throttle?



Available on Atari ST
and Commodore Amiga
(both 1 Meg only).

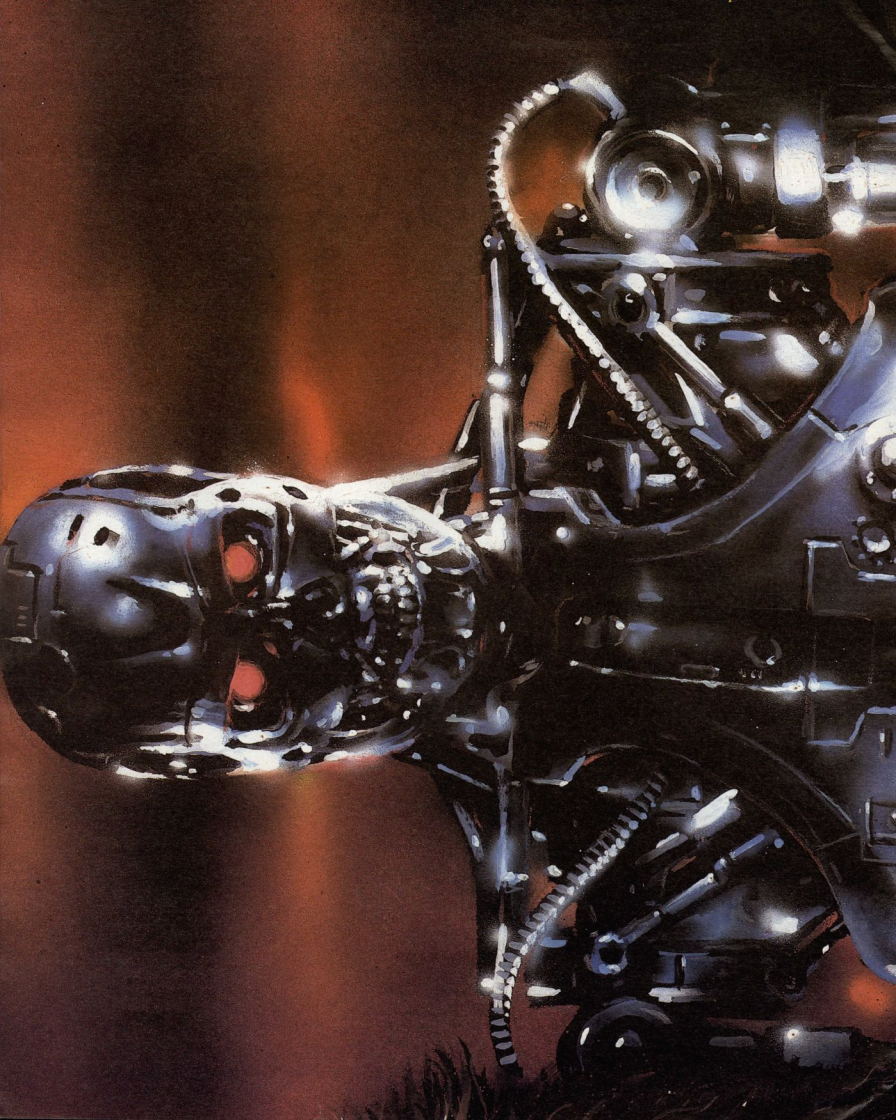
Under licence of Jaguar
Cars Limited, UK.

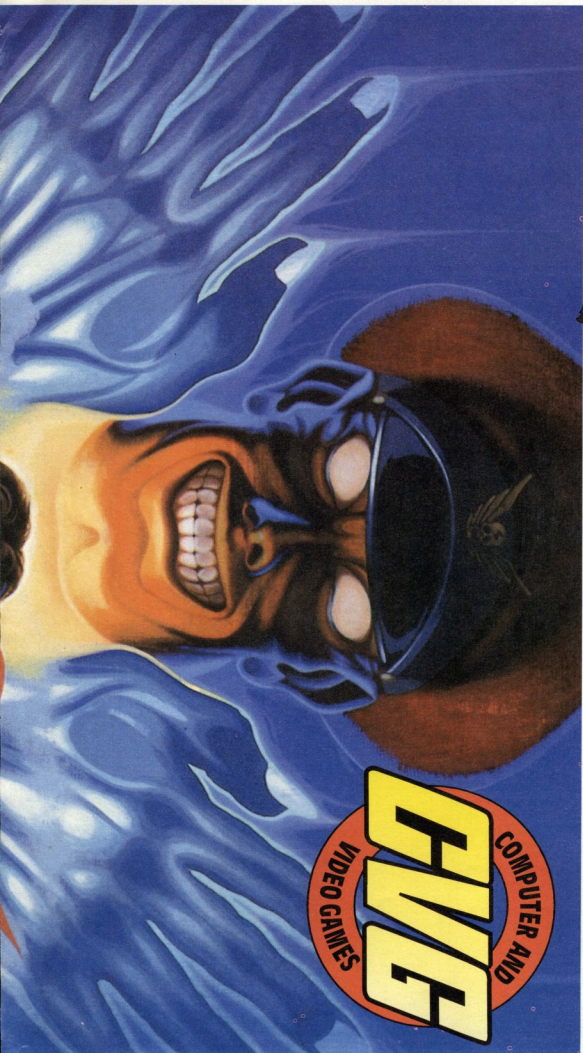
CORE

TRADEWINDS HOUSE, 69/71A ASHBOURNE ROAD, DERBY DE3 3FS.
TELEPHONE: (0332) 297797 FACSIMILE: (0332) 381511

Screen shots taken from
Amiga version







AVG
VIDEO GAMES
COMPUTER AND



STREET FIGHTER II



THE GREATEST ARCADE GAME

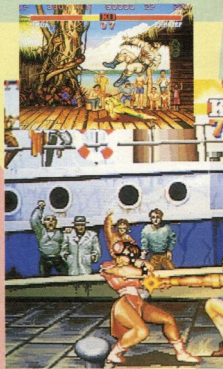
YES! No sooner does *Streetfighter '92* slam its way into your local arcade (and we get an arcade board in the office!) than the galaxy's greatest games mag brings you this outrageously brilliant and utterly FREE pullout guide! And if that's not enough, it's been put together by the people who know best - the CVG boys and Mean Machines' *Streetfighter II* champ Gary Harrod - one of the top players in the country! So without further ado here's our **EXCLUSIVE** guide to everything you need to know about the Championship Edition of The Greatest Arcade Game Ever. Kick ass!

PLAYER SELECT



VEGA

VEGA - SPAIN: Vega has re-entered the championship to perfect his combat techniques after wiping out the entire crowd down at the chippy after they forgot to put vinegar on his saveloy. To him, the contest is more than just winning or losing, it's all about matching his athletic excellence with his ferocious fighting skills. Word is this boy's the fastest contestant in the line-up and that his speed even surpasses that of the legendary Chun Li! What he lacks in variety he makes up with special attacks that leave underpants dripping across the world. His killing techniques, like the **Barcelona Attack** and the dreaded **Izna Drop**, are some of the deadliest in the game!



BALROG



BALROG - USA: Since his arrival in Las Vegas, Balrog has defeated all challengers in the ring and declared himself the greatest fighter in the world. Now he's busy searching for the ultimate contest before he blows all his cash on the fruit machines and has to get the bus home without a ticket and risk getting beaten up by the inspector...

He's the only character in the game with no kick attacks, which may sound a bit poofy but isn't 'cos he's hard as nails. All six buttons operate his staggering variety of punch attacks, which include a **Timing Punch** (a double strength rolling attack) and a well had **Dashing Straight Punch** which can deck an opponent even if they block! He's also the proud owner of a great new move first used in this game - the **Smashing Head Butt**, which has to be seen to be believed!



EVER?

WHAT DID YOU SAY?

Capcom's *Streetfighter II* ranks head and shoulders above everything else as the most successful arcade beat-em-up ever, and even makes the running for title of Most Successful Arcade Game in the History of the World! First released just under two years ago, the game was an immediate runaway hit across the globe and you'll still have to wait around in the queue to get a go today! Loads of people who really should have known better put forward all sorts of theories why the game is so popular, but the end it's perfectly simple - it's the best beat 'em up there is! Now, by popular demand, Capcom have programmed a new version of the classic game. Contrary to rumour that *Streetfighter '92* would be *Streetfighter III* (that's still to come) the game is a special *Championship Edition* - boasting brand new features and graphics to keep the machine as the top of the arcade pile for a while!



SAGAT

SAGAT - THAILAND: Boxing champ Sagat has returned to the tournament to avenge himself against Ryu, who once flattened him with the *Dragon Punch*. All Sagat's mates down the domino club reckoned he was a bit of a wimp for that, so he's come back to crush all who stand against him. Two of his attacks are the *Tiger Upper Cut* - a devastating Thai-style *Dragon Punch* - and the *Grand Mystical Tiger*, although we're not going to tell you what that is or it wouldn't be very mystical - doh! New moves added for the *Champion Edition* include the ability to throw his opponents and a super-fast *Flying Knee Attack!* What a boy!



BISON

BISON - SECRET SOCIETY OF SHADLUE: The mystical Ruler of Shadlue, Bison can harness the energies of the Earth to create a mystical aura with which to attack his enemies. No, that doesn't mean he hits them with a dry fart because he's a mystic and they don't do things like that. Truly this lad is the most enigmatic character in the history of the Tournament, with special moves so secret we daren't tell you about them unless he unleashes a mystical aura in the office after a couple of chicken vindaloes. Challenge him if you dare and don't say you weren't warned!



SAY THAT AGAIN...

The best new feature of the *Championship Edition* is that it's now possible to select the four previously computer-controlled characters **Bison, Balrog, Sagat and Vega!** What this means is that you can now use all those bloody annoying computer moves that kept finishing you off when you were a bit sad and kept getting your butt booted by the machine! Another improvement is that it's now possible for both human players to select the same character so that nobody can whinge on and on about you nicking the best fighter! Thoughtful as ever, Capcom have adapted the graphics so you can still tell who's who as you leap about the screen kicking seven shades of grey out of your identical twin brother! Besides the four new characters with their special moves to master, new manoeuvres have also been added to the existing characters, so you're in for a few surprises from your old favourites and this is the place to read all about 'em...

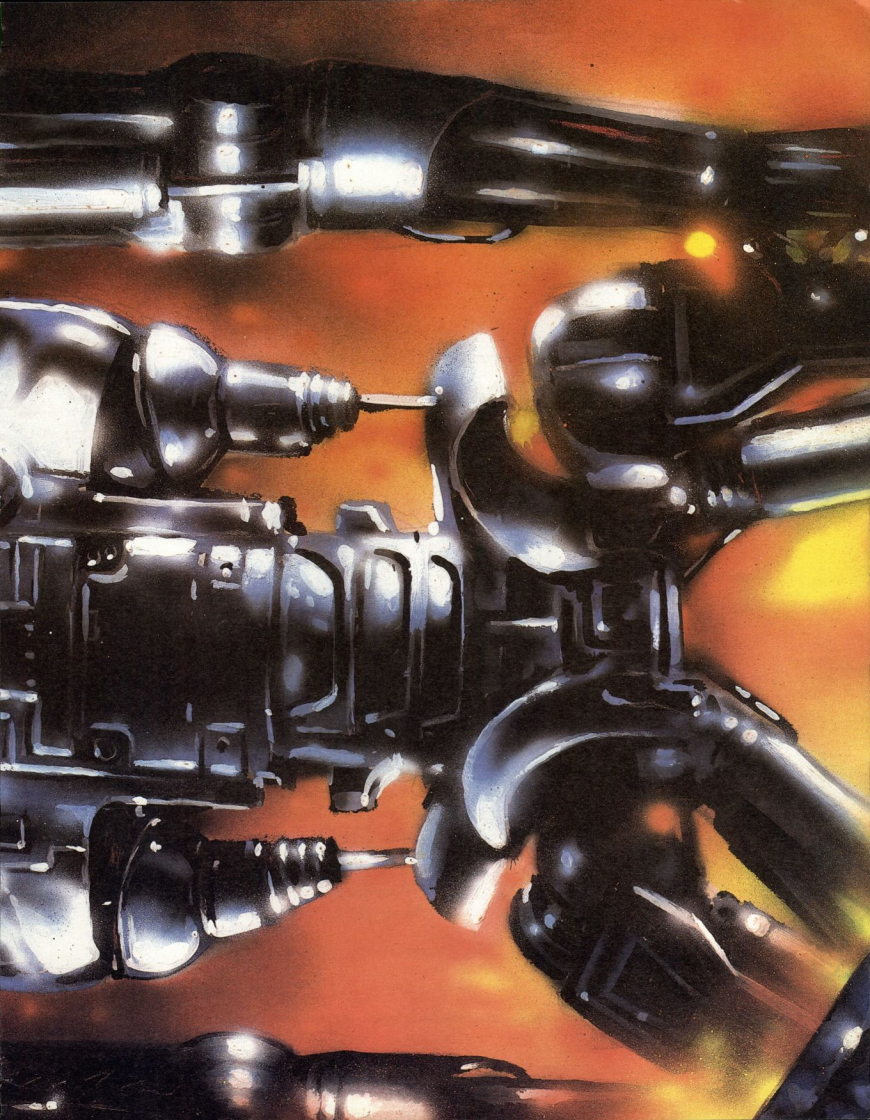


WHO WILL TRIUMPH?



CHAMPION EDITION





WIN WIN WIN

Win a ~~SEGA~~ SUPER FAMICOM!



Get Your Hands On This Amazing Console And Enjoy The Most Dynamic Games!

We'll Also Throw In A Copy Of Super Mario World FREE!

Call 0839 99 33 32 Now!

- WIN -
The Top 10
SEGA MEGADRIVE
& NINTENDO N.E.S.
GAMES!

0839 99 33 35

- WIN -
SEGA
MEGA DRIVE

0839 99 33 36

- WIN -
LE MANS 24hr
SCALEXTRIC

0839 99 33 37

Win an ATARI LYNXI
The Complete Portable
Full Colour Entertainment
System That's Driving
Everyone Crazy!

PLUS FIVE FREE GAMES!
Call 0839 99 33 38 Now!

WIN!
Bart
Simpson!

0839 993
333

THE BEST CHEATS, HINTS & TIPS!

FREE

Club Membership
For All Callers.
+ Fantastic Prizes
For Your Cheats!

Call now for the largest selection of cheats and hints in the U.K.

(Commodore/Spectrum, etc.) - 8 bit. **0898 330 901**

(Atari ST/Amiga, etc.) - 16 bit **0898 330 902**

(Sega Megadrive &
Master System etc.) - Consoles **0898 330 903**

CHEAT MODE

When you're down, and feeling blue, there's just one thing that you should do. Grab a game - in fact, a load - and find a tip in Rand's Cheat Mode! Welcome to your monthly slice of tips and nonsense, and what a lot we've got! Cheats-a-plenty for a stack of formats, and part two of our amazing Secret Of Monkey Island II solution! What more could you ask? He wants tips. He wants cheats. He wants maps. He wants luxury villas in Cyprus and he wants you to send all your tips, cheats and generally sneaky info to: **PAUL RAND'S STRAWBERRY BLONDE CHEAT MODE, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.** If yours is the tip-of-the-top and cream-of-the-cream-of-the-crop entry of the month you'll receive a bundle of software for your machine worth a staggering **ONE HUNDRED AND FIFTY POUNDS!** And who knows? If he's feeling generous, young Paul may even decide to give out the odd spot prize on top of the fame of having your name printed in the galaxy's greatest games mag! What are you waiting for? Get to it!



AMIGA

RODLAND

Tam and Rit may be having a hard time finding their mum, but **Stuart Atkins** of West Bromwich has found a way of making parental liberation that bit less of a task. Pause the game and press **HELP** five times to get infinite lives, then press **SPACE** and you will skip to the next level. Keep doing this to finish the game without having to do anything! Nice one, Stu.

TEST DRIVE 2

Oh no! I've lost the name and address of the lad who sent in this tip! But I simply had to print it anyway, because it's quite smart. Apologies to the fine tipster who has to remain anonymous...

Type **OUTRAN** to outrun everyone.

Type **AERF** to double acceleration.

Type **GASS** to take you to the next gas station.

WWF WRESTLEMANIA

The gruesome twosome, **Joseph** and **Andrew Reader** from Highworth, Wilts, have been grappling their way around Ocean's wrestlefest and have found the following tipette. Set the game to two-player practice then put one player up on the top-left turnbuckle and the other player as near to the same corner as possible. The player on the turnbuckle should then drop and kick the other player. You will now find that one of the wrestlers can walk through the ropes. That player should walk out of the ring, pick up the chair and bring it back into the ring. Press **ESC** and go to compete for the belt - the chair should still be in the ring!



PITFIGHTER

That fine CVG hero **Josh Beck** of London SW6 reckons that if you type **LOBSTERS** while playing, then use the numbers **0-9** and **C** or **L**, it's possible to select a level and scrap whoever you like. What a star, eh?



PANG

Richard Roberts, Carvey Island's very own Super Panger, has been panging his merry way around the game and pang me if he hasn't come up with a couple of panging goodies for all of us:

Type **'What a nice cheat'** with spaces on the map screen. The screen will turn purple and you will be able to select any level. Alternatively, stand against a wall on the right-side border and continually shoot wires. You will not die unless a bubble hits you from the right.

MEGADRIVE**TWO CRUDE DUDES**

This Megadrive conversion of the Crude-busters coin-op has gone down well with tons of you. People like well 'ard **S L Necke** from Derby, who's come up with this crude but effective cheat:

At the end of each level, punch and kick the vending machine to get the Power Cola. But don't drink any - leave it all to gain an extra life!

**STREETS OF RAGE**

Quite a nice cheat, but the sender unfortunately forgot to send his name. He does, however, come from Abingdon, Oxfordshire, which is quite a nice place to be. If you recognise yourself, well done!

When the Game Over screen appears press **LEFT, LEFT, B, B, C, C, C** then **START** for extra continues.

DEVIL CRASH

A devilish pinball sim, and now there's a fairly evil passcode to go with it, courtesy of one **Ian Davis**, resident of Solihull, West Midlands:

09563 35555 for 555,500 points and 33 balls.



pits. Go over four holes then stop - here should be a star over your head. Jump down the hole - near to the left edge you will find a ledge to stand on. Jump over to the other side to find a bag containing ten apples!

**MASTER SYSTEM****PACMANIA**

Stephen Humby, Southampton boy and player of Tecmagik's great conversion of the 3D Pacman coin-op, says that to find the hidden level eat all of the dots but leave the power pills. Go to the object in the middle of the screen and you're away! Lumme!

**MICKEY MOUSE CASTLE OF ILLUSION**

Christine Webb, a lovely lady reader from Corby, Northants, is an avid fan of Disney's large-eared rodent, which is why she's played this game to death and come up with this apple-tastic tip.

On normal level (Forest), pass the first stage until you come to the area with the endless

NINTENDO**STAR WARS**

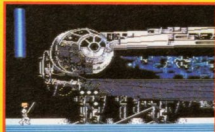
A stroke of good fortune for one of our Spanish readers, who wrote asking for tips on this stunning NES platform adventure. **Paul Midgley** from Horsforth, Leeds, is the man to thank for the following mini-guide, so take a bow

Paul!
You only have to enter one cave eight times to receive your eight shields.

You must collect R2-D2 before looking for Obi Wan Kenobi otherwise he will not appear in the main ship.

To deactivate the tractor beam select Han Solo and jump onto the first ladder on the right. Go up quickly and fire at the hole six times - you may have to repeat this 2 or 3 times.

When you have all the characters in the main ship you can use Princess Leia or Han Solo's life to the minimum of one unit, then select Obi Wan to restore all the lost energy. If you die, Obi Wan can resurrect both characters and energy three times only.



THE SIMPSONS

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

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

GAUNTLET

Red warrior, you are about to die. But not before you try the following from **Thomas Gurd** of Southampton, 'cos he's a bit of a lad after all!

There are warps on levels 1, 5 and 94 - shoot the walls until you find them.

