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 ISSUE 134 JAN 1993

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**ANOTHER  
 WORLD**

**STUNNING SEGA SCOOP!**

**GIANT  
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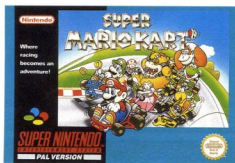
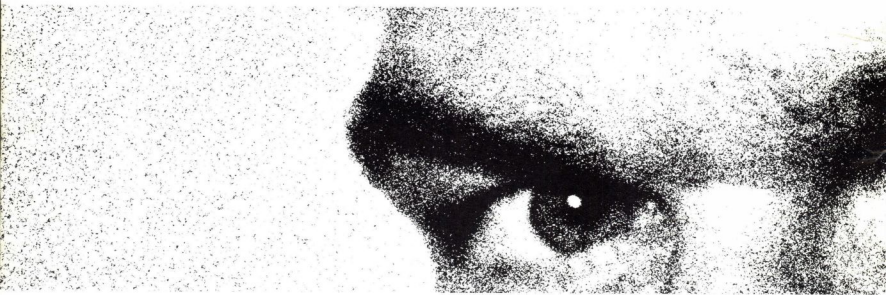
**INSIDE:**  
**JAMES BOND JNR CRUE-BALL TALES PIN  
 THE LITTLE MERMAID HOME ALONE 2  
 SUPER DOUBLE DRAGON LOTUS ESPRIT  
 TURBO CHALLENGE JOHN MADDEN '93**

ISSN 0261-3697



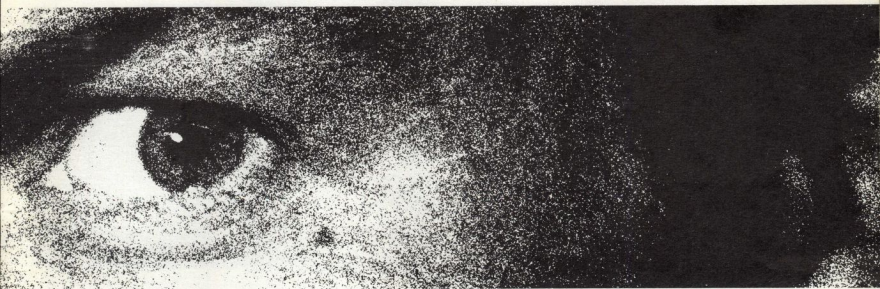
**FREE! STREETFIGHTER STICKERS!**

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IN THIS ISSUE

# FREE! THE STREETFIGHTER II ADVANCED PLAYER'S HANDBOOK!



If anyone knows the ins and outs of the Best Console Game Ever, it's the CVG boys. So it stands to reason that, if you really want to know the tricks and tactics that the professionals use in Capcom's fantastic fight-fest, you've got to look no further than the pages of your favourite mag! Part three of our four-part Advanced Play Guide gives you the top tips you need to handle Dhalsim, Ken and Sagat - miss it at your peril!

## EXCLUSIVE! ANOTHER WORLD ON MEGADRIVE!

You've seen it on the Super Nintendo - now Sega fans get the chance to try their hand at one of the most stunning adventures ever! Gasp in awe at the incredibly lifelike graphics! Bust a gut at the stunningly brilliant gameplay! And thank your lucky stars that we bring you the full and Exclusive breakdown on the biggest and best games FIRST!

## FREE! INCREDIBLE STREETFIGHTER STICKERS!

We gave you the Ryu badge! We gave ten-thousand of you the Blanka badge! Now we give you the entire set of Streetfighter stickers to wear with pride!

Alternatively, you could stick them to the furniture and annoy your parents, but we wouldn't recommend it!

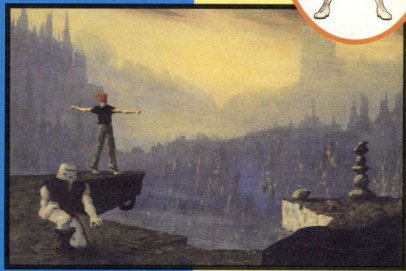


## FREE! DOUBLE-SIDED POSTER AND CALENDAR!

Two giveaways in one! Open it up and you've got a massive CVG poster featuring all your favourite game stars! Turn it over and you've got your very own CVG year-planner! How do we do it!

## FREE! FAB HAND-HELD MAG!

It's Ho! Ho! Ho! with Christmas GO! The world's best portable games mag smashes into the festive season with some of the biggest games around; we've got Taz-Mania! We've got Super Off-Road! We've got Dracula! In fact, we've got a veritable horde of hand-held happenings for you - pull it out and check it out NOW!



### \*SOCCER KID



SOCCER KID IS TRYING TO FIND THE MISSING WORLD CUP. HE IS SOMEWHERE IN THE BLACK FOREST IN RUSSIA.....



SCRIPT BY MARK EYLES



# EXCELLENT!



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DESERT STRIKE



JAMES BOND Jnr

**SUPER NINTENDO**

**22 DESERT STRIKE**

Apache's away! EA's airborne cracker comes to the Super Nintendo, and it's a first-rate convert of the original! See what the CVG boys think about it in the Desert Strike Review!

**24 JAMES BOND JNR**

His name is Bond - James Bond. Junior. He's as hard as his dad, but is this game worthy of the name?

**50 PUSHOVER**

Sad Colin Curly's gone missing on the SNES version, but this game of domino toppling and ant control is the same as its Amiga counterpart. Does that mean it's good or crud?

**82 SUPER DOUBLE DRAGON**

Marian's been grabbed by the Black Shadow gang, and Bill 'n' Jim Lee must find her before it's too late! Revamped for the Super Nintendo, does this classic coin-op do the business on cartridge?

**88 HOME ALONE 2**

Kevin McCallister is back - and he's lost again. McAuley Culkin's movie sequel makes it to the Super Nintendo, and it's dire! Just how bad can it be?

**91 JOHN MADDEN '93**

His second outing on the big Nintendo - can Madden do what he couldn't do in his first SNES incarnation, and be worth the effort? There's only one way to know - read the review in CVG!

**110 DAVID CRANE'S AMAZING TENNIS**

There's only one tennis game on the Super Nintendo, and that's Super Tennis. But can David Crane's Amazing Tennis topple the Super One from its perch? We've done a Hotshot Preview to find out!

**MEGADRIVE**

**118 LOTUS ESPRIT TURBO CHALLENGE**

Gremlin had a hit with Lotus on computer, EA want to repeat that with their Megadrive conversion.

**8 WORD UP!**

Time for change, as Boone toddles off with the wise men and Paul Rand gets a room at the inn for a while. See what the strawberry blonde one has to say about this fine festive issue - and find out whether you've won a prize in the Streetfighter 2 envelope comp!

**10 NEWS**

Has Steve Keen been arrested for impersonating Santa Claus in a public place? Has sickly kid Anglin keeled over after one mince pie too many? No - but lots of fab stuff has been happening in the games market this Yuletide period and we've got the lowdown on the lot!

**40 YOB'S MAILBAG**

Away in a manger, it's Christmas with YOB; if you send him crap letters, you'll get a smack in the gob. He makes Scrooge look like Santa, he's nasty and cruel; but you keep writing to him, 'cos his insults are cool!

**55 STREETFIGHTER GUIDE - PT 2**

As a special Christmas treat to you all, CVG brings you the penultimate episode of our incredible advanced guide to Streetfighter 2! We give you the gen on Dhalsim and Ken, while Sagat gets the CVG big boss treatment!

**66 CHEAT MODE**

When he's not jingling his bells and hollering 'Ho! Ho! Ho!' at hopeful young tykes, Paul Anglin is busy sorting through the bulging bag of hints and tips sent in by you, as well as coming up with his own top tips - like the complete guide to Side Pocket trick shots this issue!

**74 HIGH SCORES**

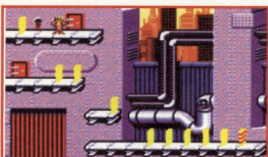
Sadie loves Christmas; she gets to put on her very tasteful Sultry Santa cozzie and plough through your Yuletide high-scores. Has the festive fun and frolics helped you boost your points tallies? Check it out, why don't you?