He's also sent the code to level 79:

42C BB1 HZZ

MEGAMAN 3

Christopher Philips, resident of Hullbridge, Essex, has found a way to get to the last level with all weapons and bonuses. Just try the following password:

A1, A3, B2, B5, D3, F4

SUPER MARIO BROS 3

He picks up coins, eats mushrooms and has a large caterpillar on his top lip. He's **Willem Schungel** from the Netherlands and he's found a sneaky way of bumping up your lives in the best NES game ever!

At the abandoned fortress on level seven, find the switch block and activate it, then collect as many coins as possible. Go through the door and activate the switch block again - keep repeating the procedure to get loads of coins and loads of lives!



GAMEBOY

CHOPLIFTER II

Jump into the cockpit and, like **Neil Williams** from Caerphilly, give the following passwords a roll in this top-rated Game Boy blast!

STAGE ONE LEVEL TWO

SKYHPPR

LEVEL THREE

LKYBYS

STAGE TWO LEVEL ONE

CHPLFTR

LEVEL TWO

BYMSFWR

LEVEL THREE

RGHTHND

STAGE THREE LEVEL ONE

GDGMPLY

LEVEL TWO

TRYHRDR

LEVEL THREE

SPRYSKS

STAGE FOUR LEVEL ONE

CMPTRWZ

LEVEL TWO

CHPYBYS

LEVEL THREE

VRYHPPY

STAGE FIVE LEVEL ONE

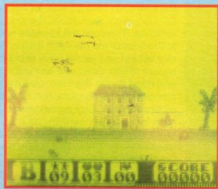
GMBYQZD

LEVEL TWO

LVLTYTZ

LEVEL THREE

GGDYGMZ.



SECRET OF MONKEY ISLAND II LECHUCK'S REVENGE

You want the rest of the solution to Lucasfilm's brilliant *Secret of Monkey Island II*? You've got it! **Dermot Smurfit** returns with the second part of his massive player's guide to the ghostly goings-on on the high seas. Hurrah!



Exit the alley and go talk to the fisherman at the end of the jetty. A few insults later and he'll challenge you to a fishing competition. Leave the island and go to Booty Isle. Pay a visit to the Costume Shop and pick up your fancy dress (literally) by giving the invitation to the shopkeeper. Make your way over to the small structure on the path to the Governor's mansion where you'll give the LeChuck Guard your invite and begin the drag act in order to proceed. Once at the mansion, join the revellers inside and grab the map piece off the wall and try to leave the grounds. One beating later and you'll come face-to-face with ex-love Elaine Marley. Sweet-talk her until she dramatically does away with the map fragment. Sprint outside and chase it for a while until it gets blown to the cliff-top. Go back into the mansion and climb the stairs to Elaine's room. Steal the Oar off the wall and make a break for the outside. At the door, pick up the Dog. Now, walk round the side of the mansion and rattle the dustbins. The cook will appear and chase after you. Lead him to the front of the mansion then continue around until you've left him behind and you're back at the back door. Inside you'll find a basket of fish. Grab one and exit. Leave the mansion grounds and head for the Big Tree. Use the oar in the hole, next to the one with the plank stuck in it. Now try walking up the oar. One nightmare later, pick up the broken remnants of the oar. Go back to the town now and call in on the Booty Boutique. In here, buy a ship's horn, the rusty saw and the sign on the wall. Now use the Parrot Chow bag on the hook which held the sign and you'll be able to buy the mirror.

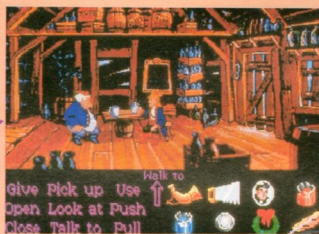
Return to Scabb Island and give the broken oar to the Woodsmith, who will mend it for you. Call in on Wally and give him the lens as a replacement for the monocle. Go to the three lazy men next to Mad Marty's and saw off the first man's pegleg. Make a sharp exit and return to the Woodsmith. He won't be there - he's out fixing a pegleg, so you can grab his hammer and nails. Visit the Bloody Lip Bar and use your Library Card to buy two drinks - a Bluebeard's Baby and a Blue Whale; you'll receive a free straw too. Mix the two to get a green, spit-thickening drink. Now use the Banana on the metronome and grab the Monkey. Head back to the ship and sail over to Phatt Island, where you give the fish to the fisherman in return for his Fishing Pole. Sail to Booty Island and get a leaflet from Kate. Enter Stan's Coffin Shop and ask to see a coffin. Once he jumps in one, close the lid and nail him inside! Now you're free to grab the Crypt Key off the wall. Don't forget to let Stan give you his complimentary handkerchief first. Now go to the Spit Competition and blow your ship's horn. Once the Spittmaster leaves, rearrange the flags a little. Now use the straw with the green drink to get up some high-tensile phlegm! A few spits will soon yield a prize of a plaque. Sell the plaque to the Boutique Keeper for 6000 gold pieces.



Go to the cliff edge and use the fishing pole to lift the map off the ledge. Follow the bird back to the big tree and use the plank and reinforced oar to go to get up to the treehouses. Enter the large one and use the dog on the pile of maps to get the first piece of the map. Now go to the top-most treehouse and pick up the telescope. Head back to the village and charter Kate's boat after noting the shipwreck co-ordinates in the Great Shipwrecks book. Go to the co-ordinates on the map and dive down to search for the wreck. Take the money head from the prow of the ship and use the anchor to get back to the surface. Once back on Booty Island, go to the Boutique where you can swap the monkey head for the second piece of map. Head to Phatt Island and use Kate's leaflet to cover your face on the wanted poster. Leave the town, watch Kate get arrested and return to the town and go to the jail. Pick up the Vanilla envelope and get the Near-Grog out of it. Set Kate free and then go to Governor Phatt's mansion. Tell the guard that there is a fire in the kitchen to get rid of him and go upstairs to the

bedroom. Use the other useless book that you got from the Library with the book on the Governor's immense stomach. One Indy rip-off later and you've got a book of famous pirate quotations! Now, zoom off to the waterfall and walk up the path by its side to get to the pump. Use the monkey on the pump and walk back down and enter the newly-discovered gaping hole. At the other end, head to the cottage and try to kill the retired pirate. He will challenge you to a drinking contest instead.

back to him and re-resurrect him to get the last piece of the map. Now take all four map pieces to Wally, who'll ask you to run an errand for him. After collecting the love bomb and matches from the Voodoo Woman, go back to check on Wally. He's gone - kidnapped by LeChuck. Return to the swamp and climb into the crate there to get shipped off with some very slithery friends

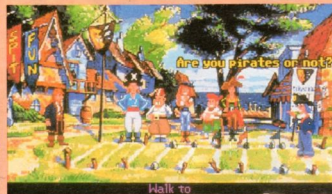


Use the grog on the pot-plant and refill your mug with near-grog. Once the other pirate is paralytic go outside, picking up the empty mug along the way and putting the mirror in the empty frame before you leave. Don't forget to open the shutters as well! Now use the telescope on the statue. One enlightening moment later, go back inside and push the brick which is pointing out at you. In the basement grab the third piece of map and exit via the hole. Go back to Scabb Isle and get the ashes from the Crypt in the cemetery using Stan's key. To get the ashes you have to look at the book of pirate quotations. Now try to find the coffin with the quotation matching that of Rap Scallion in the book. Open it and grab a handful of his ashes. Now take Ash-2-Life, pick it up and give the ashes and the book on voodoo recipes to the Voodoo Woman. Now go back and put the Ash-2-Life potion on the rest of Rapp's ashes. Agree to check the gas in your newly-resurrected friend's Weenie shack on the beach. Use the key he gives you to get inside and turn the gas off. Go

PART THREE: LECHUCK'S FORTRESS

Walk to the right and ascend the steps. You will now be in the sign room. The next part of the game is mainly trial and error. Walk to either right or left and try the bony things with symbols beside them. Push them and step through. Some of them will just bring you straight back to the sign room but others will plonk you back out through a big bony thing, somewhere else along the corridor. When this happens, go back through the bony thing you've just come out of. Keep doing this until you end up in the hall to LeChuck's throne room. Don't bother with the locks, just use the big door and you'll open the doggy door in the middle. Step through into the throne room and try to pick up the jail key on the wall. LeChuck will now capture you and hang you over a pit of acid. Use your straw with the green drink and spit on the shield to your right. Keep on spitting onto it and eventually you'll put the candle out with some neat deflection. When you're in the dark, use the matches.





PART FOUR: DINKY ISLAND

Pick up the bottle, the martini glass at the bottom of the still and the crowbar. Use the crowbar with the barrel to get a cracker. Give the cracker to the parrot. Make a note of the directions and head to the bag suspended from the tree in the jungle (go left in the jungle as you enter from the beach). Use the crowbar on the bottle and then use the broken bottle to slash the bag open. Pick up the cracker mix that falls out. Return to the beach and fill the martini glass with sea water. Use the glass of sea water with the still to get the salt out and then use it with the cracker mix, to give you another two cracker. Talk to Herman about his philosophies until he asks you a question, then return to the jungle and get the rope from the box. Open the box and take out the dynamite.

Follow the first set of parrot's directions and give the parrot another cracker. Again, follow the parrot's directions and give him the last cracker. He'll now tell you how to get the cross. Go there and Herman should appear and show you a shortcut. Go back to the cross and use the shovel on it. When you hit concrete, light the dynamite and use it in the hole. Now you'll end up on a pillar of rock. Tie the crowbar to the rope and use it on the metal rods above you. After a quick chat to Elaine you'll end up in the dark. Swish the mouse cursor around until you find the light switch, and turn it on. You'll be transported to the room next door. Here's a list of this to do in the rooms you can get to. In the room where you landed, pick up the ticket from among the treasure chest remains, the next room to the right is the elevator, which we'll come back to later. The next room is full of empty or closed drawers. There's also a grog machine here. Use the coin return slot and a penny will drop out onto the floor. Wait till LeChuck comes in and bends over to pick it up. Quickly pull his underwear and give him a Victory 'V' - this will give you his grotty undies.



He'll now transport you to another room whether you like it or not. In the next room you need to open one of the boxes on the floor and get the voodoo doll; you'll also find a balloon in one of the boxes. You can also get the root beer and try using it on LeChuck! the next room along you'll find your parents. Take the head from your Dad! You'll also find a syringe in the medicine drawer. Check the bin and take the pair of surgical gloves from it. Now return to the room with the grog machine in it and use both surgical gloves and the balloon on the helium cylinder. You'll now be light enough to use the elevator. In the corridor, wait until LeChuck appears and give him Stan's handkerchief. He'll use it and give it back to you all snotty. Now go to the elevator and use the call button. When the doors open, walk in and wait until LeChuck appears. Now quickly pull the lever and you'll trap his beard in the doors. Pick up the crusty beard piece. Now put the beard, skull, underpants, handkerchief and voodoo doll in the voodoo bag. You'll now have a voodoo doll of LeChuck! Go back down in the elevator and use the syringe with the voodoo doll when LeChuck appears. When he walks off, follow him and pull the leg off the doll. When asked, pull his mask off and...



THE END

DIAL - A - TIP

CHEATS, TIPS & GAME SOLUTIONS

CHEATS GALORE	0891 101 234
MEGATIP GAMES LINE	0891 445 987
AMIGA HOTLINE	0891 445 985
AMIGA GAMESTIPS	0891 445 786
ATARI S.T. GAMES TIPS	0891 445 787
CONSOLE HOTLINE	0891 445 990
CONSOLE GAMESTIPS	0891 445 991
SEGA CHEATLINE	0891 445 933
NINTENDO CHEATLINE	0891 445 913
WHIZZ KID COMPUTER QUIZ	0891 101 255

HELPLINES

SUPER MARIO WORLD	0891 445 924
SONIC AND QUACKSHOT	0891 866 001
SHINING IN THE DARKNESS	0891 866 002
FIRST SAMURAI	0891 445 926
EYE OF THE BEHOLDER	0891 442 030
SHADOW OF THE BEAST I & II	
BARBARIAN II	0891 442 022
THE IMMORTAL	0891 445 928
MAGIC POCKETS/RODLAND	0891 445 928

FOR INFO ON OUR OTHER CHEAT/HELPLINES RING

0891 445 904

ALL SERVICES UPDATED EVERY SATURDAY

PROPRIETOR - JACQUELINE WRIGHT, PO BOX 11,
ASHTON UNDERLYNE, LANCS, OL7 0WW.
CALLS COST 3PP PER MIN AT CHEAP RATE 40P PER MIN AT ALL OTHER TIMES

**G
A
M
E
M
A
G
I
C
K**

**GAMEMAGICK
CAVERN WALKS
MATHEW STREET
LIVERPOOL L2 6RE
ORDER HOTLINE
051 227 1977**

**NINTENDO SUPER
N.E.S INCLUDING
SUPER MARIO IV
(PAL OR SCART)
£199**

MEGADRIVE INCLUDES	
PSU	99.00
EA ICE HOCKEY (USA)	31.99
ROBOCOD (USA)	25.99
ROAD RASH (USA)	32.99
F22 INTERCEPTOR (USA)	36.00
TOKI	26.99
RING OF POWER (USA)	39.99
PGA TOUR GOLF	36.00
JOHN MADDEN II (USA)	32.99
FIGHTING MASTERS (JAP)	39.99
TECNO WORLD CLIP	32.99
SUPER FANTASY ZONE(JAP)	32.99
F1 GRAND PRIX (JAP)	26.99
TASK FORCE HARRIER(JAP)	34.99
TERMINATOR	32.99
SPEEDBALL 2 (PAL)	32.99
DESERT STRIKE IN STOCK	36.00
TWO CRUDE DUDES	32.99
KID CHAMELEON	36.99
JAP ADAPTOR	3.99
MASTER SYSTEM GAMES AVAILABLE	
SONIC	26.99
GAME GEAR (JAP)	
DONALD DUCK	19.99
SONIC	19.99
NINJA GAIDEN	19.99
SUPER KICK OFF	19.99
PARADISE OF KUNACHAN	
4 GAMES IN ONE	24.99
SPACE HARRIER	19.99
HEAVYWEIGHT CHAMP	19.99

SNES GAMES	
WRESTLEMANIA (USA)	45.00
SMASH TV (USA)	45.00
FINAL FIGHT (USA)	45.00
ADDAMS FAMILY (USA)	45.00
SUPER PITFIGHT (USA)	45.00

GAMEBOY	
THE ADDAMS FAMILY	19.99
AMAZING SUPERMAN	19.99
BILL & TED'S	19.99
BATTLETOADS	19.99
BUGS BUNNY II	19.99
CASTLEVANIA II	19.99
DICK TRACY	19.99
DUCK TALES	19.99
3299	
BEETLEJUICE	19.99
MEGAMAN 2	19.99
NAVY SEALS	19.99
PUNISHER	19.99
PRINCE OF PERSIA	19.99
TERMINATOR 2	24.99
ZEOCH	19.99
THE SIMPSONS	24.99
STAR TREK	19.99
FIGHTING SIMULATOR	19.99
ADVENTURE ISLAND	19.99



**P&P £1 PER GAME
£10 PER CONSOLE**



We reserve the right to alter prices without notification Allow 5 days for cheques to clear. Payable to Gamemagick

IN THE BEGINNING

Frank
Brunno's

BOXING

GHOSTS'N GOBLINS

COMMANDOS

AIRWOLF

**SPACE
HARRIER**

DOOM

**WAR
WARRIORS**

HUNDERCATS

BUGGY BOY

PAPERBOY

AND NOW...

elite™

All of the above titles were published under licence by Elite.

MEGADRIVE

SPORT SIM

BY SEGA
£39.99



He's mad, he's bad, he's got a very silly name and he plays ice hockey. Mario Lemieux is one of North America's greatest ice hockey exponents, although nobody in this country has ever heard of him. There are a ton of ice hockey games available on consoles and it took EA Hockey to get everyone interested. Well, this game takes a similar format in that it's a sort of scrolling soccer on ice. Diehard hockey fans will probably be well miffed at that description, but that's exactly what it is. The object of the game is simple - pass the puck and score goals. Use whatever means necessary to get that disc in the net, and a bit of violence isn't always out of the question...

"Yet another console Ice Hockey game and here was me thinking that EA had the genre wrapped up. Well, fact is, they still do! As groovy as Mario Lemieux is, it just doesn't compare with the fast pace and the smooth graphics of the Electronic Arts masterpiece. The actual presentation of Mario Lemieux is fabulous. Smart graphics, good sound and a massive array of options. The scrolling is smooth, the controls are fine and the game moves and plays perfectly well. The fighting breaks up the game nicely and you may find you'll have more fun scrapping than playing. Sadly however, there seems to be something missing. It could be speed, it could be that spark of addiction, but the fact is, the game just ain't right. It's all Electronic Arts fault you know. If they would just bring out a mediocre sports sim once in a while, all the other software companies would be in with a chance. Not a bad effort, but by no means an essential purchase."

FRANK O'CONNOR

TOTALLY SKILL!

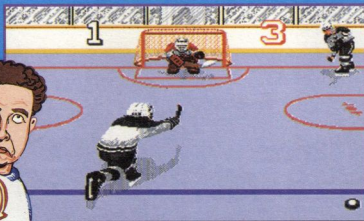
You can set up the skill of your team based on six characteristics - Shooting, Power, Speed, Passing, Defence and Goalie. You can only award a certain number of points to these levels and so you have to decide what your idea of a well balanced team is. Once you've assigned the points to the characteristics, you can save these by means of a password system. The default settings are reasonable enough, although the computer selected goalie is rubbish. He lets in just about everything and causes penalties! What a sad space waster!

FACE OFF STUPIDITY

The Face Off happens on several occasions during the game. If possession of the puck is in dispute, then the captains of the two sides have to battle for control of it. This seems to happen quite a lot, especially when the goalie gets done for holding the little blighter, and a combination of frantic button pressing and blind luck decides who gets it. The silly thing about this is that if you do get the puck your player automatically slams it to a member of the opposition and it's actually worth losing the puck just to gain possession. This tends not to happen when you're at the far ends of the rink so be careful!



MARIO LEMIEUX HOCKEY



SHOOT THAT PUCK RIGHT AND THE CROWD GO WILD!



KUNG FU CAPERS?

You can duck, sway, punch, jab and uppercut and the loser gets sent off to the sin bin, so it's well worth winning the scraps. The shame of defeat is had enough, but it also means you're one man down!



STRATEGY	SKILL
ACTION	REFLEXES

GRAPHICS	%	72
SOUND	%	68
GAMEPLAY	%	73
VALUE	%	72
OVERALL		71

WIN A
SUPER
FAMICOM

0891 888 632

WIN
A SEGA
MEGADRIVE
0891 888 635

WIN A
WRESTLING
HOLIDAY
IN THE
U.S.A.

0891
888 631

WIN WRESTLING
GOODIES

0891888 636

WIN AN
AMIGA 4500

0891
888 631

If you are under 18 years of age please obtain permission of whoever pays the phone bill.
BAR Ltd, P.O. Box 29, Malpas, Shropshire, WY. Calls charged at 136p/over min charge 45p/over min all other times.

£ £ £ CASHCADE! £ £ £

WIN £100

IN TWO MINUTES!

CALLS PAID FOR BY
0839 03 03 20

WIN!

CASIO
POCKET
COLOUR TV
0839 44 22 65

WIN!

NINTENDO
ACTION
SET
0839 44 22 71

WIN!

SEGA
MEGA
DRIVE
0839 44 22 67

WIN!

NIKE
AIR
JORDAN V1's
0839 44 22 68

30p per min cheap 44p other times etc VAT

0891 888 631

Unit 87, Market Hall,
Market Street,
Preston. PR1 2EL

Opening Hours
9am-5pm
Monday - Saturday

JUNIOR
CONSOLES

Tel./Fax 0772 883598
After 6pm: 0942 218035
0942 493697

MAIL ORDER

(PRESTON)

CARTRIDGE EXCHANGE SERVICE

Cartridge exchanges available on the following machines:
MEGADRIVE GAMEBOY FAMICOM SEGA MASTER

Exchanges:

Before sending your cartridge to us, please phone to confirm your choice of game is available.