**78 THE CVG CHRISTMAS CHALLENGE**

It's back! We invite a twosome of top gamers to CVG Towers for a festive thrash on some of the latest and greatest games! Which of the pair comes out on top? And what do the CVG boys have up their sleeves? All is revealed in the CVG Christmas Challenge!

**96 ARCADE ACTION**

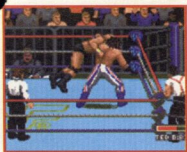
Our man with his finger on the Start button, Steve Keen, takes a leisurely look at some of the hot coin-ops and pintables coming your way in the coming New Year. Tell us all about it, Keeny!



PUSHOVER



SUPER DOUBLE DRAGON



## 26 WWF SUPER WRESTLEMANIA

Grunt, groan and grapple with Hulk Hogan, Papa Shango, The British Bulldog (hurrah!) and many more in this SNES-to-Sega conversion.

## 30 ANOTHER WORLD

Gracing the cover of this month's CVG, Another World is a graphical treat - and the gameplay's not bad, either. A real stunner on the Sega, check out this cracker from Virgin NOW!

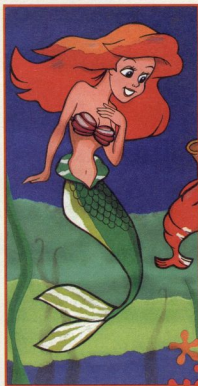
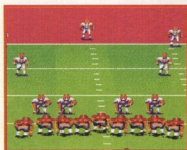
## 48 TALESPIN

Join Baloo the Bear as he travels the world, engaging in package-collection antics galore! Hot or not? We tell you the lot!



## 90 JOHN MADDEN '93

Down that touch with the third Madden outing on the Megadrive. The sequel to the original was too samey - how about the third in the trilogy?



ILL.: Rachel Trewhin.

## 6 THE LITTLE MERMAID

A fishy tale of underwater shenanigans unfolds on the Megadrive, as you take the role of Ariel the Mermaid and save your pals!

## NINTENDO

## 34 ROBOCOP III

We reviewed the SNES game and it was not good. Have Ocean seen the error of their ways and come up with an 8-bit hit?



ROBOCOP 3

## AMIGA

## 81 NO SECOND PRIZE

The fastest, most thrilling bike ride ever to hit the Amiga, erm, hits the Amiga! Thalton have come up trumps with No Second Prize - take a look at the Review!

## 95 THE HUMANS

The Humans finally make their Amiga appearance after what seems like a millennia - is this Lemmings-a-like good enough to steal the crown from the little lads with the green hair?

### STAFF WRITER:

STEVE "WISE MAN" KEEN.

There's only one thing I hope for this New Year - I don't want to wake up in the morning, face-down in the dirt, covered head-to-toe in something nasty. The same bloody thing happens every year though, so I'll be lucky. Hurumph.

### ART EDITOR:

JON "HOLY JOE" BILLINGTON.

My hopes and aspirations for the coming year include a pay rise, meeting that 'special' laydee, getting Paul Anglin to do what he's told without having a cob on for the entire day - and not having to fork out any more dosh on my sad VW Polo.

### STAFF WRITER:

PAUL "NOT SO WISE" ANGLIN.

What do I want in the New Year? To pass my driving test, so I can get a car and escape from that God-forsaken place they call 'The Island'. Oh yeah, I don't want to skewer my gob with any more knives either - it hurts.

### DESIGNER:

JENNY "OUR LADY" ABROOK.

Earning the respect and admiration of people in my role as designer on CVG and not being labelled as the magazine's token glamour-puss (behind Jon) is what I ultimately hope for during my stay in 1993.

SPECIAL GUEST APPEARANCE: TINA ZANELLI AS THE LOWING CATTLE

ACTING EDITOR: PAUL "OUR SAVIOUR" RAND.

This coming New Year, I'm looking forward to a number of things. Like stopping people taking the mickey out of my vicar T-shirt (the one I've got on here), and not having to get a right earful of Anglin 'cos he can't go to the show. I'm all for a peaceful life, actually. Oh yeah, world peace as well.

SPECIAL GUEST APPEARANCE: ESTHER RODD AS A MULE

# WORD UP!

**H**as he gone yet? He has? HELLOOO! Welcome to the Christmas issue of CVG! And guess what? Boone has shuffled off this mortal mag and gone to join the great Nintendo lot in the sky! Well, the fourth floor at least, where our man Timmy's the new editor of Nintendo Magazine System. Good luck to him - and we hope those pieces of silver are safely tucked away!

In the meantime, your host with the most is your very own North-Eastern person, and myself and the boys have pulled out all the stops to bring you an issue which can only be described as 'Very Good Indeed'. As you've doubtless already noticed on the front cover, we've been out and grabbed the Exclusive Review of the incredible Megadrive version of Another World - check that out NOW!

Are you back? Looks like the business, doesn't it! Not only that, we've got Desert Strike on Super Nintendo, a sneaky peek at one of the most incredible simulations ever seen - oh yes, the CVG Challenge makes a more-than-welcome return this month, too! Plus, all the usual stuff and nonsense that makes CVG what it is - a bloody good read! There's no room here for any more, except to say enjoy and have a MEGA CHRISTMAS!

**PAUL RAND**



## STREETFIGHTER ENVELOPE WINNERS!

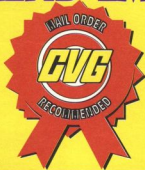
There's only one word to describe the amount of entries to this competition - UNBELIEVABLE! Sackfuls of mail flooded into the offices for a month, and poor old Rob wasn't happy that he had to sort through all of it! But sort through he did, and we picked out the ten winners, who each receive a Super Nintendo Streetfighter 2 pack! The lucky ten are:

**PHILIP KEMPINSKI, LONDON SW17;  
WAI SING MAN, COWLEY, MIDDX;  
ANTONY WILLIAMS, SCUNTHORPE;  
CLARE-MARIE POWELL, LEICESTER;  
THOMAS JOHNS, SOUTHAMPTON;  
DANNY HUDSON, LOUGHBOROUGH;  
RASHED KHANDKER, BIRMINGHAM;  
AIDAN MINTER, PITSEA, ESSEX;  
PHILIP BAKER, CHESTERFIELD;  
JAMES WHITTAKER, SCARBOROUGH.**

You spawny gets! If you didn't win anything, don't fret - there's more competitions in this issue, including the chance to grab a holiday in Florida!

## WE RECOMMEND 'EM!

You might have noticed, scattered throughout the pages of this fine tome, a little CVG rosette attached to some of the mail order ads in the last few issues of the magazine. Want to know what it is? That's the CVG Recommendation, and it's basically there to let you know which of the stacks of mail-order boys have a consistent track record of good service and reliability - so you know where to go if you're after a good deal!



## STOP WHINGING, SOFTIES!

Just a couple of quick 'Oops'es before the software companies phone up and have a go! Firstly, X-Wing should have been attributed to US Gold last ish, as they're distributing the game in Europe; also, the Brummie boys reck-ON that Flashback, which they're putting out on Megadrive, isn't an actual sequel to Another World - but it looks tops, so who cares? On the subject of Another World, Interplay have decided not to call their SNES version Out Of This World, plumping instead for the original title. Hurrah!





**YOU MELTED THE DRAGON,  
VAULTED THE DRAWBRIDGE, WADED THE SWAMP,  
AND FORGOT ABOUT THE DINOSAUR EGGS.**



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# NEWS

## IT'S GOT THE LOT

These amazing machines can't be touched for mind-blowing games. Graphics and sound capabilities are unrivalled, with more and more PC games using digitised graphics and stunning video animation - such as the soon-to-be-released X-Wing and Comanche Maximum Overkill (which we give you a complete lowdown on this very ish!). Amstrad have even left room for the Mega CD to plug into the hardware too! The MegaPC sounds a dream come true for everyone wanting all the fun of the Megadrive and the pure power of a PC. But it doesn't come cheap - the package weighs in at a hefty £999 - so get saving those pennies NOW!