For latest list of games and exchange prices for your machines, send a SAE to the above address

MEGADRIVE (NEW)

J MADDEN '92 (US) 34.00
CARMEN SANDIEGIOUS) 38.00
NHL HOCKEY (US) 35.00
WONDERBOY V (US) 38.00
DECAPATTACK (US) 29.00
P.G.A TOUR (US) 36.00
DESERT STRIKE (US) 37.00
BUCK ROGERS (US) 38.00

PLEASE RING FOR PHONES
ON OTHER NEW TITLES
ALL CARTS ARE JAPANESE
UNLESS
OTHERWISE STATED

WANTED

Your Old Carts for
CASH!!
Give Us A Ring Today

Nintendo®

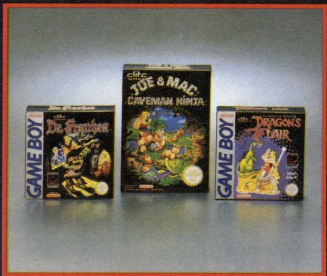
SULLIVAN BLUTH PRESENTS
DRAGON'S LAIR™
JOE & MAC™
CAVEMAN NINJA™

Dr. Franken™

Over the last six years, millions of people have played an ELITE computer game you may have played one!

ELITE are now producing Game Packs for the world's leading video game systems, NINTENDO of course and our first two games are on sale now! ... Dragon's Lair and Dragon's Lair The Legend. Later this year many more games for the NINTENDO video game systems will be launched by ELITE.

Write to us now, using the freepost address below (you do not require a stamp), please include your age and which system you own, and we will send you our latest literature.



Dragon's Lair™ is a
Ball-and-Chain™ 2D
Platform Game.
It is the only
1989 Ball-and-Chain™
Game to be
developed by
Sullivan Bluth
Productions Ltd.
It is the only
Ball-and-Chain™
Game to be
developed by
Sullivan Bluth
Productions Ltd.
It is the only
Ball-and-Chain™
Game to be
developed by
Sullivan Bluth
Productions Ltd.



elite™

ELITE SYSTEMS LIMITED
FREPOST, Aldridge, Walsall, England, WS9 8BR



OFFICIAL U

Dear Wimp's...

WELCOME to the Official UK High Scores, the Hall Of Fame for the finest gamers of them all. On these pages you'll find all the heroes whose gaming skills have earned them the right to fame in the only chart that counts. It's obvious that all of you have been working hard this month and it's taken me two weeks to sort through all the entries. Don't think you're out of the frying pan yet though. If the standard slacks, disciplinary action of the highest order will be taken and I don't just mean boring old whips and chains. I'm talking about thumbscrews, episodes of East Enders and, worst of all, a spot on Stars In Their Eyes. So make sure those scores are good and get them in to your Mistress with the Most. Get to it wimpes!

Sadie



CVG 064

AMIGA

Yes! The hi-score for Prehistorik has already been beaten by Stephen Power from Newcastle Upon Tyne. Another game that only appeared last month was Navy Seals and, yes you've guessed it, the boy Power also stuffed the old score right up their unmentionables!

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

TERMINATOR 2 139, 651 COMPLETED
William Columbine, Devon.

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

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

FIRST SAMURAI 275,205
Mike Spendlow, Hull.

WWF COMPLETED NO CREDITS
LOST
William Columbine, Devon.

BLOOD BROS 631, 200
Stephen Power, Newcastle Upon Tyne.

ROBOCOD 4,689,050
Mike Spendlow, Hull.

ARCADE

Come on now! What the hell are you wimps playing at? Your arcade scores for this month were so pathetic I'm not going to waste my time printing them. All I can say is this: if you were here right now there would be red cheeks all round - and I think you know which ones I'm talking about! One person who will escape my wrath is Samantha Crone, who has supplied me with a fine Blood Brothers score. So how do you feel knowing a girl has caught you with your trousers down? Pull your socks up and get those scores in NOW!

BLOOD BROTHERS 505,170
Samantha Crone, London.

K HIGH SCORES

GAMEBOY

Billions of entries for Super Mario Land came flooding into my futuristic office this month but only one was good enough. David Jeffrey from Swansea was the top gamer this month with a fine achievement on Super Mario Land. Let's see some scores on completed games though, otherwise I might have to get physical...

BATMAN COMPLETED
James Taylor, London.

GARGOYLES QUEST COMPLETED
Dharminder Shinh, Walsall.

SUPER MARIO LAND COMPLETED 52
lives
David Jeffrey, Swansea.

GREMLINS 2 STAGE 2
James Taylor, London.

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

TETRIS 237 LINES
Oliver Dearlove, Oxon.

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

BUGS BUNNY STAGE 9
James Taylor, London.

TERMINATOR 2 COMPLETED
James Vincent, Surrey.

MEGADRIVE

Mark Wilson of Essex has kicked some serious ass with Streets Of Rage, just managing to achieve a higher score than last months. Peter Jackson from Notts has scored an amazing result in Joe Montana 2, and enters the highest score ever for L.A. Can any of you wimps out there beat it? I doubt it!

SUPER REAL BASKETBALL DENVER 251
- BOSTON 66

Peter Jackson, Notts.

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

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

EA HOCKEY WON CUP
Mark Wilson, Essex.

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

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

STREETS OF RAGE COMPLETED
875,800
Mark Wilson, Essex.

STRIDER 88,000
Matthew Bickham, Australia.

NES

Duck Tales returns, with a massive score from Jordon Seedle of Lancashire. Last month there was only the fact that Neil Whitehouse had completed it, but now I'm gifted with a score which sorts out the men from the boys!

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

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

GUMSHOE 218000
Rob Brindley, Staffordshire.

SIMON'S QUEST COMPLETED
Scott Haines, West Midlands.

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

POWER BLADE COMPLETED
Paul Kellyeyside.

DUCK HUNT ROUND 92
Scott Haines, West Midlands.

MASTER SYSTEM

The infamous Sonic The Hedgehog is here again, but this time Alex Charles from Luton has supplied me with a mega score which wipes the floor with any other entries. Another game beaten is Golden Axe. Alex Charles has also managed to achieve this victory, what a busy lad!

SONIC THE HEDGEHOG 888,000
Alex Charles, Luton.

DONALD DUCK 595,650 COMPLETED
Chris Henson, Flookborgh.

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

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

GOLDEN AXE 208,007
Alex Charles, Luton.

SHOOTING GALLERY 94,300
Stephen Humby, Hampshire.

SUPER NINTENDO

Mark Leslie from the Shetland Isles has completely smashed last months hi-score of Area 88 and totted up a huge amount of pocket money. How about some Mario high-scores - you know what to do so impress me!

STREET FIGHTER II COMPLETED
1,977,350
Clarence Campillo, Australia.

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

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

WWF WRESTLEMANIA COMPLETED
Michael Jung, Dorset.

SUPER MARIO 3 COMPLETED
Robbie Wright, Merseyside.

Official UK High Scores

Dear Wimp's

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



Sadie

Official UK High Scores Entry Form



Dear Sadie,

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

GAME	SCORE
------	-------

GAME	SCORE
------	-------

GAME	SCORE
------	-------

NAME

ADDRESS

--

50

HELP A LONDON CHILD AND WIN THE TOY OF THE YEAR Super NES

10%

**FABULOUS
NINTENDO SYSTEMS
TO BE WON!**

**PLUS 10% OFF
COMPUTER GAME
SOFTWARE!**

Here's a contest you can't resist and an offer you can't refuse...

We are offering 50 Super Nintendo Game Systems as prizes in a totally FREE contest that could bring you many hours of fun. The system comes complete with Super Mario 4, the follow-up of the most played game in the world! All you have to do is answer our questions below...

1. In 20 words or less, tell us why you would choose Nintendo.

2. What game system do you currently own?

Write your answers on a sheet of paper or a postcard, complete and enclose the coupon from this advertisement (or, if someone has already stolen the coupon before you got to it, enclose your Name, Address, Postcode and Telephone number - if you have one), and send it to us at: Computer Games, 2 Rochester Parade, High Street, Feltham, Middlesex TW13 4DX.

We will donate 10% of all proceeds from this advertisement to HELP A LONDON CHILD.

Nintendo®



NES

A BOY AND HIS BLOB	34.49	34.49	34.49
ADVENTURE OF LINK	39.49	39.49	39.49
BAD DUDES	39.49	39.49	39.49
BART SIMPSON'S ESCAPE	34.49	34.49	34.49
FROM CAMP DEADLY	34.49	34.49	34.49
BATMAN	44.49	44.49	44.49
BATTLE OF OLYMPUS	34.49	34.49	34.49
BONIC COMMANDO	34.49	34.49	34.49
BLUE SHADOW	34.49	34.49	34.49
BULLY BASH	29.49	29.49	29.49
BUBBLE BOBBLE	29.49	29.49	29.49
BURAI FIGHTER DELUXE	29.49	29.49	29.49
BURAI FIGHTER DELUXE	29.49	29.49	29.49
CALIFORNIA GAMES	32.99	32.99	32.99
CASTLEVANIA	29.49	29.49	29.49
CHUCK TALKS	34.49	34.49	34.49
DIGGER - LEGEND OF	32.99	32.99	32.99
THE LOST CITY	32.99	32.99	32.99
DONKEY KONG CLASSICS	24.49	24.49	24.49
DOUBLE DRAGON	39.49	39.49	39.49
DOUBLE DRAGON 2	34.49	34.49	34.49
DR. MARIO	34.49	34.49	34.49
DUCK HUNT	29.49	29.49	29.49
DUCK TALES	29.49	29.49	29.49
EXTERMINATE	24.49	24.49	24.49
FALKNADO	29.49	29.49	29.49
EXTERMINATE	24.49	24.49	24.49
PUNCH OUT	42.49	42.49	42.49
FOUR PLAYER TENNIS	34.49	34.49	34.49
GAUNTLET 2	42.49	42.49	42.49
GOAL!	39.49	39.49	39.49
GOLF	29.49	29.49	29.49
GREMLINS 2	49.49	49.49	49.49
HUNT FOR RED OCTOBER	42.49	42.49	42.49
ISOLATED WARRIOR	34.49	34.49	34.49
JACK NICKLAUS GOLF	34.49	34.49	34.49
JACKIE CHAN KUNG FU	42.49	42.49	42.49
KABUKI QUANTUM FIGHTER	34.49	34.49	34.49
KICK OFF	31.99	31.99	31.99
KUNG FU	29.49	29.49	29.49
LOW G MAN	29.49	29.49	29.49
MARIC MANDON	44.49	44.49	44.49
MARBLE MADNESS	32.99	32.99	32.99
MEGA MAN	34.49	34.49	34.49
MEGA MAN 2	44.49	44.49	44.49
MISSION IMPOSSIBLE	34.49	34.49	34.49
NEW GHOSTBUSTERS 2	34.49	34.49	34.49
NINTENDO WORLD CUP	34.49	34.49	34.49
NORTH AND SOUTH	34.49	34.49	34.49
PAPERBOY	24.49	24.49	24.49
PINBOT	34.49	34.49	34.49
POPEYE	19.49	19.49	19.49
POWER BLADE	34.49	34.49	34.49
PROTECTOR	34.49	34.49	34.49
RAD GRAVITY	34.49	34.49	34.49
RAD RACER	29.49	29.49	29.49
RESCUE RANGERS	44.49	44.49	44.49
ROLLER GAMES	39.49	39.49	39.49
SHADOW WARRIOR	34.49	34.49	34.49
SHADOW GATE	49.49	49.49	49.49
SILENT SERVICE	34.49	34.49	34.49
SKATE OR DIE	24.49	24.49	24.49
SNAKE RATTLE & ROLL	29.49	29.49	29.49
SHARK'S VENGEANCE	34.49	34.49	34.49
SOLAR JETMAN	29.49	29.49	29.49
SOLSTICE	34.49	34.49	34.49
STEALTH ATF	34.49	34.49	34.49
SUPER MARIO BROS 2	39.49	39.49	39.49
SUPER MARIO BROS 3	39.49	39.49	39.49
SUPER MARIO BROTHERS	29.49	29.49	29.49
SUPER OFF ROAD RACER	34.49	34.49	34.49
SUPER SPIKE V BALL	34.49	34.49	34.49
SPYDRA & SERPENTS	34.49	34.49	34.49
TEENAGE HERO TURTLES	24.49	24.49	24.49
TENNIS	19.49	19.49	19.49
TETRISS	29.49	29.49	29.49
THE LORD	32.99	32.99	32.99
TOP GUN	34.49	34.49	34.49
TORALLY PAD	29.49	29.49	29.49
TRACK AND FIELD 2	34.49	34.49	34.49
TURBOGRACING	39.49	39.49	39.49
TURTLES 2	49.49	49.49	49.49
WIZARDS AND WARRIORS	19.49	19.49	19.49
WORLD WRESTLING	34.49	34.49	34.49
WWW WRESTLING	34.49	34.49	34.49

R.R.P. £149.99

Gameboy

ALLEYWAY	19.99	KWIK	19.99
BALLOON KID	19.99	MOTOR CROSS MANIACS	19.49
BART SIMPSON'S ESCAPE	19.99	NAVY SEALS	19.99
BATMAN	24.49	NEMESIS	19.99
BOULDER DASH	24.49	NINTENDO WORLD CUP	19.99
BOXXE	24.99	OTHELLO	19.99
BUBBLE GHOST	19.99	PAWPRINTS	19.99
BUGS BUNNY	19.99	PRINCESS BLOBBETTE	24.49
BURAI FIGHTER DELUXE	19.99	QIX	19.99
CASTLEVANIA	24.49	R-TYPE	24.49
DOUBLE DRAGON	19.99	RADAR MISSION	19.99
DR. MARIO	19.99	REVENGE OF THE GATOR	19.99
DUCK TALES	24.49	ROBOCOP	24.49
DINA BLASTER	24.49	SAMURAI ADVENTURE	24.49
FORMULA 1 RACE (WITH FOUR PLAYER ADAPTOR)	27.99	SKATE OR DIE	19.99
FORTIFIED ZONE	19.99	SOLAR STRIKER	19.99
GANDOLVES GUEST	19.99	SPIDERMAN	19.99
GHOSTBUSTERS 2	19.99	SUPER MARIO LAND	19.99
GOLF	19.49	THE RC PRO	24.49
GREMLINS 2	24.49	TEENAGE HERO TURTLES	24.49
HYPERLODE RUNNER	19.49	TENNIS	19.49
KICK OFF	23.99	WIZARDS AND WARRIORS	19.99
KUNG FU MASTER	24.49	WWW SUPERSTARS	24.49

Cut-out & use this reply coupon, or send us your Name, Address, Postcode and Telephone Number (if you have one), on a Postcard or plain sheet of paper.

Name _____
Address _____
Postcode _____ Telephone _____

If ordering, enclose cheque or ACCESS/VISA Card Number & expiry date.

Closing Date for all entries 30.06.1992. Entirely FREE Entry to Competition - NO Purchase Necessary.

Post to:-
**COMPUTER GAMES
2 ROCHESTER PARADE
HIGH STREET
FELTHAM
MIDDLESEX
TW13 4DX**

☎ 081-893-1813

All Trademarks acknowledged. E.A.O.E.

SUPER NINTENDO

SPORTS SIM

ELECTRONIC
ARTS £45.00

Golf, it's a funny old game isn't it? Oops sorry, wrong sport. Golf, it's all balls isn't it? Well, one at least (unless you're a complete shambles at the game and you keep losing them in rivers and things!). Now that PGA has finally made it onto the Super Nintendo it's a bit silly for us to explain the rules of golf (as if you don't know them already). But as we try our best to be informative, we'll explain anyway. The idea is to get your little white ball into the hole at the other end of the course in the least amount of shots possible. Easy, I hear you cry, ha! Just wait until you get onto the fairway - you'll soon see that it's more than just a load of old balls!

"When I first saw this I thought it looked fab, but now I'm not quite so sure. PGA Tour Golf on all other formats has become the essential golfing game, but the SNES version isn't quite as good somehow! The main difference is the view of your shot - it follows the ball in a quirky fashion and when the ball lands it's as if there's been a sudden earth quake - it rushes along the ground and slams to a sudden halt. In many other respects though, PGA is almost identical to all other versions. The graphics and animation are more than functional, the music is a great composition and the sound effects are standard thuds and thwacks. Basically, if you can put up with iffy graphics and weird perspective, this is a damned decent golf game just waiting to be explored. Worth a try, but don't expect miracles..."

TIM BOONE

CVG 068

CHEERS
GUYS!

To help you out with each course, a top international player gives you his handy tips on what not to do. Handy things like 'avoid the bunkers' and 'there's a big river, so be careful' come up and aid you in best possible way (ahem!). Seriously though, some of the handy hints do actually guide you to do the right thing and if you ignore them you'll look a bit stupid. Entering a course for the first time not knowing what's where is very silly. After all, you're not going to impress the ladies by whacking it right over the hole with a five iron, are you?

PLAY IT
AGAIN SAM!

You've just teed off, the sun is beating down, the crowd is restless, the rabbits are fidgeting in their burrows and the ball goes high. It glides through the air at immense speed and eventually lands on the green - it travelled over 300 yards! An instant replay - hurrah! When ever you manage to hit the ball over 300 yards you're given an instant replay, this is quite pointless, but at least it allows you to show off to all of your friends...

THANKS...

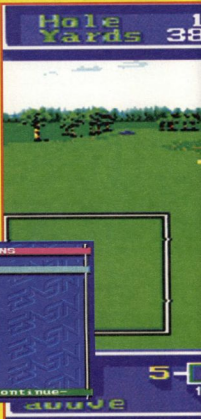
to Console Concepts
(0782 712759)
for the review cartridge.

PGA
TOUR GOLFFOURSOME
FROLICS!

A good feature of PGA is the ability to have up to four players at once. This is a great laugh as you can have some of your mates round, get the popcorn and coke in and have a jolly great time! You each take it in turn to take your whack at the ball, which adds great comedy value to a Sunday evening when there's nothing on the box.



CHOOSE YOUR OPTIONS



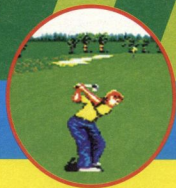
MONEY! MONEY! MONEY!

As all Top International Stars know, millions of dollars are dished out to people whose face appears on the telly! If you manage to win at Sawgrass you'll receive \$1,600,000, Avenel 1,000,000, PGA West 1,280,000 and Eagle Trace 1,000,000. Why do more golfers receive such massive bundles like this? If hitting a little white ball around a giant field earns the respect of receiving the sum of 1,600,000, why doesn't everyone go out and buy some clubs now? Just because Top international playboys like ourselves receive such amounts, doesn't mean people who have a name like Nick or Sevy should get the same! After all, what do they know about games?





SET UP YOUR STANCE...



SWING SMOOTHLY...



AND LET IT FLY...

Stroke Par 8 4 JOL E



GO CLUBBING

As we're so, so helpful here at CVG Towers we thought it would be a good idea to include a club table (no, it's not a list of the top clubs around London). This should help you when trying to line up that perfect shot.

Club Type	Range(Yards)	1 Iron	227
Driver	260	2 Iron	215
2 Wood	248	3 Iron	203
3 Wood	236	4 Iron	191
4 Wood	224	5 Iron	179
5 Wood	212	6 Iron	167
		7 Iron	155
		8 Iron	143
		9 Iron	131
		Pitching Wedge	119
		Sand Wedge	100
		Putter	5' - 120' (feet)

WHAT YA DOIN' THEN?

When you start you can either try your hand at playing in the tournament, playing one round, playing on one hole, practise on the driving range, practise putting or sit back and watch the demo. In the tournament you're up against 61 players - who can all play! If you're new to golf then this is going to be a major challenge for you. As each round goes on, people are knocked out until a winner is decided. When playing one round, you simply choose the course you want to play and smack the golf ball around it which, it has to be said, is a fun thing to do when there's not much on the telly...