# CONSOLE AND PC IT'S MEGA!

One of the most frequently-asked questions we get posed at CVG is 'Which machine should I buy? A SNES, an Amiga, a PC or a Megadrive?' Those really smart geezers at Amstrad have come up with an amazing piece of kit that will go a long way to making that all-important hardware purchasing decision a teensy bit easier! In an amazing deal secured with Sega, the keyboard boys have managed to secure a contract that has allowed them to manufacturer Sega Megadrives in this country! But that's not all - the new machines will not come out alone; they'll be bolted lock, stock and barreled to the innards of a whopping great PC!



## EASY PC

If all that tech spec has freaked you out, just take it from us that the Mega PC is one awesome collection of hardware. It's loaded with innovative features, including an interactive tutorial package that will lead you by the hand through all the PCs functions and complex words. You discover what each function and key does by clicking on the screen and revealing the explanations as the tutorial runs in front of your eyes. Once you've got into the swing of things and start using your computer you can leave the beast to run an application or programme whilst you thwack away on a Sega cartridge by simply sliding over the panel at the front and automatically activating the Megadrive console. Just insert a cartridge and go with all your favourite blasting games. Then, when you've finished, you can switch back - the PC will have completed the task you began and awaits your next instruction.



## WHAT A LOT YOU GET!

The brand new machine will be called the MegaPC and is a direct stab at grabbing the purse strings of parents who want their children to be in possession of a games machine that will stand the test of time. The complete package has not been decided yet, but what you're certain to get is the Megadrive and 386PC in its slim-line housing, an Ad-lib sound card for incredible audio effects above that of normal consoles, an analogue joystick, Megadrive jypad, stereo monitor with in-built surround speakers and VGA graphics capabilities, a complete MS DOS tutorial programme to teach you every aspect of PC use, a mouse, keyboard, a stack of PC and Megadrive games, 1Mb of RAM and a 40Mb hard drive!

# STREETFIGHTER SEQUEL ON ITS WAY?



Just as we were about to go to press and go home, something happened which made us totally change this page to get the following info into the mag! This is not at all solid news, but strong rumours have reached CVG of a BRAND NEW VERSION OF STREETFIGHTER! Apparently, this new Super Nintendo game isn't a pirate, is being produced by Capcom themselves, and goes under the name of Streetfighter Turbo! So what's the difference between the two? From what we've been told, not only are the graphics even better - a feat in itself - but all the characters now have new moves and, most importantly, WEAPONS! As we say, this could be a load of old toss - but it has come from a major source in the console industry. Rest assured, we'll keep you well informed of any further developments!

**OVERDOSED ON GRAVITY RAYS.  
DOWN TO YOUR LAST ENERGY BAR.  
AND PLAGUED BY KILLER MUSHROOMS?**



**CHECK YOURSELF**

**INTO WOOLWORTHS.**

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# NEWS

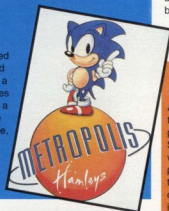
# GUESS WHO?

The BBC may have given up on the good Doctor and his time-travelling antics, but Alternative Software haven't. They've picked up the rights to the time-lord, Tardis and all, and are busy putting the finishing touches to the Amiga and PC versions of the game. It takes the form of a platform shoot 'em up with the Doctor going up against the Daleks and their crazy, shrivelled leader, Davros. It should be out around now priced at £16.99, and looks to be better than the crap version of Dr Who which was out some time ago, and started a robot cat because the publisher couldn't afford the K-9 license!



## SEGA STORM HAMLEYS

When you're down London way, no doubt you've popped into the world's biggest toy store, Hamleys, and mucked about with the variety of goodies stored therein. But it's a bit of an annoyance that there isn't banks of video games to play on, isn't it? Not any more! Hamleys have signed a deal with Sega to create the Metropolis. Located on the lower-ground floor, the Metropolis is a Sega-only arcade filled with all their newest coin-ops and the R-360, Sega's awesome gyroscopic air-combat game. So when your little sister is playing with the Barbie dolls, you know where to go!