FREE HOLIDAYS!

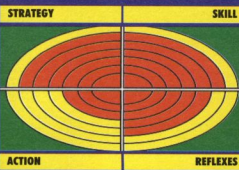
To make everything feel that little more realistic, four "real" courses are here to be experienced. You can compete on the TPC's (Tournament Players Club) at Sawgrass, Avenel, Eagle Trace and the PGA West Stadium Course - lumme! Each course has 18 holes and a nice little map to go with it. On the start of each course you're shown an overhead view of the course, which can also be examined during the game. Every tree, bunker and rabbit has been included so you don't have to catch the early flight over to California to play on the PGA West course!



"The first thing you think when you see PGA on the SNES is 'yuk'. This is mainly due to the iffy graphics and a palling scrolling. This

as it turns out, is a fairly minor niggle as the simple playability just about makes up for it. The poor scrolling has been caused by sad programming and little understanding of what the SNES' mode seven is capable of. There are no vector graphics in this conversion, but the multiple viewpoints are there. The game comes down to a mixture of common sense and good timing and the large variety of holes and courses help. The sound is a tad tragic with a low-quality rendition of the original Rob Hubbard score. Sound effects are smart, with bird calls and whooshing swoops as you whack the ball. The variety of options is impressive and you can have up to four players at one time. For team laffs, this is unbeatable and has at least that advantage over other Fammy golf games. It has to be said though, you'd be better off with Hole in One Golf from T&E Soft."

FRANK O'CONNOR



GRAPHICS % **61**

SOUND % **68**

GAMEPLAY % **74**

VALUE % **70**

OVERALL **70**



AMIGA

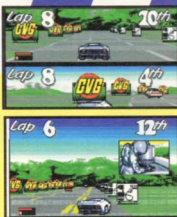
DRIVING

BY CORE ESIEN
£25.99



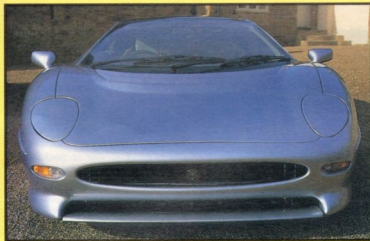
IT'S THE PITS!

Pit stops are one of the most important features of this game and learning when and how to use them is crucial. The pits are located at the starting line and so you always know where to go. The problem is that your car drinks petrol at a phenomenal rate and you need to stop once every couple of laps. The computer controlled cars also use pit stops and the sadder cars just plain break down. It takes a little while to fill the cavernous fuel tank so you will lose both time and position by stopping...



JAGUAR XJ220

It's the world's fastest road-going production car. It costs over 400,000 pounds. The waiting list for delivery is more than five years long. It's the Jaguar XJ220 and you'll probably never get the chance to see a real one! Jaguar decided a few years back that their image was getting a little long in the tooth. They decided to build a vehicle that would make people sit up and take notice. That vehicle became the XJ220, the only car in the world that makes the Ferrari F40 look sad. Jaguar XJ 220 gives you the chance to race against other less exotic cars in the trip of a lifetime. Rev it up and take it out, and make sure you're wearing reinforced Y-fronts as well!



BUILD THOSE TRACKS!

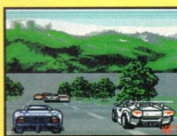
One of the neatest features of Jaguar is the track designer. This is an incredibly easy to use menu screen which allows you to alter any of the existing tracks, or build new ones from scratch. You can place sections of track wherever you like and bend the sections individually. You can also adjust the height of the track making hills and dips wherever you like. If that wasn't enough, you can even place tunnels anywhere you like, so you could do the whole race underground!

IT'S JUST NOT FAIR!

It's not fair you know. The Jaguar has to race the likes of F40s, Porsche 959s and Corvettes. These are all basically souped-up conventional cars. The Jag on the other hand is a souped-up Group C racing car, very similar to Jaguar's own XJR-11. The poor old competitors can barely reach 200mph and so you have an enormous speed advantage over the rest of the field. You also have them licked on acceleration and apart from the 959, cornering as well. Still, this is a game of wit and skill and raw power means nothing if you can't drive!

"We were dead excited when we previewed an early version of this last month and we're even more excited now that we've got the finished game! Javar is, in a word, awesome. The problem with any new racing game is that it will almost certainly be compared with the brilliant Lotus Turbo Challenge. As games they're very similar - although Lotus gets the edge in playability - but as a package, Jaguar beats Lotus hands down. The graphics are similar, but a little better and the addition of different cars makes all the difference. The music is absolutely excellent, with fab tunes and great FX. Playability is unbeatable for a driving game, the options are incredible and the track designer gives this more lability than any other game of its kind. Get it now!"

FRANK O'CONNOR



MY PILE OF SWEETS IS THE SAD CARS MAKE ROOM, MUCH BIGGER THAN YOURS...SO WHY NOT ROAR PAST?

STRATEGY	SKILL
ACTION	REFLEXES

GRAPHICS	%	91
SOUND	%	90
GAMEPLAY	%	91
VALUE	%	93
OVERALL		92

CONSOLE CONCEPTS

Mail Order/Shop address
Console Concepts
The Village
Newcastle-u-Lyme
Staffs ST5 1QB
(0782) 712759

SHOP HOURS
Sat/Weekdays 9.00 - 5.30pm
Thursdays 9.00 - 1.00pm

A DIVISION OF P.C. ENGINE SUPPLIES

ORDER LINE 0782 712759 9am - 6.30pm (3 lines)
EVENING HOTLINE (STRICTLY ORDERS ONLY) 0782 413201 6.30pm - 8.30pm (Answerphone)

REMEMBER - CONSOLE CONCEPTS HAVE BEEN SPECIALISING IN THE SUPPLY OF IMPORT CONSOLE GOODS SINCE 1989. NO MEMBERSHIP IS REQUIRED TO BUY FROM OUR ADVERTS.

MEGADRIVE TV VERSION

RUNS ALL GAMES
JAP/UK/USA
JOYPAD, POWER SUPPLY,
1 SONIC HEDGEHOG
OR ANY GAME UP TO £31
1 DUSTCOVER
1 STEREO HEADPHONES
12 MONTHS GUARANTEE

£135.00+P+P

NEXT DAY DELIVERY

NEO GEO OFFICIAL UK VERSION CONSOLE (PAL OR SCART)

INCLUDES
NEO GEO CONSOLE
UK POWER SUPPLY
1 JOYSTICK
UK INSTRUCTIONS
1 GAME (UP TO £120)
YOUR CHOICE
12 MONTHS GUARANTEE

£399.00+P+P



MEGADRIVE TV VERSION DELUXE PACK

RUNS ALL GAMES JAP/UK/USA
JOYPAD, POWER SUPPLY,
+ 2 GAMES OF YOUR CHOICE
UP TO £31 EACH
1 STEREO HEADPHONES
1 DUSTCOVER
1 EXTRA JOYPAD
1 DELUXE CARRY CASE
(Holds Mega Drive, Games,
Power Supply etc)
12 MONTHS GUARANTEE

£190+P+P

NEXT DAY DELIVERY

SEGA CD ROM

CD ROM UNIT (PAL OR SCART) + 1 GAME £330.00
CD ROM UNIT (PAL OR SCART) + 2 GAMES £360.00

SEGA CD ROM UNIT

HEAVY NOVA £40.00
SONIC FORCE £40.00
ERNEST EVANS £40.00
AISLE LODG CALL

MEGADRIVE (JAP) NEW

TEMO WORLD SOCCER £35.00
F1 CIRCUIT £34.00
F1 GRAND PRIX £36.00
SUPER PANTAZONE £31.00
2 CRUDE DUDES (CRUDEBUSTER) £32.00

TWO CRUDE DUDES MEGA DRIVE

TEAL EMPEROR £31.00
VALS £31.00
UNDEADLINE £35.00
DEVIL CRASH £31.00
FIGHTING MASTERS £36.00

FIGHTING MASTERS MEGA DRIVE

SLIMEWORLD £34.00
QUACKSHOT £30.00
MERCS £31.00
PUP WRESTLING £30.00
TURBO OUTRUN £34.00

MEGADRIVE (USA) NEW

ROBOCOP £31.00
F22 INTERCEPTOR £34.00
JOHN MADDEN II £34.00
ICE HOCKEY £38.00
IMMORTAL £34.00
GOLDEN AXE II £36.00
CALIFORNIA GAMES £34.00
SUPER OFF ROAD £38.00
ROAD RASH £34.00
PITFIGHTER £40.00
TERMINATOR CALL
CHUCK ROCK CALL
ALISA DRAGON £45.00
DESERT STRIKE £39.00

DESERT STRIKE MEGA DRIVE

BUCK ROGERS £35.00
MARBLE MADNESS £34.00
SONIC HEDGEHOG £36.00
KID CHAMELEON £38.00
STREETS OF RAGE £35.00
WINTER CHALLENGE £36.00
PGA TOUR GOLF £38.00
CARMEN SANDIEGO £45.00
WONDERBOY III £36.00

MEGADRIVE SPECIAL OFFERS

GAIN GROUND £20.00
GALAXY FORCE II £20.00
PHILIPS £20.00
MAGICAL HAT £20.00
OUTRUN £25.00
PLANUK (GROW) £25.00
CENTURION (USA) £25.00
TGA £25.00
SO WALIS £25.00
DOUBLE DRAGON II £25.00
BEAST WARRIORS £25.00

UK SNES

Adapted from stock.
Play USA/JAP Games on UK Snes £24.95

NINTENDO USA SNES

SNES CONSOLE INC SUPER MARIO SCART ONLY PLAYS JAP/USA GAMES £195.00
LEGEND OF ZELDA CALL
DIE & DIE CALL
LAGOON £55.00
THE SIMPSONS CALL
FINAL FANTASY II £45.00
J MADDEN FOOTBALL £45.00
SUPER SCOPE II £60.00
SUPER OFF ROAD RACING £45.00
SMASH TV £45.00
HOOK CALL
MYSTICAL NJIA £45.00
WRESTLEMANIA £45.00
PITFIGHTER £45.00

PITFIGHTER SUPER NES

ADAMS FAMILY £45.00
XARION £45.00
TMTB £45.00
PGA TOUR GOLF £45.00
LEMMINGS £45.00
NINTENDO SUPER FAMICOM JAP TO USA £25.00
CONVERTER SUPER FORMATION \$69.00
SOCCER SUPER GHOLDS & GHOSTS £47.00
SUPER MCV ISLAND £45.00
F I EXHAUST £49.00
S TENNIS £45.00

CASTLEVANIA IV £47.00

UK SQUADRON AREA 88 £47.00

UK SQUADRON AREA 88

RAIDEN £35.00
JOE & MAC £47.00
FAMINA 1/2 £34.00
SUPER CONTRA £49.00
SOUL BLADER £49.00
SUPER BRIDE RUSH £45.00
TOP RACER £34.00
XARION £34.00
RUSHING BEAT £49.00
FINAL FIGHT GOLF (the male CD) £60.00
CYBER FORMULA £49.00
MAGIC SWORD CALL
HAT TRICK HERO CALL
FATAL FURY £140.00
CYBERLIP £110.00
LAST RESORT CALL

JAPANESE FAMILIOM SPECIAL OFFERS £25 EACH

GRADIUS II, FIRE PHO WRESTLING, POPULOUS SD FOOTBALL, PRO SOCCER RAIN, SUPER EDF SUPER DEFORMER, BIG RUN

GAME GEAR

MONSTERWORLD 2 £25.00
GALAXIA (JAP) £24.00
BUSTERBALL 2 £25.00
ALESTE (JAP) £25.00

ALESTE GAME GEAR

SHINOB (USA) £25.00
OUTRUN (JAP) £24.00
HEAVYWEIGHT CHAMP (JAP) £24.00
ALIEN SYNDROME £24.00

DONALD DUCK (JAP) £24.00

SONIC HEDGEHOG (USA) £29.00
NINJA GARDEN (JAP) £24.00

ATARI LYNX

XYBOTS £26.00
WARRIORS £26.00
CRYSTAL MINDS II £27.99
SUPER SNIKE £27.99
NINJA GARDEN £26.00
AWESOME GOLF £26.00
SCRAPPYARD DOG £26.00
BELT POWER PACK £17.00

NEO GEO

BURNING FIGHT £100.00
2020 BASEBALL £100.00
KING OF MONSTERS £100.00
SOCCER BRAWL £140.00
FOOTBALL FRENZY £140.00
FATAL FURY £140.00
CYBERLIP £110.00
LAST RESORT CALL
MULTIPLAN NATION CALL
KING OF THE MONSTERS II CALL

GAMEBOY USA

PRINCE OF PERSIA £23.00
OPERATION C £23.00
TINY THOONS £23.00
STAR TREK £23.00
ADAMS FAMILY £23.00
TURTLE £23.00
GRADIUS £23.00
ASTEROIDS £23.00
SIMPSONS £23.00
SUPER ADVENTURE £23.00
WALLA £23.00
MEGAMAN II £23.00
BETLEJUICE £23.00
TERMINATOR II £23.00

PC ENGINE

NINJA GARDEN £34.00
TWIN BEE £40.00
DRAGON SDBRE £35.00
DORAMON II £35.00

LIQUID KID £35.00

PARODUS £49.00
FIGHTING RUN £38.00
PC KID II £35.00
SALAMANDER £39.00
GRADIUS £39.00
MONEY £36.00
TODDY KIDS £31.00

OVER 10 OTHER TITLES IN STOCK

SEND SAO FOR FULL LIST

PC ENGINE CD ROM

SUPER SYSTEM CARD £80.00
PC ENGINE SOLUTION £265.00
SUPER SYSTEM CD ROM £300.00
PRINCE OF THUNDER £40.00
SPRIGGAN £40.00
PHOENIC STORM £40.00
SHUBUN MAN II £40.00
HUMAN SPORTSFIELD (inc. F. Soccer & 3 March Tennis) £45.00
ADVENTURE OF GORE £40.00
BROWNING £40.00

SEGA (JAP)

BAO OHN CALL
SPAT HOUSE II CALL
S MONACO II £38.00
D HOURS BASKETBALL £45.00
CASHA £45.00
TAZ MANIA CALL
TAZ MANIA CALL

GAMEBOY

MONDO £25.00
BAT TLETOADS £25.00
WALLA £24.00

PC ENGINE

SUPER ADVENTURE ISLAND CALL
WALLA CALL

SUPER CD ROM

STARBUCK £85.00
FORGOTTEN WORLDS CALL
D HOURS BASKETBALL CALL
TERRA ORRONS CALL
DAISY CUT TIPS £45.00
IT CAME FROM THE DESERT £48.00
RAVENS II CALL
SUPER RACER £45.00

PC ENGINE GT HANDHELD

1 FREE GAME £250.00 + P+P

ATARI LYNX II

1 FREE GAME £115.00 + P+P

PC ENGINE PAL OR SCART

+ 1 GAME (YOUR CHOICE)
+ 1 GAME (YOUR CHOICE)
£165+P+P NEXT DAY DELIVERY
12 MONTHS GUARANTEE

SUPER FAMICOM SCART

+ 2 GAMES OF OWN CHOICE (UP TO £45 EACH)
+ 2 PADS, UK POWER SUPPLY + A JAP TO USA CONVERTOR CARTRIDGE WORTH £25
SPECIAL PRICE £250 + P+P

ALL ORDERS PLACED BEFORE 4PM DESPATCHED SAME DAY. ALL GAMES ARE JAP IMPORT UNLESS MARKED. GAMES MARKED USA ARE USA IMPORT GAMES
NOTE: JAP GAMES NEED ADAPTOR FOR USE ON UK MEGADRIVE



ORDER DETAILS: All consoles are despatched Parcel Force Next Day Delivery (Saturday delivery is extra £5.00) Cheques - Please allow 5 working days for clearance.
P+P: Consoles £10.00, Joysticks £2.50, Each game £1.00
Please state your preferred payment method and your customer number.
All machines and games are Japanese unless otherwise stated.
WE RESERVE THE RIGHT TO ALTER PRICES WITHOUT NOTIFICATION



ORDER HOTLINE 9AM TO 6.30PM TEL 0782 712759

MEGADRIVE

PLATFORM

BY SEGA
£35.00

What's big and hairy and no use to anybody? Toki, that's what. This sad, shuffling monkey of a man has been transformed by an evil wizard who, to add insult to injury, has kidnapped his girlfriend! Ugly though he is, Toki has developed some very impressive super powers and can destroy monsters by gobbing at them. His phlegm has become charged with plasma radiation and he can melt them with a well placed greener! The upshot of all this magic-related malarkey is a scrolling platform romp across umpteen danger-filled levels. Along the way you'll encounter prehistoric monsters, Aztec statues and a fair old sprinkling of flying jellyfish. It's worth it though, because your girlfriend is a treat of dream-like proportions!

"Eeep! I have to say it's completely different to the arcade version! That's not to say it's any worse, just different. The graphics are fairly faithful to the coin-op and that means that they're colourful with well drawn and animated sprites. The sound is the really disappointing thing about Toki - the tunes are jolly enough but don't really suit the game too well and only the hilarious sampled screams stand out. The options menu gives you a wealth of features and you can customise the game to suit even the saddest gamesplayer. Gameplay though, is what counts and Toki certainly isn't short of it. The excellent platform action and frantic blasting is nicely broken up by the strange swimming levels and the whole thing hangs together extremely well. Certainly one of the better platform games available on the Megadrive".

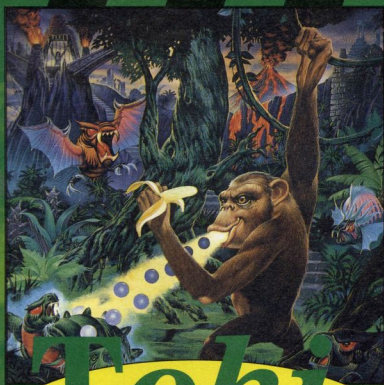
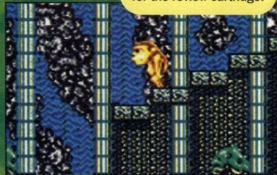


UNDERWATER ACROBATICS

The underwater levels on Toki are particularly challenging, if not nigh-on impossible! You don some rather smart scuba gear and head off into the murky depths of a mysterious ocean. Strangely enough, this ocean is filled with fish. Sadly for you though, they're all Pirahna and intent on chewing off your nether regions. These are easily avoided but you'll probably shoot them anyway. The physics on this level are a bit gloopy and slow, but once you get used to it the underwater levels are probably the most fun. Watch out for the killer submarines though!



TOKI LOOKS BEFORE HE LEAPS, BUT IT WON'T HELP!

Toki
GOING APE SPIT

ARCADE ODDITY

Toki in the arcades looked almost exactly the same as this Megadrive conversion, but all the levels are completely different. The Megadrive game is actually a bit larger, with the remixed levels longer. Because the levels are larger both in width and depth, the control method has been subtly altered. If you come to the edge of a precipice and have no idea what's beneath you, push up or down on the pad and Toki will look in that direction. There's no real explanation for the differences between this version and the others, but they all seem to be slight improvements.

THANKS...

to Console Concepts
(0782 712759)
for the review cartridge.

STRATEGY	SKILL
ACTION	REFLEXES

GRAPHICS	%	85
SOUND	%	78
GAMEPLAY	%	89
VALUE	%	86
OVERALL		85

DON'T MISS YOUR TOP-SELLING COPY OF MATCH FOOTBALL MAGAZINE EVERY WEEK - IT'S PACKED WITH FREE GIFTS AND EUROPEAN CHAMPIONSHIP ACTION!

THE BIGGEST AND THE BEST!

ALL A FOOTBALL FAN COULD WANT!

MATCH

8

GREAT POSTERS INSIDE

LINEKER'S YOUR MAN!

Exclusive 'Player of the Year' poll results inside.



WEMBLEY SPECIAL!

Fill in this coupon, cut it out and hand it to your local newsagent today! Please reserve/deliver my fabulous, action-packed, all-colour MATCH every week until further notice.

DON'T MISS OUT • ORDER TODAY

Name _____
Address _____

Signature of parent/guardian if under 18

HOLSTEN



Saturday, Mar. 28, 1992
ONLY 60p

DMA 00; US \$2.75;
Singapore S\$ 4.00;
Malaysia RM 2.00

OFF THE RECORD!
Star secrets revealed.

RESULTS, LINE-UPS, RATINGS, REPORTS! IT'S ALL IN **MATCH FACTS**

- NI!**
- SOCCER HOLIDAYS!
 - FASHION WATCHES!
 - SUPER SKATEBOARDS!
 - MINI FOOTBALLS!



FREEBIES
THIS MONTH
INCLUDE...
● EUROPEAN CHAMPIONSHIP
WALLCHART!
● DO NOT DISTURB
SIGNS FOR YOUR BEDROOM
DOOR!
● EXCLUSIVE TRANSFER SHEETS!

ORDER YOUR REGULAR COPY BY FILLING IN THE ORDER FORM ON THIS PAGE AND HANDING IT TO YOUR NEWSAGENT TODAY!

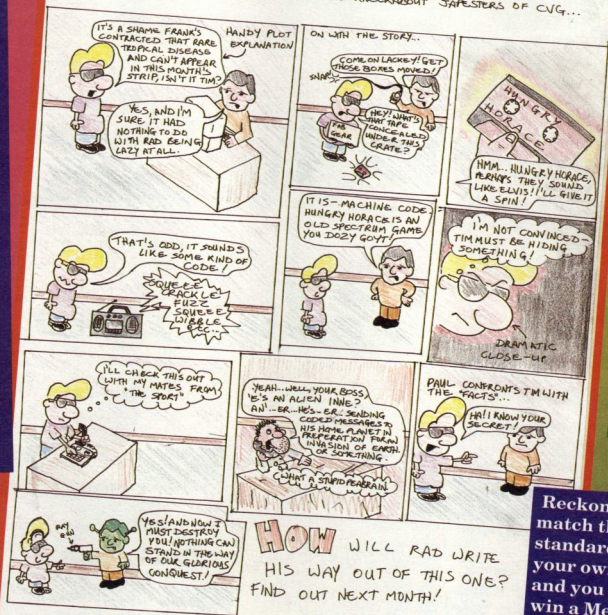
RAD'S STRIP

He's lean. He's mean. His hair's sometimes green! He's Radion Automatic out of Mean Machines and he's here with another slice of, well, not much at all really. Yes indeed, the Nantwich Neanderthal is back with another dose of what he does best - whatever that is.

MORE

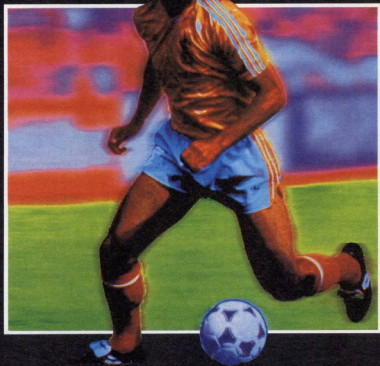
CVG TRUE STORIES

IT'S MOVING FLOORS TIME FOR THE KNOCKABOUT JAPESTERS OF CVG...



Reckon you can match the boy Rad's standard? Send in your own cartoons and you might even win a Megadrive for your trouble, or then again you may not. All we give Rad is a pat on the head for every strip, and the cow's getting fed up with it.

Sensible SOCCER



European Champions

- 100 EUROPEAN TEAMS ★
- DESIGN YOUR OWN CUP TOURNAMENT ★
- 1 & 2 PLAYER ACTION ★
- OVERHEAD KICKS, DIVING HEADERS, Etc. ★
- SLICK, FAST, INTELLIGENT PASSING ★
- SAVE UP TO 10 REPLAYS AS HIGHLIGHTS ★



- ★ SECOND DISC FULL OF CROWD SOUNDS
- ★ EUROPEAN CHAMPIONSHIP COMPETITION
- ★ AMAZINGLY DETAILED KITS
- ★ SUBS BENCH WITH MANAGER & PHYSIO
- ★ TACTICAL ADVICE ON OPPOSITE TEAM
- ★ NAMED SCORERS



Sensible
SOFTWARE

C1, Metropolitan Wharf, Wapping Wall, London E1 9SS © 1992 Sensible Software. Published by Renegade



SUPER NINTENDO

BEAT 'EM UP

BY JALECO
£40.00



Pow! Kerblamm! Sock! Thump! These are just a few of the noises you make when you're smacking baddies in Jaleco's Rushing Beat. I don't know, it seems like some bad guy is always trying to take over the city just when you're about to relax. There you were, sipping cocktails in the Jacuzzi with your main squeeze, when the call comes through. It's your pal Mungo. "Listen up Cuthbert," he says, "There's some trouble on the streets and I don't half fancy a right good punch up." "Oh no!" you reply. "The telly's brilliant tonight and I've just boiled the kettle." Mungo thinks for a moment and says, "I'll let you wear my smart hat." That settles it, you arrange to meet in the seediest end of the city, knuckle dusters at the ready...



"Rushing Beat has arrived at a bad time because Final Fight Guy has just appeared and rectified most of the faults of the original game! Rushing Beat copies Final Fight blatantly and

there are very few differences - except Rushing Beat's sad attention to detail and the fairly poor graphics. The animation ranges from reasonable to appalling and the general graphic quality is poor. There's no sprite slowdown though, and this proves that programmers are finally getting to grips with the complicated SNES hardware. Even hardened gamemasters need bells and whistles to keep them interested and this title just doesn't have them. If you get desperate, you can always try Final Fight, Ranna or even hang on until the arrival of Streetfighter 2!"

CVG 076 **FRANK O'CONNOR**

OOH! WHAT DO I DO? KICK SOME ASS BOY!



THICK AS THIEVES

Fact is, this is a straight rip-off of Final Fight. Why would anyone want to try and copy Final Fight on the SNES when it was so nearly perfect first time round? Well, for a start, there was no two player mode on the SNES version and it was a bit easy. Rushing Beat solves both these problems in one fell swoop. You can control one of two fighters, playing simultaneously with a friend, or taking on hordes of crims on your own. Also included is a versus mode where you and a pal can slug it out between you, Streetfighter style. The controls are simple - punch, kick, jump and special move. Try the various combinations of these and bring peace and justice back to the city streets. Hooray!



RUSHING BEAT

PALS? WHO NEEDS 'EM?

If you get bored of running around smacking bad guys in the face, you can always select the Versus option which allows you to fight a head to head battle between the two main characters as they slug it out at the gates of hell! Seriously, they stand at the edge of a fiery abyss knocking lumps out of each other. You have a limited selection of moves, but it all seems a little more satisfying as you pick up your pal and slam his head on the concrete! Speed is of the essence and you'll find the little guy has the advantage.

THANKS...

to Console Concepts
(0782 712759)
for the review cartridge.

I'LL GET MY DAD ON YOU...





JUMPING JABOOLAS!



CONTINUE 5



HAT'S THE WAY TO DO IT!



CHECK THIS OUT FOR FIGHTIN' FUN!



"Beat 'em ups on the Super NES are a bit like waiting for a bus - you know there'll be another along soon. So it's important you choose the right one to go for, and Rushing Beat is definitely the smelly old double-decker with a drunk throwing up at the back. This is Final Fight's poor little cousin and no mistake. Graphically it's a bit of a mixed bag - some of the sprites look alright but as soon as they move spasmodically across the screen it all becomes a bit of a joke really. Sad tunes are saved by fairly decent sound effects and on gameplay this title doesn't do too well either. Final Fight kept you at it because kicking ass was a laugh, the same isn't so true of this game and you'll find yourself sat there thinking "Sad Rip Off" as you go through the motions without that much interest in how well you do. Well, that's my view anyway. It has to be said that there is a hard core of CVG boys who will religiously finish any beat 'em up that comes our way and they were thumping away on this one, so maybe I'm just biased because I'm one of the lucky people who's seen Streetfighter 2 on the SNES and can't wait to get it home!"

SPECIAL MOVE MAYHEM

Each of the fighters has his own fighting style, with distinctive moves and impressive techniques. What they all have in common however, is the ability to throw baddies. All you do is get close enough to touch a punk without actually pressing fire. You should then grab him and from this position you can kick his head in or throw him around. If you're clever, you can pick up a baddie and throw him at any other goons on screen, killing them almost instantly. You have to be really careful when you get in close enough to throw, because one false move could spell disaster.

A SHORT HISTORY OF KICKING PEOPLE IN

Video game violence has been with us since the dawn of arcade games, but one on one punch ups are fairly recent. It all started about 1983 with a game called Karate Champ. This was fairly revolutionary and has since been copied by famous names such as International Karate and Way of the Exploding Fist. Next up was Irem's fabulous Kung Fu Master which introduced lots of baddies and horizontal scrolling to the theme. Konami had moderate success with a game called Yie Ar Kung Fu. Streetfighter made a big impression when it was released in 87 and Final Fight took the Kung Fu Master theme and beefed it up. Still the best of the bunch though, was the revolutionary Streetfighter 2, with some of the best animation and music of any game ever which made this game the most successful coin-op since Gauntlet.

TIM BOONE

STRATEGY	SKILL	
ACTION	REFLEXES	

GRAPHICS % **82**

SOUND % **72**

GAMEPLAY % **73**

VALUE % **70**

OVERALL **72**

ARCADE ACTION!

OUTRAGEOUS! The long-awaited follow-up to the Most Violent Arcade Game Ever is all set to touch down in your local coin-op shop and our very own Mr Arcades, Jaz Rignall, is there to bring you the **FIRST** full report on this mega sequel. How does he do it, eh? Thermal undies? Marmite soldiers? A jet engine attached to his bum? Your guess is as good as ours, so take it away that lad!

From the makers of Smash TV comes the latest in coin-op ultraviolence - Total Carnage! And it's difficult to think of a more apt name. Maybe Super Death 'n' Violence Central would be marginally more suitable, but really Total Carnage just about sums it all up!

The game is really a cross between Smash TV and the age-old game up-the-screen shoot 'em up Ikari Warriors, and uses the same one joystick to move/one joystick to direct fire controls as Smash TV. Again either one or two players can enter to blast all and sundry to kingdomcome! The object is fairly straightforward - enter a battlezone and destroy everything that moves - and anything that doesn't move too!



MIDWAY
TOTAL CARNAGE



ICON PICK ME UP

Not only is there an entire army to destroy, the heroes have also got to rescue hostages from the clutches of the evil General, plus pick up bonus points in the form of flags! Ah well, it's all in a day's work for your average member of the Domsday Squad.



PASSWORD SPECIAL!

A rather neat feature is the fact that once you've completed the game, you get a special password which allows you to warp direct to General Akhboob whenever you play and engage him in a final confrontation. This is ideal for posing in the arcades, since experts can then finish the game at the drop of a hat (and a few tonnes of nuclear arsenal).

AN EXCUSE FOR CARNAGE

"What's the reason for all this violence", some of you more conscientious readers may be thinking. Well, it's all down to General Akhboob, ruler of Kookistan. This evil tyrant is creating mutant life forms at his bio-nuclear research facilities, and with these he plans to conquer neighbouring countries and eventually the world. Now this isn't on, and the Government have decided to send in the Domsday squad - Captain Carnage and Major Mayhem to sort him out. And that's you, that is!



"If you thought Smash TV had a high kill rate just wait until you see this sucker! It's death central, with busloads of baddies and mounds of mutants to roast into oblivion with a variety of high-powered weapons. It's an extremely tough game due to the sheer volume of the enemy, but it's unbelievably addictive because it's so much fun. Torching tanks and marmalizing the monsters is really gratifying and later on you get completely engrossed in the action - there's so much going on you can't stop concentrating for a second or you're killed instantly. The graphics and sound are both superb, but it's the glorious gameplay that makes this one of the best shoot 'em ups I've ever played! If you see a machine, grab all the change you can and pile it in - you won't regret it!"

JULIAN RIGNALL

TOTAL CARNAGE

ARCADE by MIDWAY

30P PER PLAY

STRATEGY	SKILL
ACTION	REFLEXES

GRAPHICS % **89**

SOUND % **91**

GAMEPLAY % **97**

VALUE % **90**

OVERALL **95**

1 CVG

THREE BIG BATTLEFIELDS

The action is waged over three large battlefields, each packed with General Akhboob's vile creations and plenty of vehicles and soldiers from his regular army. As you might guess the going is pretty tough, so it's fortunate that the pair heroic players are armed to the teeth. They've got regular chain machine guns plus there are a variety of other pick-up weapons, including missiles, nukes, smarts and stuns.

AGE



THE UK's No 1
BE • F
WITH NEW

SAVE
WITH OUR MEME
EXCHANGE
SAVE £££ ON

MEGA DRIVE

TITLE	NEW	SELL	BUY	DATE
2 CROOKS	30.00	24.50	18.50	FE8
ALINA ODENSE	30.00	24.50	18.50	DA5
ARCH RIVALS	35.00	23.00	17.00	APN
BLAZN BROTHERS	35.00	27.00	18.00	APN
BLEAKS V LEARNIN	35.00	27.00	18.00	APN
CALIFORNIA GAMES	30.00	24.50	18.50	APN
DEADLY SINS	35.00	27.00	18.00	FE8
ELANDER HONEYFIELD BROTHERS	35.00	27.00	18.00	APN
EL WENTO	35.00	23.00	17.00	APN
FOR INTERCEPTION	30.00	24.50	18.50	APN
FURIOUS GRAND PRIX	35.00	27.00	18.00	APN
GALAXY FORCE II	35.00	27.00	18.00	APN
JOHN MADSEN II	30.00	23.00	17.00	APN
JORDON V BIRD	35.00	27.00	18.00	NAAP
NORTH CHARLETON	30.00	24.50	18.50	NAAP
NOBILITY FLUX HOLDING	35.00	27.00	18.00	APN
LEGENDARY	35.00	24.50	18.50	APN
LOONEY OF THE HORNS	35.00	27.00	18.00	APN
MONEY MOBILE	30.00	23.00	17.00	APN
NAIL ICE HOCKEY	30.00	23.00	17.00	APN
PGA TOUR GOLF	30.00	24.50	18.50	APN
PGA TOUR GOLF 2	35.00	27.00	18.00	FE8
GRANDMOTHER	30.00	23.00	17.00	APN
REVENGE OF SHAMON	30.00	23.00	17.00	APN

SNAND

TITLE	NEW	SELL	BUY	DATE
AGAD BASH	30.00	23.00	17.00	APN
ROCKED	30.00	24.50	18.50	APN
STREET FLY RAGE	30.00	27.00	18.00	APN
SLURME COURT BASKETBALL	40.00	30.50	20.00	NAAP
TERMINATOR II	35.00	27.00	18.00	APN
TIME	30.00	24.50	18.50	NAAP
WINTER CHALLENGE	35.00	27.00	18.00	FE8

SNAND

TITLE	NEW	SELL	BUY	DATE
PRINCE OF PERSIA	27.00	20.00	15.00	APN
PROTEGE FOX	25.00	18.50	14.00	APN
SHIMONO	25.00	18.50	14.00	APN
SONIC THE HEDGEHOG	25.00	17.50	13.50	APN
SONIC THE HEDGEHOG 2	25.00	18.50	14.00	APN
SONIC THE HEDGEHOG 3	25.00	18.50	14.00	APN

MASTER SYSTEM

AFTERBURNER	25.00	18.50	14.00
ASTEROID	27.00	18.50	14.00
BAMBLETOWN NIGHTMARE	25.00	18.50	14.00
BONNIE & CLYDE	25.00	18.50	14.00
CHICK	27.00	18.00	14.00
DOUBLE DORADO	25.00	18.50	14.00
DEPALLEY BROTHERS	25.00	18.50	14.00
FLYING STONES	25.00	18.50	14.00
G-LOC	25.00	18.50	14.00
HERCULES	25.00	18.50	14.00
LASER BURN	25.00	18.50	14.00
LINE OF FIRE	27.00	18.00	14.00
MERCS	27.00	18.00	14.00
MONEY MOBILE	25.00	18.50	14.00
MONSTERHUNTER	25.00	18.50	14.00

GAME GEAR

BEYOND WARS	25.00	18.50	14.00
CHANGING	27.00	18.50	14.00
CHOWMASTER	20.00	15.00	11.00
CRASH DUCK	20.50	17.50	13.00
GALLEN AXE	24.50	17.50	13.00
HALLEY WARS	20.00	15.00	11.00
JOE NEWMAN	20.00	15.00	11.00
LEGENDARY	20.00	15.00	11.00
MICKEY MOBILE	20.00	15.00	11.00
NEVER AGAIN	20.50	17.50	13.00
ON THE BORDER	20.00	15.00	11.00
PULP AND PULP	20.00	15.00	11.00
SHINOBI	20.00	15.00	11.00
SOLITAIRE POWER	20.00	15.00	11.00
SONIC THE HEDGEHOG	20.00	15.00	11.00
SUPER HOPZ	17.00	13.50	9.50

FREE MEMBERSHIP
AFTER YOUR FIRST PURCHASE OF OVER £20. MEMBERSHIP ENTITLES YOU TO:
NEW GAMES £5 OFF **USED GAMES £2 OFF**

DELIVERY **WE WANT YOUR GAMES** **SALES HOTLINE**

All games sent by recorded delivery. Why pay full price for other titles? Buy some hand or part-exchange your old games for new. Thousands of new and saved games in stock now. Please add £5 per console. We will also buy your old games. Phone now for your free quotation. £3 handling charge per game. ...

RETAIL SHOPS TERRI'S GROUP PLC

301 WALDEPRADE ROAD BECKENHAM CHATHAM, KENT DN34 0BQ(2)30	105 HIGH STREET BECKENHAM KENT 081-650 1205	JO STATION ROAD PETTS WOOD KENT 0689 047716	105A HIGH STREET DORSETT KENT 0689 047515	50 HIGH STREET SUDLEY KENT 081-300 0990	206 LEVINGDALE DRIVE BARNHAM KENT DN34 250(4)
--	--	--	--	--	--

MEMBERS SAVE UP TO **£2.50** IN OUR RETAIL SHOPS

ALL PRICES ADVANCE ORDER MEMBERS
NON MEMBERS ADD £5 NEW

0689 047716

ADVANCE ORDERS

We take **ADVANCE ORDERS** with **NO OBLIGATION** TO BUY, all new titles. Top selling titles are always in short supply. Place your order in advance, and it will be shipped to you **ON DAY OF ARRIVAL** - Don't be disappointed - **ORDER NOW!**

ALL PRICES SUBJECT TO CHANGE

DIAL . AN . AD NUMBER

0 8 3 9 5 0 0 8 4 8

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

THE MICROSELLS

NINTENDO NES WITH 6 GAMES.NES ADVANTAGE
Worth £350 but will swap for Amiga or sell for £190. If interested Phone Andy 0978 845328 after 6pm.

SWAP MY NES WITH 11 GAMES inc. Mario 1-3 WWF, the Simpsons, for Super Famicom with 3 games Mario 4 and 2 others besides. Phone 0924 262511 and ask for Richard.

PAL Supergraphics for sale, incl. game in very good condition, power supply unit and adaptor, plus 2 joypads. Must sell so give me an offer. Contact 021 773 8873 and ask for Alan.

I HAVE TO SELL a Commodore 64, cassette deck, joystick, loads of games. Very good condition, will swap for Amiga or will sell for £150. Contact T. Patel 170 Tooting High Street, London SW17 0RT.

WANTED - Super Famicom with some games, will pay around £200 or will swap for Gameboy, 7 games and £100. Call Tim on 0455 618034.

I WANT TO SWAP my Mastersystem which has 10 games, a light phaser and accessories for an Amiga 500, mouse and modulator, games are not essential. Call me on 0883 715747 if interested.

TO SWAP - Sega Megadrive, Sonic, PGA Golf, EA Hockey, John Madden '92 and Bonanza Bros, 2 joypads, as new, 9 months guarantee - for Amiga 500. Call me on 0797 260510 if interested.