## CLEARLY A JOYPAD

Ever wanted to see what's going on inside your SNES joy-pad while you're using it? Probably not, but in case you do, or just fancy a trendy looking gaming device, Quickshot have come up with the Pro Pad, a joy-pad made out of clear plastic. It has a two-speed auto-fire mode and a slow-motion button which pauses and restarts the game really fast to make it look like it's running in slow motion.



## FIGHTING CHANCE

Are you a Streetfighter sad-sack who's always being kicked around by your mates? Does the Dragon Punch elude you? Quickshot may just have come up with the solution to your problems - the Topfighter. It's a six-button Super Nintendo stick designed to improve your Streetfighter prowess. Apart from the six buttons, its main feature is a programme mode which can store a whole series of moves in the stick's memory and are activated by the press of a button. So you can now confound your friends with lethal high-speed combinations executed with just one finger! The Topfighter is available now, priced at £60 - thirty quid cheaper than the Capcom stick, which doesn't have the smart macro-mode, so check it out!



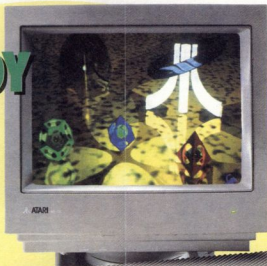
## STICK IT TO 'EM

It may look more like a UFO, but take our word for it; this is the latest in a huge line of joypads to be released for the SNES. The JB-King features no less than 16 buttons which handle fast and super-fast auto firing, pause and slow motion. The tiny joy-stick fits right into the palm of your hand, making the JB-King one of the most accurate and comfortable sticks we've seen.



## NO CHEAP FALCONS AHOY

The low-price version of Atari's new wonder-machine, the Falcon, has had its launch date put back, so it now looks likely to hit the shops in the new year. Atari have been banging on for ages about its new wonder machine and its price, but it turns out that the one megabyte 68030 will be beaten to the shelves by a more powerful 4Mb version which will retail at £899. One of the machine's main selling points is its better-than-CD quality sound, which goes along with the built in microphone input and internal MIDI interface. The Falcon's enhanced graphics capabilities allow it to display 65,536 colours on screen at once, which is a marked improvement over the old STs. But at a price of nearly nine hundred sovs, the Falcon's going to have to go some way to grab the limelight from the Amiga 1200 - at a stupidly low price of £399. Commodore's new addition to the Amiga family seems to have the lead. We'll keep an eye on what develops.



# GRAB A GAME

Crumbs, those wacky Japs! The latest game-craze over in the Land Of The Rising Sun is Dragon Quest V, a new RPG along Zelda lines on the Super Famicom, where queues up to 3 miles long have appeared outside shops stocking the game. Apparently, this cart is so popular, ten muggings were reported on the first day of sales, as those unwilling to face the queues found a new way of procuring a copy. Lumme!



# PADDING IT OUT

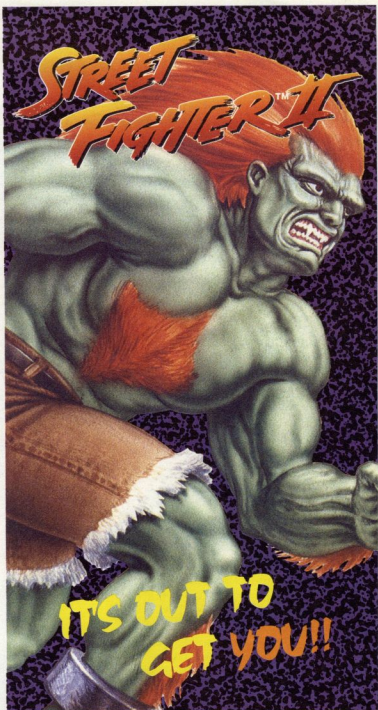


More pad heaven for SNES users comes in the form of an infrared system for the Super console! The handy gadget is the product of coin-op giants Konami and allows the user up to 25 feet of wireless control. The small dish plugs straight into the pad port on the SNES and can be positioned anywhere within a 70 degree angle of the pad. Wild!