THE MICROSELLS cont.

AMSTRAD CPC464 with green screen, 100 games, joystick. Call 0423 564810 and ask for Steven.

SEGA MASTERSYSTEM, 8 great games, 1 joystick, excellent condition, all boxed, original handbook £140. Phone 031 667 8862 if interested.

NINTENDO with all leads and 2 joypads, also with a python joystick, Jap adaptor and 6 games incl Megaman 3, Batman. Will sell for £160. Contact Mark on 081 319 1353.

ELECTRIC GUITAR with leads for sale £60 or will swap for a Gameboy in good condition. Phone Stevie on 041 334 4138.

FOR SALE NINTENDO NES with 1 game (SuperMario Bros), boxed as new, perfect condition, unwanted present £65 ono Call 0844 216748 if interested.

PC ENGINE PAL version, with DC Rom unit and interface, power supply unit, 3 pads and 13 games, everything boxed and in good condition. £350 ono. Call 0623 759800 if interested.

SPECTRUM 48k Plus. Good condition 60 games. Great computer worth £100 Sell for £50. Call 0233 621648 and ask for Scott.

SELL A500 Imeg, with monitor, over £620 worth of games, 2 joysticks and 2 infra red pads, 2 mice + Atari Lynx with 4 games. Worth £1500, but will sell for £750. Phone 061 226 4671 after 5.00pm and ask for Frank.

THE MICROSELLS cont.

VIDEO CHALLENGER green game, incl batteries, £15. Altered Beast for Megadrive £15 and various magazines £1 - £3 each. Call 021 557 7991 and ask for Robert Ford.

RADIO CONTROLLED CAR with radio gear, quickcharger, 2 batteries, loads of spares £80 ono or will swap for Gamegear or Megadrive. Call Chris on 0275 462174.

MEGADRIVE, World Cup Italia 90, and John Madden's Football and many others + convertor. Call 081 458 9548 ask for Amir.

ATARI 520STFM, + at least 40 games. Will swap for Megadrive with 5 games or will sell for £300 ono. Phone Ryan on 0292 43297.

SEGA MASTERSYSTEM with 5 good games and all the wires, + 2 controlpads, swap for Gamegear or will sell for £80. Phone 081 577 5901 and ask for Lee.

BRAND NEW Commodore 64i boxed, perfect condition, over £100 worth games + manual and joysticks. For sale £100 Contact James on 0270 582809.

COMMODORE 64 new style, with 2 joysticks and 55 good games. Offers between £60-£70. Phone 0503 72292 and ask for David.

NES SWAP FOR MEGADRIVE or MASTERSYSTEM 2. Or will sell for £110 382 5897

ATARI LYNX FOR SALE with 2 games, powerpack and multiplayer lead. Boxed. Call Paul on 0634 240490. £90

DIAL . AN . AD NUMBER

0 8 3 9 5 0 0 8 4 8

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

THE MICROSELLS

SEGA MEGADRIVE FOR SALE. with joypad and joystick 7 Games inc. sonic. will sell for £200 ono. Call 051 4271936 and ask for Shaun after 5pm.

SWAP MY MEGADRIVE WITH strider and fatal rewind for Super Famicom or NES. Will consider selling. Call Senaz after 4pm. on 061 366 0675.

I AM SELLING MY ATARI 520 STSM. Only 6 months old. Loads of games and magazines. Joystick, Mouse. Only £270 call 081 851 6642 after 5pm on weekdays. And ask for Melanie.

FOR SALE AMSTRAD CTC 464 PLUS COLOUR MONITOR and joystick. 49 games including Pit Fighter and Space Invaders. Also comes with manual and games book. Will sell for £250. Contact Gareth on 0767 691079.

LOOK!!! MEGADRIVE AND AMIGA GAMES FOR SALE or swap. All must go! Phone 0707 59908 after 6pm and ask for David Cootes.

MEGA CD AND MEGADRIVE. Will work on both Scart or Pal. With 2 joypads and 2 games. Everything still boxed. £400 ono or will swap for Neo Geo with games. Call 081 641 2729 and ask for Thomas.

SEGA MASTERSYSTEM WITH 2 GAMES Built in Safari Hunt and Hang on. 2 control pads, plus 12 months guarantee. Contact Rahill on 0706 353263. The price is £65ono.

THE MICROSELLS cont.

JAPANESE FINAL FIGHT, Final Fight 2, with Final Fight Music CD, for Super Famicom. Unwanted gift. Never used. Sell for £40 Phone Michael on 0784 461286.

SWAP ATARI LYNX with games still boxed, for a Pal, PC Engine with games. Phone 0639 639040 if interested.

NES PLUS 7 GAMES FOR sale, mint condition, Worth £300 will sell for £200. Call Justin on 0271 24602.

UK MEGADRIVE BOXED WITH 12 top games, 2 joypads and Japanese convertor. All worth over £550 but will sell for £310. Phone Stewart on 0375 855602.

COMMODORE 64 FOR SALE for £130 ono. Loads of games, joystick, cassette box. Ring 0543 371837 if interested.

ATARI LYNX 2 FOR SALE. Brand new with 1 game. Will sell for £85. Call 021 321 4359 and ask for Alan.

MEGADRIVE FOR SALE plus 5 games and 2 controlpads. less than 4 months old. Sell for £210 Call 0786 64550 after 4.00pm.

NES FOR SALE - 2 joypads, gun and 5 games - Gradius, Duckhunt, Pro Wrestling and Others. Good condition. Sell for £110 - Leave message on answerphone on 0661 24981 for Robert.

AMIGA GAMES FOR SALE 26 top games incl. Final Fight, Wrestlemania and many more, quickshot joysticks. All boxed with instructions. Only £160 ono. Contact Tim 0473 36207.

THE MICROSELLS cont.

NES plus 2 controllers, lightgun and 17 games incl; Turtles, Simpsons, Duck Tales and lots more. Open for offers. Call 0227 462759 if interested.

GAMEBOY FOR SALE, incl. Tetris, Double Dragon 2, Bubble Bobble, Supermarioland, Boxed with Headphones, link cable and full instructions. £120 Interested? Call Scott on 041 339 4979.

I WILL SWAP any of my games on Amstrad CPC464 for Smash TV or Final Fight. Call 0295 273352

FOR SALE MEGADRIVE PLUS 7 GAMES - £300 or will swap for Amiga 500 with a few games. Please call Ben on 0273 303257.

MEGADRIVE FOR SALE - 2 controllers and 8 great games - £300 ono. Will consider selling games separately. Also NES plus 4 games, all boxed, £100 ono. Phone John on 0865 63684.

FOR SALE COMMODORE 64, GAMES, Speed King joystick, cassette and leads. Looking to swap for Gameboy or Gamegear or will sell for £80. Call 0222 464551.

JAP MEGADRIVE for sale, joypad, 4 games, power supply, pal. Worth £210 but will sell for £135 Please ring Mark on 0444 241052.

AMIGA CONTACTS wanted for swaps. Please phone Nick on 0625 428022.

QUICK SALE, NES with zapper and 7 games. all for £150. Phone Ross on 0795 429844

GET YOUR GEAR HERE!

ATARI ST games for sale. Lotus 2 Pitfighter, Speedball 2, Lemmings etc. All around £10 each. If interested call Baxter on 0633 842613 after 5.00pm. I'VE GOT A GAMEBOY FOR SALE with 3 games: Tetris, SuperMario and World Cup. Also comes with link cable, headphones. All boxed with instructions. Will sell for £165. Call Jonathan on 0277 232745.

SWAP MEGADRIVE with John Madden '92 Sonic and Monaco GP, with hard case, magazines etc, plus Commodore 64 with over £150 worth of games. Combined value over £550. Want to swap for Amiga 500 call Barney on 0462 864223.

SEGA CD ROM PLAYER-SCART, boxed not even been used, unwanted gift a bargain at £199 ono Phone Martin after 6.30pm on 0376 22731.

SEGA MEGADRIVE, with 1 game. Strider, jopyad, excellent condition, still boxed. £80 Contact Andy on 0772 791809 after 3.00pm.

FOR SALE, JAPANESE MEGADRIVE with 6 games including F22 Interceptor, for £200. Phone Joss on 0733 234550 after 5.00pm.

MEGADRIVE as new, 10 latest games, incl Sonic and Mickey Mouse, plus 2 joypads - £300 ono. Call 0782 632261 Mrs J. Clark. NEO GEO SCART - ENGLISH VERSION, with memory card and 3 games - Football Frenzy, Nam '75 and Ace 02. Also extra joystick £400 Call Mike on 0277 835454 after 6.00pm.

SUPER FAMICOM PA1 with Super Mario world, Super R-type, Graduis 3. 2 controllers PSU. Bought Christmas 1991, £160 ono Phone 0272 514215 and ask for Steve.

SEGA MEGADRIVE, boxed, good condition, with arcade power stick, 2 control pads and 12 games. Worth £500 sell for £300. Call 0384 280009 and ask for John.

SOFTSCAN WILL PAY CASH FOR YOUR UNWANTED GAMES AND CONSOLES!!!
MEGA DRIVE, MATTER SYSTEM, GAMEBOY, GAMEBOY ADVANCE, NES, ONLY!
SEND US A LIST OF YOUR UNWANTED GAMES/CONSOLES, INDICATING WHETHER YOU WANT TO BUY OR SELL AND WE'LL GET YOU A PROMPT REPLY WE WILL RESPOND WITH A FULL WRITTEN QUOTATION FOR ALL OF YOUR UNWANTED GAMES!
NOTHING REPAIRED AND BEST PRICES OFFERED!
WE ALSO PAY CASH FOR LARGE COLLECTIONS OF UNWANTED SOFTWARE. MUST BE ORIGINAL, UNUSED AND IN BEST CONDITION.
REMEMBER, WE OFFER YOU CASH AND DO NOT REQUIRE YOU TO BUY ANYTHING IN RETURN!
SOFTSCAN, PO BOX 90, STATION APPROACH, HEBBERLEY, LEEDS LS15 7JF.
Send a S.A.E. for a list of our pre-owned ATARI, ST or Commodore games

THE DEALER DIRECTORY

BEDFORDSHIRE
FAXMINSTER LTD
16 Church Street, Dunstable.
Bedfordshire, LU5 4RU
0582 475474

CAMBRIDGESHIRE
LOGIC SALES LTD
6 Midgate,
Peterborough PE1 1TN.
0733 49696

CORNWALL
TRURO MICRO LTD
Bridge House, New Bridge Street,
Truro, Cornwall, TR1 2AA.
0872 40043

ESSEX
THAT Z ENTERTAINMENT
DISCOUNT SOFTWARE
Units 33/34, Rumford Shopping Mall,
Market Place, Romford, Essex.
0708 744338

THAT Z ENTERTAINMENT
DISCOUNT SOFTWARE
Units 619, Pavilion Building,
Lakeside Shopping Centre,
West Thurrock, Grays,
Essex RM16 1WT.
0708 890800

THAT Z ENTERTAINMENT
DISCOUNT SOFTWARE
205 St. Mary's Lane,
Upminster
Essex
Tel: 0708 640500

HERTFORDSHIRE
FAXMINSTER LTD
25 Market Square, Hemel Hempstead.
0442 255044

HERTFORDSHIRE Cont...
GAMEKEEPER
125 Station Road, Letchworth, Herts.
0462 572643
LOGIC SALES LTD
5 Lynton Parade, Cheshunt, Herts.
0992 252323

LONDON
EROL COMPUTERS
125 High Street, Walthamstow,
081-520 7763
LOGIC SALES LTD
19 The Broadway, Southgate,
London, N14 6PH.
081-682 4942

SOFTWARE CHOICE
Units 5/6 In shops,
71-73 The Mall, Stratford E15
Tel: 081-519 6266

LEICESTERSHIRE
K.C. COMPUTER EMP
37 Pinfold Gates,
Loughborough,
Leics LE11 1SG
0509 211799
Fax: 0509 881600

STAFFORDSHIRE
FOSTERS
59 Tamworth Street, Lichfield.
Staffs, WS13 6JW.
0543 262341

WEST MIDLANDS
SOFTWARE SERVICES
278 Vicarage Rd., Kings Heath,
Birmingham, B14 7NH.
021-461 1871

GOOD
SNOGGING
GUIDE



0898 800 207

CHAT-UP
LINES



0898
800 213

NAUGHTY
JOKELINE
0898 800 242

SMUTTY
JOKES
0898
800
206



ULTRA
NAUGHTY
JOKELINE
0898 800 205

**HORROR
LINE**
0898 800 208

SOUNDS OF TORTURE
0898 800 214

CONFESSION
LINE

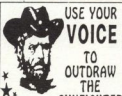


0898 800 209

Your ideal
LOVE
PARTNER
0898
800
212

Call our 24-hour helpline for more information on all our services, or visit our website for more information before calling. Fax: 07 975061 or 01845 828

TO ADVERTISE
IN C+VG,
CALL
GREG WATSON
ON
071-972 6700



USE YOUR
VOICE
TO
OUTDRAW
THE
GUNFIGHTER
★ DEAD ★
★ OR ★ WIN BIG ★
★ ALIVE ★ CASH PRIZES ★

WIN A SEGA
MEGA-DRIVE



Can You
Kill ★
The ★
ALIENS
For
CASH ★
PRIZES ★

★0891★ ★0891★ ★0891★
313590 313565 313564

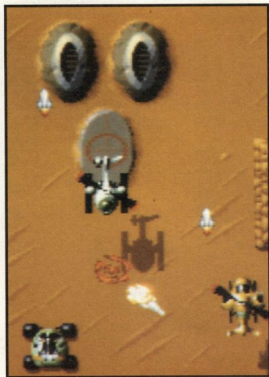
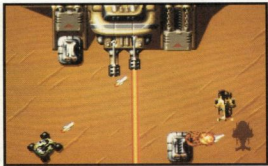
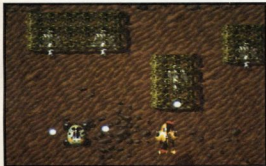
If you are 18 years of age please obtain permission of whoever pays the phone bill. Max cost of a call \$2.70 Cheap \$3.60 All Other Times. INFORNAL PG Box 36 L31 4TH Call charges 36 Per Min Cheap 45p Per Min All Other Times.

CVG HOTSHOTS

SUPER SWIV

● STORM ● SUPER NINTENDO ●

Anyone who reckons they know anything about shoot 'em ups will know all about SWIV - one of the best blasting frenzies ever to hit the 16-BIT machines! Well, the good news is that Storm are busy converting the game onto the Super Nintendo, and already the game is looking a bit of a better! Pilot your attack chopper (and get a pal to back you up on the ground in his jeep!) and take on everything the bad guys can throw at you in this vertically scrolling slice of utter mayhem! We've seen an early version of the game (one level) and that was enough to blow our cotton socks off! Rest assured that this is the place to be just the split second we have more news on this little baby. Keep 'em here!



CATELIAN

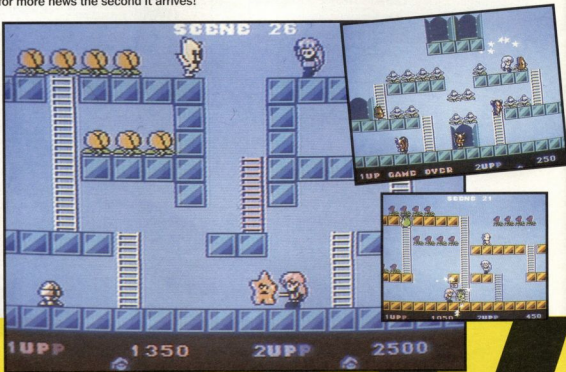
● STORM ● NES

Jeepers! Those Storm people are up to jolly japes and no mistake! They're also converting Castelian (otherwise known as Nebulus) onto the NES. Whether the game will retain all the playability of its 16-BIT cousins - and the brilliant Game Boy conversion - remains to be seen, but already the game is looking in good shape. In case you've forgotten, or are so sad you don't know, the aim of the game is fairly straightforward - keep going up the castle until you get to the top! Trouble is, there are all sorts of oddballs and obstacles in the way to keep you from your quest and keep you coming back for more! Keep 'em here for more details...

RODLAND

● STORM ● NES ●

Ah! Probably the cutest twosome ever to romp about on your home computer are all set to do all sorts of cutesie-pie goodness on an NES near you soon! Rodland scored a hit on home micros thanks to its ultra-cute graphics and cool (if just a tad easy) gameplay. NES cutie pies will soon be able to join the fun and frolics, and we've been treated to a sneak preview of the game. Quite a few of the screens are in place and the game is looking fine, with playability tuned up just a tad to make the game a little tougher. So, go gooey eyed over these screenshots and stay with CVG for more news the second it arrives!



64 PAGE COLOUR CATALOGUE

YOURS FREE WHEN YOU COMPLETE & RETURN THE COUPON BELOW

FREE! FROM SILICA



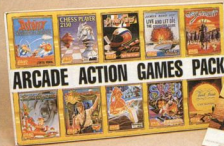
When you buy your new Amiga computer from Silica Systems, we will give you an additional £399.75 worth of software **FREE** with **CHANGE**, including some great entertainment and productivity programs. These are the ones you will introduce you to the world of computing and help you to get off to a flying start with your new Amiga. Plus, with every Amiga from Silica we will give you 16 nights FREE holiday hotel accommodation for you and your family to enjoy a break at home or abroad.

16 NIGHTS HOLIDAY HOTEL ACCOMMODATION
Every Amiga 500 and 500i from Silica comes supplied with a free 70 page colour brochure with accommodation vouchers. These entitle 2 people to stay on for a total of 16 nights in any of 250 hotels with accommodation FREE. As you have to pay for any extra meals (meals are listed in the brochure).

WORTH NEARLY £360!

Commodore AMIGA

LIMITED OFFER! STANDALONE MODEL



- 512K AMIGA 500 COMPUTER
- BUILT-IN 1Mb DRIVE
- A520 TV MODULATOR
- MOUSE CONTROLLER

PLUS! FREE FROM SILICA:

- PHOTON PAINT 2.0
- ARCADE ACTION GAMES PACK
- GFA BASIC INTERPRETER V3.5
- 16 NIGHTS HOLIDAY HOTEL ACCOMMODATION



£299.99
INC VAT & DELIVERY REF: AMC 0550

CARTOON CLASSICS



- 1Mb AMIGA 500 PLUS £399.99
 - BUILT-IN 1Mb DRIVE
 - A520 TELEVISION MODULATOR
 - THE SIMPSONS - BART & SPACE MUTANTS £34.99
 - CAPTAIN PLANET AND THE PLANETEERS £25.99
 - LEMMINGS £25.99
 - DELUXE PAINT II £79.99
- PLUS! - FREE FROM SILICA**
- PHOTON PAINT V2.0 £89.95
 - ARCADE ACTION GAMES PACK £30.00
 - GFA BASIC INTERPRETER V3.5 £30.00
- TOTAL PACK SAVING: £357.08**
SILICA PRICE: £359.00

PLUS! £359
16 NIGHTS FREE HOLIDAY HOTEL ACCOMMODATION

NEW! AMIGA 600



- 2Mb HARD DISK VERSION AVAILABLE**
- NEW COMPACT DESIGN**
- FREE FROM SILICA:
- PHOTON PAINT V2.0 £89.95
 - ARCADE ACTION GAMES PACK £30.00
 - GFA BASIC INTERPRETER V3.5 £30.00
- TOTAL PACK SAVING: £369.71**
SILICA PRICE: £399.00
- PLUS! £499**
16 NIGHTS FREE HOLIDAY HOTEL ACCOMMODATION

NO HARD DISK REF: AMC 0600 £399
HARD DISK REF: AMC 0601 £499

NEW! CDTV DRIVE



- AMIGA ADD-ON FOR 500 & 600**
- Commodore has released their new CDTV drive for the Amiga 500 and 600 computers. Simply plug the drive into your Amiga and you have the power to:
- **USE THE SUCCESSFUL RANGE OF CDTV SOFTWARE:** A vast array of titles are available now and more are being released all the time. With the CDTV ability to release 800KB of data (over 80 Amiga floppy disks), it is the ideal means for software based around entertainment, music, education, reference and much more!
 - **PLAY NORMAL AUDIO CDs:** The high quality CD Player II is a award-winning output sound quality that is equal to the best top end CD player available today. The CDTV drive gives you the ability to program the CD Player on screen to select random play, pre-set play order and much more.
 - **PLAY AND SEE CD+G CDs:** Not only do you get high quality audio but CD+G (Compact Disk + Graphics) produces graphics on screen while the track is playing. These graphics are usually based on the theme of the track or can be the lyrics of the song.