# BRAND NEW MEGADRIVE ON THE WAY!

There's a new Megadrive coming in the Spring! Don't blow a gasket yet, though - this isn't the fabled Gigadrive. Instead it's going to be a redesigned version of the existing machine. The only alterations we know of will be a new slim-line case with the expansion port placed in such away that it will connect sideways-on to the Mega-CD rather than stacked.

While we're on the subject of the Mega-CD, it now looks as though Sega are planning an Easter release, coincidentally, at the same time as the Megadrive 2. Word is also reaching us that the Mega-CD will also have undergone cosmetic changes by the time it's released. We'll bring you the info as and when.



The time has come for you to flex those biceps and stand strong against the onslaught from the competition. See if you have got what it takes to become the ultimate World Warrior.

Ask your dealer when!



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# NEWS

## FRUITY FUN

From the totally bizarre Lemmings, Psygnosis have ventured further away from reality to find the star of their next game - and found a tomato. The game is called Terry's Tomato Game and, funnily enough, stars Terry Tomato, who's in search of his kidnapped girlfriend, Tracy. There are 100 hazard-packed levels and the aim is to guide Terry through them by placing objects such as trampolines, fans and jack-in-the-boxes in his path to bounce and blow him past the nasties that stand between him and his small, spherical love. Sounds positively, erm, tomatoey to us!



## MICRO ON MEGA!

Hot news! CVG's just had a sneak preview of the Megadrive version of that top NES game Micro Machines, and while the gameplay remains unchanged, the graphics have undergone a face-lift and look fab. The glitches that dogged the NES version have gone and the sound is ace. Keep and eye out for a full Preview in a forthcoming issue!

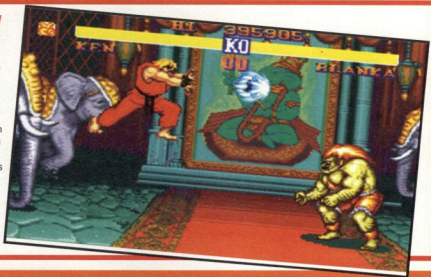


## NINTENDO IN HAND OF GOD SHOCK

We've had Commodore sponsoring Chelsea FC, and Sega forking out for the European Championship and Cup. What next? The arrival of Diego Maradona, the striker who's 'handy' in the goal mouth, at Spanish club Seville has also heralded the arrival of a computer sponsor. The fans will now see their favourite team running around with 'Super Nintendo' emblazoned on their shirts. Who knows what's next - Atari Lynx for Leyton Windgate?

## STREETFIGHTER 2 I

We're always being asked if there's going to be a Streetfighter 3, well hold on to your trousers, it already exists! Not only that but there are another seven different versions as well! While most of these coin-ops can only be found in Hong Kong, word has reached our shores like that Streetfighter: Champion of Champions Edition can be found in some British arcades. This version has loads of new features to tax the most experienced battlers. For a start it's a lot faster than the normal version, Ryu and Ken can now perform mid-air fireballs which can be curved across the screen. The Dragon Punch has been further improved, making it the deadliest move in the game; now you can perform a Dragon Punch on top of a Dragon Punch when the character is in mid-flight to smash high-flying characters like Vega. This new wave of Streetfighter games isn't just limited to coin-ops, either; there are now an incredible THIRTEEN versions of the game available for the Super Famicom! They feature such gems as a move which makes Blanka invisible and super-long distance hurricane kicks and Dragon Punches. But don't go trying to buy them; they're dodgy pirate versions of the original and Nintendo will probably come down on anyone possessing a copy like a ton of bricks!



## ARCADE ON A DISC



While you're waiting for the really smart stuff to make an appearance on the Mega CD, the first of Sega's long-promised CD compilation discs is to make its debut in Japanese Mega-CD packs. The limited edition Classic Arcade Collection features perennial Megadrive favourites Golden Axe, Streets Of Rage, Revenge Of Shinobi and Columns crammed onto one disc, and if you're lucky you may be able to grab it from some mail order houses.