AMIGA CDTV Drive REF: CDD001 £299
AMIGA ADD-ON UNIT REF: CDD002 £349
AMIGA CDTV Drive + Add-on Unit REF: CDD003 £499

ALL PRICES INCLUDE VAT - DELIVERY IS FREE OF CHARGE IN THE UK MAINLAND

SILICA SYSTEMS OFFER YOU

- **FREE OVERNIGHT DELIVERY:** On all hardware orders shipped in the UK mainland.
- **TECHNICAL SUPPORT HELPLINE:** Team of technical experts at your service.
- **PRICE MATCH:** We normally match competitors on a "same product - same price" basis.
- **ESTABLISHED 12 YEARS:** Proven track record in professional computer sales.
- **BUSINESS & EDUCATION & GOVERNMENT:** Volume discounts available 081-309 0888.
- **SHOWROOMS:** Demonstration and training facilities at our London & Sidcup branches.
- **THE FULL STOCK RANGE:** All of your requirements from one supplier.
- **FREE CATALOGUES:** We'll mail to you with others and software/peripheral details.
- **PAYMENT:** By cash, cheque and all major credit cards.

Before you decide when to buy your new Amiga computer, we suggest you think very carefully about WHERE you buy. Consider what it will be like a few months after buying your Amiga, when you may require additional peripherals or software, or help and advice with your new purchase. And, will the company you buy from contain all the details of new products? At Silica Systems we ensure that you will have nothing to worry about as we have been established for over 12 years and, with our unrivalled experience and expertise, we can claim to meet our customer's requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now or our latest Free Information Register to experience the Silica Systems Service!

MAIL ORDER HOTLINE
081-309 1111

SILICA SYSTEMS

MAIL ORDER: 1-4 The Meads, Hatherley Rd, Sidcup, Kent, DA14 4DX Tel: 081-309 1111
Order Lines Open: Mon-Sat 9.00am-5.00pm No Late Night Opening Fax: 081-309 0888

LONDON SHOP: 52 Tottenham Court Road, London, W1P 0SA Tel: 071-567 4600
Opening Hours: Mon-Sat 9.30am-6.00pm No. Late Night Opening Fax: 071-567 4222

LONDON SHOP: Settlements (in Rays) Oxford Street, London, W1A 1AS Tel: 071-429 1234
Opening Hours: Mon-Sat 9.30am-6.00pm Late Night: Thursday only Fax: Extension 081-309 0888

SIDCUP SHOP: 1-4 The Meads, Hatherley Rd, Sidcup, Kent, DA14 4DX Tel: 081-302 8811
Opening Hours: Mon-Sat 9.30am-6.00pm Late Night: Friday only Fax: 081-302 8811

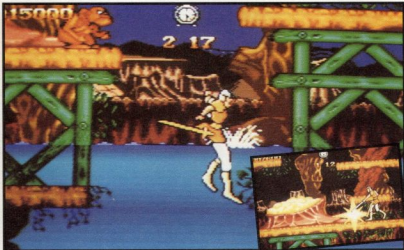
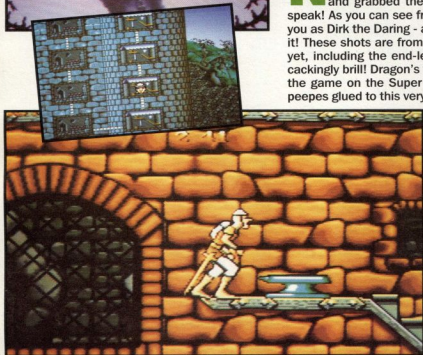
To: Silica Systems, CVG-0692-80, 1-4 The Meads, Hatherley Rd, Sidcup, Kent DA14 4DX
PLEASE SEND A 64 PAGE AMIGA COLOUR CATALOGUE

Mr/Ms/Ms/Ms: Initials: Surname: _____
Address: _____
Postcode: _____
Tel (Home): _____ Tel (Work): _____
Company Name (if applicable): _____
Which computer(s), if any, do you own? _____

DRAGON'S LAIR

● ELITE ● SUPER NINTENDO ●

Now here's a bit of a treat for thrill 'n' spill fans everywhere! Remember the Dragon's Lair laser disc arcade games that browned your trousers a few years ago? Well, Elite have gone and grabbed the license for Super Nintendo and are working away on the game as we speak! As you can see from these screenshots, the game is a scrolling platform romp which casts you as Dirk the Daring - a pretty dumb hero whose too stupid to know a bit of danger when he sees it! These shots are from early pre-production versions of the game and there's quite a way to go yet, including the end-level baddies, for example, which we're promised are going to be pants-cacklingly brilliant! Dragon's Lair went down a storm in the arcades and if Elite can capture the spirit of the game on the Super Nintendo then this is bound to be one worth watching for! Keep those peepes glued to this very spot for more news!



AYRTON SENNA'S SUPER MONACO GRAND PRIX 2

● SEGA ●
● MEGADRIVE ●

It's back! The Megadrive's greatest racer finally has a sequel and it's backed up by the world's greatest F1 driver, Ayrton Senna! The game looks suspiciously similar to its previous incarnation, but SMGP fans and people who haven't seen this will be dead excited. You get the chance to drive around some of the world's most famous race tracks, pitting your wits and skill against some incredible driving talent. The wealth of options will astound and amaze you, as will the slightly faster and smoother graphics. This is a one-off special for the Megadrive, so it won't be appearing in your local arcade, or at least not in the foreseeable future. You get the chance to control the famous Senna and choose a car with a range of gear setups. The sneak preview we had made us drool and slobber quite uncontrollably and you'll get to dribble too, just as soon as we review the finished version!



ZOOL

● GREMLIN ●
● AMIGA ● ST ●

Platform fans will be agape when Gremlin bring their nippy little ant to 16-bit screens in the near future. Sonic-like funs and japes are afoot, but as well as the usual speedy action, Zool can cling to walls, monkey climb and slide on slopes as well as use various powers like his high jump and smart bomb! We first caught sight of Zool quite a while ago now, and our jaws were left truly agape by the sheer speed of the game. For our money, this is just what platform fans have been waiting for. Keep those fingers super-glued to these very pages 'cos we'll be reviewing the game as soon as we get our mitts on a copy!

FREE!

WITH EVERY ST

FROM SILICA

When you buy your new Atari 520, 1040 or Mega ST computer from Silica Systems, we will give you an additional £25 worth of software FREE OF CHARGE, including some great entertainment and productivity programs. These free gifts will introduce you to the world of ST computing and help you get off to a flying start with your new ST. Plus, with every ST and every TT computer, we will give you a 16 nights FREE holiday accommodation for you and your family to enjoy a break at home or abroad.



TENSTAR PACK:
10 Superb entertainment titles:
ASTEROX £24.99
CRISPER PLAYER 2150 £24.95
DRIVIN' FORCE £19.99
LIVE AND LET DIE £19.99
ONSLAUGHT £24.99
PIPE MARCH £19.99
RICK DANGEROUS £24.99
ROCK 'N' ROLL £19.99
SWEEX £19.99
TRIVIAL PURSUIT £19.95

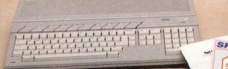
PRODUCTIVITY PACK:
141 WORD £39.99
Word processing package from GSE
SPELLIT £19.99
Spelling checker to complement the word
ST BASIC £24.99
Word processing package with manual

16 NIGHTS HOLIDAY ACCOMMODATION
Every Atari ST from Silica comes supplied with a free 72 page colour brochure, with holiday information, accommodation details and a guide to help you to stay on a total of 16 nights in any of our 250 holiday homes throughout the UK. All you have to pay for are your meals, snacks and drinks.

WORTH NEARLY £325

NEW! EXCITING LINE-UP FOR

ATARI ST



NEW! 520ST-E START PACK

HARDWARE:
520ST-E Computer £299.99
16MB Hard Disc, 128KB Main Mem, 1MB Disk Mem
SOFTWARE - ARCADE CLASSICS:
Missile Command - Shoot Em Up £9.99
Crystal Castles - Platform Game £9.99
Super Break Out - Wall Demolition £9.99
Battles Zone - 3D Tank Battle £9.99
SOFTWARE - PRODUCTIVITY:
First Word - Word Processor £39.99
MicroDraw - Art Package £29.99
ANI ST - Animation Package £29.95
PLUS! FREE FROM SILICA:
Silica Productivity Pack £104.97
TenStar Games Pack £121.98
Total Value: £764.63
Less Pack Saving: £252.63
SILICA PRICE: £511.99

PLUS! 16 NIGHTS HOLIDAY ACCOMMODATION

£259
INC VAT & DELIVERY. Ref: STC652

DISCOVERY XTRA

HARDWARE:
520ST-E COMPUTER £299.99
16MB Hard Disc, 128KB Main Mem, 1MB Disk Mem
SOFTWARE - ENTERTAINMENT:
ICAR FROM BOWLING £19.99
16MB Hard Disc
FINAL FLIGHT £29.99
Fast moving first person game
NINE LIVES £24.99
Fast moving first person game
JIM CITY £29.95
Fast moving first person game
SOFTWARE - PRODUCTIVITY:
CONTRACT MANAGER FREE
CALCULATOR PRO FREE
ST SCULPTOR FREE
ST COPY FREE
FIRST BASIC £49.99
Fast programming language
NEO-CHROME £49.99
Fast moving first person game
PLUS! FREE FROM SILICA:
Silica Productivity Pack £104.97
TenStar Games Pack £121.98
Less Pack Saving: £351.63
SILICA PRICE: £279.99

PLUS! 16 NIGHTS HOLIDAY ACCOMMODATION

FAMILY CURRICULUM

HARDWARE:
MAGNETIC COPIER £360.00
Items to be added (CD, 1MB Main Mem, 1MB Disk Mem)
SOFTWARE MODULES:
BUSINESS £76.50
Prof Plans a Fine Game with Word and Graphics
JUNIOR SCHOOL LEARNING £58.54
Knowledge Quiz, Spelling and Primary Maths
OCEAN £55.54
Biology, Maths, French, History and Geography
HUMAN £59.85
ST Word Star 5.0 & ST
CREATIVE £154.97
Hyper Plans a Music Master and First Book
PLUS! FREE FROM SILICA:
Silica Productivity Pack £104.97
TenStar Games Pack £121.98
Total Value: £1216.25
Less Pack Saving: £381.23
SILICA PRICE: £835.00

PLUS! 16 NIGHTS HOLIDAY ACCOMMODATION

MEGA ST-E



NEW FASTER MODELS! WITH MORE COLOURS & GREATER EXPANSION OPTIONS

- 16MB to 16-8000 Processor
- 32 or 48MB Double Speed Data Drive
- 1-2/4MB RAM Versions
- 4/16MB Hard Drive Versions Available
- 4096 Colour Palette
- Stems 8-bit PCM Sound Output
- FREE Silica Productivity Pack
- FREE TenStar Games Pack
- FREE 16 Nights Holiday Accommodation

1MB RAM £586.99 **2MB RAM £985.99** **4MB RAM £1097.99**

ATARI TT ST BOOK



32MHz 32 Bit STEREO 4096 COLOURS POWER SYSTEM

- 32MHz 20-80 68000 Processor
- 1-2/4MB RAM Versions
- 4/16MB Hard Drive Versions Available
- 4096 Colour Palette
- 4096 Colour Palette
- Stems 8-bit PCM Sound Output
- FREE Silica Productivity Pack
- FREE TenStar Games Pack
- FREE 16 Nights Holiday Accommodation

2MB RAM £1169.99 **4MB RAM £1462.99** **8MB RAM £1874.99**

1040ST-E MUSIC MASTER



**16MB to 16-8000 Processor
- 32 or 48MB Double Speed Data Drive
- 1-2/4MB RAM Versions
- 4/16MB Hard Drive Versions Available
- 4096 Colour Palette
- Stems 8-bit PCM Sound Output
- FREE Silica Productivity Pack
- FREE TenStar Games Pack
- FREE 16 Nights Holiday Accommodation**

2MB RAM £1169.99 **4MB RAM £1462.99** **8MB RAM £1874.99**

ALL PRICES INCLUDE VAT - DELIVERY IS FREE OF CHARGE IN THE UK MAINLAND

SILICA SYSTEMS OFFER YOU

- FREE OVERNIGHT DELIVERY:** On all hardware orders shipped in the UK mainland.
- TECHNICAL SUPPORT HELPLINE:** Team of technical experts at your service.
- PRICE MATCH:** We normally match competitors on a 'Same product - Same price' basis.
- ESTABLISHED 12 YEARS:** Proven track record in professional computer sales.
- BUSINESS + EDUCATION + GOVERNMENT:** Volume discounts available 081-308 0888.
- SHOWROOMS:** Demonstration and training facilities at our London & Sidcup branches.
- THE FULL STOCK RANGE:** All of your requirements from one supplier.
- FREE CATALOGUES:** Will be mailed to you with offers and software/peripheral details.
- PAYMENT:** By cash, cheque and all major credit cards.

MAIL ORDER:
Call: 081-309 1111
1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Tel: 081-309 1111

LONDON SHOP:
52 Tottenham Court Road, London, W1P 0BA Tel: 071-580 4000

LONDON SHOP:
52 Tottenham Court Road, London, W1P 0BA Tel: 071-580 4000

SIDCUP SHOP:
1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Tel: 081-309 1111

Before you decide when to buy your new Atari ST computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your ST, when you may require additional peripherals or software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for over 12 years now, with our unrivalled experience and expertise, we can now claim to meet the computer requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest Free literature and begin to experience the 'Silica Systems Service'.

To: Silica Systems, CVG-0692-79, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND INFORMATION ON THE ATARI ST

Mr/Ms/Ms/Ms: _____ Initials: _____ Surname: _____

Address: _____

Postcode: _____

Tel (Home): _____ Tel (Work): _____

Company Name (if applicable): _____

Which computer(s), if any, do you own? _____

MAIL ORDER HOTLINE
081-309 1111

SILICA SYSTEMS

Birmingham-based US Gold have been busy beavers of late, working away on all sorts of topper Sega titles, so we thought we'd meander down USG way and see what they've been up to! Here's the lowdown...

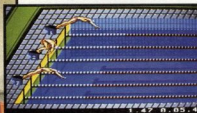
OLYMPIC GOLD

● US GOLD ●
● MEGADRIVE ●
● MASTER SYSTEM ●

First off the starting block is quite possibly the biggest license ever - Olympic Gold! USG have grabbed the license to the Barcelona Olympics and the game will be appearing on Megadrive, Master System and

Game Gear formats pretty fippin' soon! Featuring loads of Olympic events from swimming to hammer throwing, this one will have you

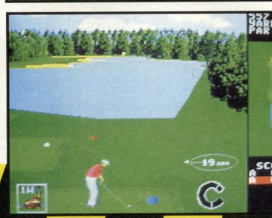
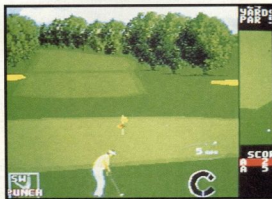
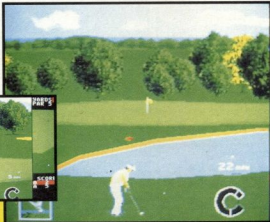
bangng the joypad into the wee small hours as you attempt to hit that elusive World Record! Some events, like the Sprint, are pretty straightforward bang-the-button affairs, but others like the Pole Vault require some pretty close timing and serious skill! We've had a good old gander at early versions of the game and it's one to look out for. USG are currently tweaking the title to maximum playability, so rest assured we'll bring you more news the very second we have it!



WORLD CLASS LEADERBOARD

● US GOLD ● MEGADRIVE ●

Still with US Gold, they've been banging away in Birmingham to convert one of the most popular golf games ever onto the Megadrive! World Class Leaderboard has appeared on loads of formats over the years, and now it's set for its big Sega debut very soon. The game gives you the chance to choose from four of the toughest championship courses - St Andrews, Doral County Club, Cypress Creek and The Gauntlet, and offers a stackload of options and competition formats. Trouble is, it's already got some well serious competition out there in the form of EA's utterly brilliant PGA Tour Golf, and how it'll stand up to that sort of competition remains to be seen. It has to be said that this is a different type of game than PGA, so our fears may be totally unfounded. Anyway, here are a few screen shots to whet your appetite and we'll be bringing you more on this one just as soon as we can!



FROM THE PROGRAMMERS WHO GAVE YOU RAINBOW ISLANDS...

FIRE & ICE

THE DARING ADVENTURES OF COOL COYOTE



- *With all the levels, power-ups, bonuses, features, hidden secrets and multiples that you'd expect from award-winning Graftgold* •

"BEAUTIFUL AND EVOCATIVE...STANDS UP PROUD AMONGST THE BEST OF PLATFORM GAMES." Amiga Power

"THE BEST PLATFORMER SINCE RAINBOW ISLANDS." The One 92%

"A MUST BUY." 90% CU Amiga Screenstar



C1, Metropolitan Wharf, Wapping Wall, London E1 9SS. © 1992 Graftgold Creative Software. Published by Renegade.

GRAFTGOLD
Creative Software

TASMANIAN



● SEGA ● MEGADRIVE ●

It's the scourge of the cartoon world. It's the only thing that scares Bugs Bunny and the only thing that gives Yosemite Sam the willies. It's the Tasmanian Devil (Psychosis Varmintus) and it's the most bizarre thing to come from down under since Kylie Minogue! This whirling ball of fangs and fur does only two things. It eats and it destroys and Sega's latest cart gives you the chance to do something no-one's ever done before...control it!

The game itself is a huge platform romp featuring Taz himself and a host of other cartoon baddies. The Tasmanian Devil is a real critter, a sort of gopher with attitude, but the cartoon version has more in common with a typhoon than an animal. At the peak of his eating frenzy, Taz turns into a spinning disaster area, destroying everything in its path. A press of the joystick button on the Sega cart does the same thing. The graphics are cartoon quality from start to finish and feature some of the best animation you'll ever see on the Megadrive. There are tons of levels and squillions of baddies. The obligatory secret bonuses are there and this could be really big news! Look out for a full review in next month's CVG!



ONCE, LONG AGO, TASMANIA WAS RULED BY GIANT PSYCHOTIC SEABIRDS. THEY WERE SO BIG THAT ONE OF THEIR GIANT EGGS COULD FEED A FAMILY OF OUR ANCESTORS FOR A YEAR!

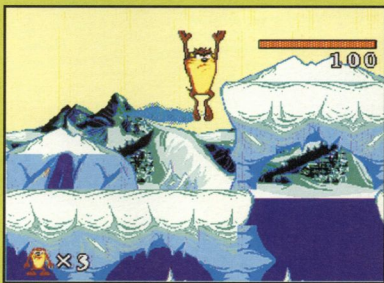


DEVIL

JUST LOOK AT HIM GO! HIS CHUMS LOOK MORE THAN AMUSED AT TAZ'S ANTICS.



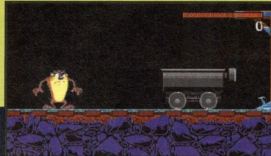
HE'S JUST A BIG SOFTIE AT HEART. NO, HE IS. HONEST. JUST DON'T CROSS HIM WHEN HE'S HUNGRY, THAT'S ALL.



JUST LIKE IN THE CARTOONS, OUR TAZ REALLY GETS INTO A SPIN AT TIMES!

WHAT'S OUR FEARSOME FRIEND GOING TO DO WITH THIS HANDY RAIL-CART, EH?

TAZ'LL BE SEEING MORE STARS THAN THAT IF HE ISN'T CAREFUL IN HIS CARTIE!



Welcome to the CVG Hall of Fame - the only place you'll find the full definitive list of the greatest video games EVER! These are the charts that really count, because they've been put together by the people who know best - the CVG boys! These charts reflect the games we rate highest, together with the machine versions we recommend, and they'll change from month to month because they highlight the games we reckon are the greatest right NOW. It's an honour for any game to appear here, and you know that every single one listed has passed the ultimate CVG quality control benchtest - so each and every title is an essential buy! Every single game on these pages is the best of the bunch - until something better comes along. Is CVG the greatest or what?



SHOOT 'EM UPS

1. DATASTORM

Visionary Design - Amiga

2. CONTRA SPIRIT

Konami - Super Nintendo

3. SMASH TV

Acclaim - Super Nintendo, NES

4. SUPER R-TYPE

Irem - Super Nintendo

5. GUNHED

Hudson Soft - PC Engine

6. GYNOUG

Scopsoft - Megadrive

7. NEMESIS

Konami - PC Engine

8. UN SQUADRON

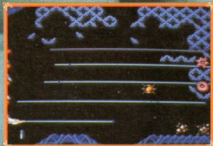
Capcom - Super Nintendo

9. HELLFIRE

Toaplan - Megadrive

10. PROJECT X

Team 17 - Amiga



BEAT 'EM UPS

1. INTERNATIONAL KARATE+

System 3 - Amiga, ST

2. STREETS OF RAGE

Sega - Megadrive

3. SUPER SHINOBI

Sega - Game Gear

3. FINAL FIGHT

Capcom - Super Nintendo

4. STRIDER

Capcom - Megadrive

5. TWO CRUDE DUDES

Irem - Megadrive

6. FIRST SAMURAI

Mirrorsoft - Amiga

7. BUDOKAN

EA - Megadrive

8. BEAST WARRIORS

Sega - Megadrive

9. GOLDEN AXE

Sega - Megadrive

10. DOUBLE DRAGON

Tecmo - NES

STRATEGY/ ADVENTURE

1. HUNTER

Activision - Amiga, ST

2. STAR TREK

Interplay/EA - PC

3. DAMOCLES

Novagen - Amiga, ST

4. RAILROAD TYCOON

Microprose - PC

5. SIM CITY

Maxis - Amiga, ST, Super Nintendo

6. ELITE

Firebird - Amiga, ST, PC

7. LASER SQUAD

Blade - Amiga, ST

8. POPULOUS 2

EA - Amiga, ST, PC

9. DEUTEROS

Activision - Amiga, ST

10. SIM ANT

Maxis - Amiga, PC

DRIVING

1. FORMULA ONE GRAND PRIX

Microprose - Amiga, ST, PC

2. STUNT CAR RACER

Microprose - Amiga, ST

3. F1 EXHAUST HEAT

Nintendo - Super Nintendo

4. TOP RACER

Kemco/Gremlin - Super Nintendo

5. LOTUS 2

Gremlin - Amiga, ST

6. F-ZERO

Nintendo - Super Nintendo

7. SUPERCARS

Gremlin - Amiga, ST

8. SUPER MONACO GRAND PRIX

Sega - Megadrive

9. ROAD RASH

EA - Megadrive

10. SUPER HANG ON

Activision/Sega - Amiga, ST, Megadrive



ARCADE

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



SIMULATIONS

1. JETFIGHTER 2
US Gold - PC
2. FORMULA ONE GRAND PRIX
Microprose - Amiga, ST, (PC)
3. F15 STRIKE EAGLE II
Microprose - Amiga, ST, PC
4. F117-A STEALTH
Microprose - Amiga, ST, PC
5. F19 STEALTH
Microprose - Amiga, ST, PC
4. FALCON III
Mirrorsoft - PC
5. CHUCK YEAGAR'S AIR COMBAT
EA - PC
6. JIMMY WHITE'S SNOOKER
Virgin - Amiga, ST
7. F-22
EA - Megadrive
8. DEVIL CRASH
Naxat - Megadrive
9. GUNSHIP 2000
Microprose - PC
10. F19 INTERCEPTOR
EA - Amiga

CVG FAVE FIVES

TIM:

TETRIS - Game Boy(352,410);
SUPER TENNIS - Super Nintendo;
STREETFIGHTER 2 - Arcade
FORMULA ONE - Amiga;
ROLLING THUNDER 2 - Megadrive.

FRANK:

STREETFIGHTER 2 Arcade;
SUPER MARIO WORLD -
Super Nintendo;
TETRIS Game Boy
TOILET KIDS - PC Engine;
SUPER MARIO 1 NES

PAUL:

KICK OFF 2 - Amiga (CVG champ!);
FORMULA ONE - Amiga;
F117-A - Amiga;
SUPER MARIO 3 - NES;
SUPER MARIO WORLD -
Super Nintendo.

JON:

MICKEY MOUSE Game Gear
GOLDEN AXE Megadrive
TRUXTON Megadrive
DEVILCRASH PC Engine
PILOT WINGS Super Nintendo

JAZ:

Super Mario 3 - NES;
Super Mario World- Super Nintendo;
STREETFIGHTER 2 - Arcade
TIME BANDITS ST;
DEFENDER - Arcade.

JENNY

WONDERBOY Arcade
KIWI KRAZE NES
SONIC Megadrive
PAC MAN Game Gear
And anything fluffy.



PLATFORM GAMES

1. SUPER MARIO 3
Nintendo - NES
2. SUPER MARIO WORLD
Nintendo - Super Nintendo
3. SONIC THE HEDGEHOG
Sega - Megadrive, Master System,
Game Gear
4. PC KID II
Hudson Soft - PC Engine
5. SUPER MARIO I
Nintendo - NES
6. ROBOCOD
Millenium - Megadrive, Amiga, ST
7. SUPER MARIO LAND
Nintendo - Gameboy
8. RAINBOW ISLANDS
Ocean - Amiga, ST, NES
9. GREAT GIANA SISTERS
Rainbow Arts - Amiga (withdrawn)
10. SUPER GHOULS 'N' GHOSTS
Capcom - Super Nintendo

SPORTS GAMES

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

PUZZLE GAMES

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



STREET FIGHTER II

Revived on
Super N.E.S.

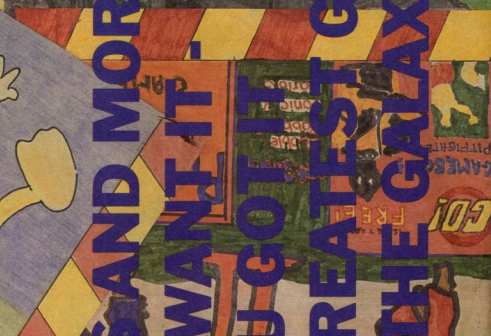
FREE

FEEL IT
REVIEW
92.11

APRIL '92 ISSUE 124

\$1.40

EXCLUSIVE!
CYG REVIEW ON SNES!



ALL THIS AND MORE!

IF YOU WANT IT -
YOU GOT IT!

CVG THE GREATEST GAMES
MAG IN THE GALAXY!



LOOK IT UP!

JULY 20

FOR

FREE

GAMES

PITFALLS

MORE THAN

US

20

U.S.

MAG



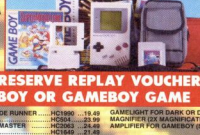
Gameboy 69.99

Tetris, Batteries, Stereo
Headphones, 2 Player Lead
FREE Special Reserve Membership
FREE Gameboy Holsters and Belt
FREE £3.00 Special Reserve Replay Voucher

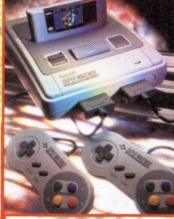
IF YOU BUY A GAMEBOY AND A GAME WE'LL GIVE YOU A FREE Gamelight as well (see picture right - please claim all FREE items on the order form)

FREE £3.00 SPECIAL RESERVE REPLAY VOUCHER WITH EVERY GAMEBOY OR GAMEBOY GAME

ALWAYAY	HC1431	25.49	HYPERLIDE RUNNER	HC1890	16.49
BALLOON KID	HC0589	21.99	KICK	HC1359	25.99
BATMAN	HC0291	21.99	KUNGI PU MASTER	HC1863	24.99
BILL AND TED	HC0435	26.49	MOTOR CROSS MANIACS	HC0286	19.99
EXCELSBY ADVENTURE	HC0135	26.49	NAVY SEALS	HC1388	25.99
BOULDER DASH	HC2880	24.49	NINTENDO WORLD CUP	HC1887	29.99
BOXLE	HC0281	26.49	STREEL	HC0483	29.99
BUBBLE BOBBLE	HC1674	24.49	PACMAN	HC1417	24.49
BURBLE GHOST	HC0761	21.99	PAPERBOY	HC1711	21.49
BUGS BUNNY	HC1989	21.49	PRINCESS CLOBETTE	HC1204	24.49
BURBLES DELUXE	HC0718	21.99	Q*BERT	HC1028	27.49
CASTLEVANIA	HC0084	26.49	Q*BERT	HC1028	27.49
CHRIPPER 2	HC0414	24.49	RADAR BOMB	HC1808	29.49
DOUBLE DRAGON	HC0285	21.99	REVENGE OF THE GATOR	HC1813	24.49
DOUBLE DRAGON 2	HC0286	21.99	ROCK	HC1471	24.49
DR. MARIO	HC1126	21.49	SIDE POCKET	HC1471	24.49
DRAGON'S LAIR	HC1126	21.49	SLAY THE DRAGON	HC1813	24.49
DUCK TALES	HC1781	24.49	SNARKY SHARKS	HC1813	24.49
DYNALASTERS	HC0285	21.99	BROOK'S MASHING SHIP	HC1417	24.49
FORNULA 1 RACE	HC1802	27.99	SUPERMAN	HC1832	29.49
GALAXY ADVENTURE	HC0483	24.49	SUPER MARIO LAID	HC1890	24.49
GAMBOLES QUEST	HC0483	24.49	SUPER MARIO PRO-A1	HC1890	24.49
GAUNTLET 2	HC0290	27.99	TENNIS	HC1430	24.49
GRAND PRIX	HC0118	21.49	TELEVISION 2	HC1890	24.49
GOLF	HC1420	19.49	TURNUCAL	HC1110	25.49
GRANDS 2	HC1420	19.49	WIZARD AND WARRIORS	HC1890	24.49
HUNT FOR RED OCTOBER	HC0481	24.49	WWF SUPERSTARS	HC0483	24.49



GAMELIGHT FOR DARK OR DIM LIGHT	GG0206	9.99
RECHARGER (SEE MAGNETICITY)	GG0207	9.99
AMPLIFIER FOR GAMEBOY (STEREO SOUND)	GG0207	9.99
MAGNETICITY FOR GAMEBOY (MAGNETIC AND FLUORESCENT GAMEBOY SCREEN)	GG4136	13.99
DO'S PROTECTOR GAMEBOY CARRY CASE	GG4136	13.99
HANDY PLASTIC CARRY CASE FOR GAMEBOY (ALSO CARRIES LEADS AND SD CARDS)	GG4916	9.99
NEWBY GAME PROTECTORS CASE (INCLUDES 12 GAMEBOY GAMES)	GG4916	9.99



Super NES 149.99

with Controller and Super Mario World Order Early. Initial supplies come with Free Extra Controller and Free Stereo Lead Free Special Reserve Membership Free Nintendo Mario Game & Watch Free £5.00 Replay Voucher Includes Scar lead to work with GoldStar TV shown elsewhere

F-ZERO	HC1123	37.99
SUPER B-TYPE	HC1124	37.99
SUPER SOCCER	HC1126	37.99
SUPER TENNIS	HC1126	37.99

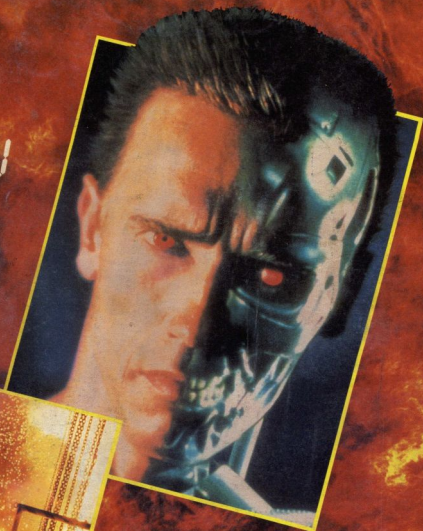
SPECIAL RESERVE REPLAY VOUCHER WORTH £5.00 AND FREE MEMBERSHIP WORTH £6.99 WITH EVERY SUPER NES GAME



NES Action Set	GG4008	99.99
With Zapper Light Gun, 2 Joy pads, Super Mario Bros and Duck Hunt		
FREE Special Reserve Membership NES Mario Set	GG4022	79.99
With Super Mario Bros, 2 Joy pads		
FREE Special Reserve Membership		

A BOND AND HIS BLOOD	TC1967	21.99	ISOLATED WARRIOR	TC0213	22.99	ROAD FIGHTER	TC0108	24.49
BALLOON KID	TC1967	21.99	JACKIE CHAN KUNG FU	TC0213	22.99	ROCKY	TC0213	22.99
BATMAN	TC1967	21.99	LARRY NERVENOUS	TC0213	22.99	SHOGUN	TC0213	22.99
BATTLE OF GOLF TUNDS	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 2	TC0213	22.99
BURBLES MASTER	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 3	TC0213	22.99
BURBLES MASTER 2	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 4	TC0213	22.99
BURBLES MASTER 3	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 5	TC0213	22.99
BURBLES MASTER 4	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 6	TC0213	22.99
BURBLES MASTER 5	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 7	TC0213	22.99
BURBLES MASTER 6	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 8	TC0213	22.99
BURBLES MASTER 7	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 9	TC0213	22.99
BURBLES MASTER 8	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 10	TC0213	22.99
BURBLES MASTER 9	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 11	TC0213	22.99
BURBLES MASTER 10	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 12	TC0213	22.99
BURBLES MASTER 11	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 13	TC0213	22.99
BURBLES MASTER 12	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 14	TC0213	22.99
BURBLES MASTER 13	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 15	TC0213	22.99
BURBLES MASTER 14	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 16	TC0213	22.99
BURBLES MASTER 15	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 17	TC0213	22.99
BURBLES MASTER 16	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 18	TC0213	22.99
BURBLES MASTER 17	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 19	TC0213	22.99
BURBLES MASTER 18	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 20	TC0213	22.99
BURBLES MASTER 19	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 21	TC0213	22.99
BURBLES MASTER 20	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 22	TC0213	22.99
BURBLES MASTER 21	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 23	TC0213	22.99
BURBLES MASTER 22	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 24	TC0213	22.99
BURBLES MASTER 23	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 25	TC0213	22.99
BURBLES MASTER 24	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 26	TC0213	22.99
BURBLES MASTER 25	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 27	TC0213	22.99
BURBLES MASTER 26	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 28	TC0213	22.99
BURBLES MASTER 27	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 29	TC0213	22.99
BURBLES MASTER 28	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 30	TC0213	22.99
BURBLES MASTER 29	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 31	TC0213	22.99
BURBLES MASTER 30	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 32	TC0213	22.99
BURBLES MASTER 31	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 33	TC0213	22.99
BURBLES MASTER 32	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 34	TC0213	22.99
BURBLES MASTER 33	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 35	TC0213	22.99
BURBLES MASTER 34	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 36	TC0213	22.99
BURBLES MASTER 35	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 37	TC0213	22.99
BURBLES MASTER 36	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 38	TC0213	22.99
BURBLES MASTER 37	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 39	TC0213	22.99
BURBLES MASTER 38	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 40	TC0213	22.99
BURBLES MASTER 39	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 41	TC0213	22.99
BURBLES MASTER 40	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 42	TC0213	22.99
BURBLES MASTER 41	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 43	TC0213	22.99
BURBLES MASTER 42	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 44	TC0213	22.99
BURBLES MASTER 43	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 45	TC0213	22.99
BURBLES MASTER 44	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 46	TC0213	22.99
BURBLES MASTER 45	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 47	TC0213	22.99
BURBLES MASTER 46	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 48	TC0213	22.99
BURBLES MASTER 47	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 49	TC0213	22.99
BURBLES MASTER 48	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 50	TC0213	22.99
BURBLES MASTER 49	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 51	TC0213	22.99
BURBLES MASTER 50	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 52	TC0213	22.99
BURBLES MASTER 51	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 53	TC0213	22.99
BURBLES MASTER 52	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 54	TC0213	22.99
BURBLES MASTER 53	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 55	TC0213	22.99
BURBLES MASTER 54	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 56	TC0213	22.99
BURBLES MASTER 55	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 57	TC0213	22.99
BURBLES MASTER 56	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 58	TC0213	22.99
BURBLES MASTER 57	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 59	TC0213	22.99
BURBLES MASTER 58	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 60	TC0213	22.99
BURBLES MASTER 59	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 61	TC0213	22.99
BURBLES MASTER 60	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 62	TC0213	22.99
BURBLES MASTER 61	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 63	TC0213	22.99
BURBLES MASTER 62	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 64	TC0213	22.99
BURBLES MASTER 63	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 65	TC0213	22.99
BURBLES MASTER 64	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 66	TC0213	22.99
BURBLES MASTER 65	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 67	TC0213	22.99
BURBLES MASTER 66	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 68	TC0213	22.99
BURBLES MASTER 67	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 69	TC0213	22.99
BURBLES MASTER 68	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 70	TC0213	22.99
BURBLES MASTER 69	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 71	TC0213	22.99
BURBLES MASTER 70	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 72	TC0213	22.99
BURBLES MASTER 71	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 73	TC0213	22.99
BURBLES MASTER 72	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 74	TC0213	22.99
BURBLES MASTER 73	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 75	TC0213	22.99
BURBLES MASTER 74	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 76	TC0213	22.99
BURBLES MASTER 75	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 77	TC0213	22.99
BURBLES MASTER 76	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 78	TC0213	22.99
BURBLES MASTER 77	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 79	TC0213	22.99
BURBLES MASTER 78	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 80	TC0213	22.99
BURBLES MASTER 79	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 81	TC0213	22.99
BURBLES MASTER 80	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 82	TC0213	22.99
BURBLES MASTER 81	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 83	TC0213	22.99
BURBLES MASTER 82	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 84	TC0213	22.99
BURBLES MASTER 83	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 85	TC0213	22.99
BURBLES MASTER 84	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 86	TC0213	22.99
BURBLES MASTER 85	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 87	TC0213	22.99
BURBLES MASTER 86	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 88	TC0213	22.99
BURBLES MASTER 87	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 89	TC0213	22.99
BURBLES MASTER 88	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 90	TC0213	22.99
BURBLES MASTER 89	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 91	TC0213	22.99
BURBLES MASTER 90	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 92	TC0213	22.99
BURBLES MASTER 91	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 93	TC0213	22.99
BURBLES MASTER 92	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 94	TC0213	22.99
BURBLES MASTER 93	TC1967	21.99	KICK OFF	TC0213	22.99	SHOGUN 95	TC0213	22.99

THE BATTLE
FOR TOMORROW
BEGINS TODAY



T2



**TERMINATOR 2
JUDGMENT DAY**

Save humanity and terminate
the T-1000 with T2 on NES™
and Game Boy®.

"Hasta la vista, Baby!"

Terminator™ 2: Judgment Day © 1991 Carolco Pictures Inc. (US & Canada), Carolco International N.V. (All other countries). All rights reserved. Used by LJN, Ltd under authorization. Nintendo®, Nintendo Entertainment System®, Game Boy® and the official seal are trademarks of Nintendo. LJN® is a registered trademark of LJN, Ltd. © 1991 LJN, Ltd. All rights reserved.

Acclaim Entertainment, 4 Welcott Place, Winchester, Hants, SO23 3AP. Tel: 0982 877788 Fax: 0982 878877