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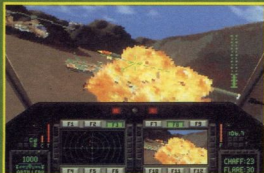
Phone 081-200 0200 for your nearest Dixons

## PC

## FLIGHT SIM

BY US GOLD  
ETBA

Hold on your pants and prepare for a bowel-emptying ride in the world's most advanced attack helicopter! CVG's got its hands on an almost-complete copy of one of the most visually stunning games ever to grace a computer screen - US Gold's Comanche Maximum Overkill! We showed you a sneaky peek of this classic in the making last month - this time round, STEVE KEEN dons his goggles and takes you for the maiden flight!



## COMMANCHE



## AS EASY AS KGB

The KGB don't take kindly to American helicopters buzzing around their supposedly secret bases, so you can expect them to react to your presence with attack helicopters of their own, as well as a variety of surface-to-air missile launchers and tanks.

Some missions just have your lone 'copter going up against 20 or more enemy vehicles, each one armed with missiles and machine guns, where your job is simply to avoid the waves of rockets and bullets and destroy everything in the area. Each mission requires its own set of tactics and battle plans; one scenario in particular requires you to steer your chopper down a narrow gorge to avoid a hail of rockets launched from enemy emplacements - it happens so fast it's almost impossible to keep track of what's going on. Each mission varies in setting and objectives - one might require you to simply fly around, laying waste to everything you encounter, while another may contain orders not to disturb the enemy - simply sneak up to them, get them in your sights then catch them unawares with an artillery strike.





# FEATURE

## WE'VE GOT A LIVE ONE HERE

Because Comanche is designed specifically for 386 machines and higher, programmers Novalogic haven't had to cut any corners to take slower machines into account. The result is a graphics processor capable of making a staggering ONE MILLION 3D graphics calculations every second! As you might imagine, the graphics are stunning; even with the detail set at the maximum level the fractal landscapes move incredibly fast and the sensation of realism, especially when you're flying through a canyon at high-speed, is fantastic. The version we saw was running on a moderately fast 386 and was awesome, so just think what it would be like on a super-fast 486! However, check your PC's capability - the least Comanche Maximum Overkill will run on is a 386SX with 4MB of RAM and a not-small 12MB of hard disk space.

## SOUNDS AMAZING

If you have an Ad-lib, Soundblaster or Roland card attached, you're in for a treat in the sound department. Sampled speech informs of direct hits, damage and other such occurrences. Best of all, if you target your wingman with a missile he screams 'Get that laser outta my face', and if you punish him for shouting by hitting the fire button, his last words will be 'I'm going down, mayday, mayday'. Not nice - but fun.



# THE BEST FLIGHT SIM EVER?

## DEATH FROM ABOVE

Naturally, the Comanche comes with plenty of smart weapons to unleash on the KGB forces. Its basic bit of killing kit is a 20mm Vulcan cannon, which can fire up to 1500 high-explosive shells every minute and is capable of tracking any target in front of the Comanche. Second to that are pods of unguided rockets, which turn anything they hit into a rapidly expanding ball of flame and trash. Slightly more accurate are the guided Hellfire rockets and air-to-air Stinger missiles, which home-in on selected enemies. Should you encounter several targets in a group you can call up an artillery strike which wipes out everything in that area; and, if you find yourself low on baddy-busting goodies, you can also instruct your wingman to have a pop at targets on your behalf. Let's hope that in the finished version he isn't as dim as the chap in our copy - we made him launch a missile at himself!

## COMMIES ON THE STARBOARD BOW

Despite the end of the cold-war and break up of the Soviet union, the programmers of Comanche Maximum Overkill have managed to find a plot which provides you with plenty of communist cannon fodder. The game is set later into this decade, where an army of renegade KGB agents have moved troops and heavy armour into a desert and established a base from which they hope to instigate all kinds of revolutionary activities. The American government aren't exactly pleased with this turn of events, so they send in a squad of their brand-new RAH-66 Comanche attack choppers to finish off the Soviet secret service once and for all!

## A CHOPPER IN YOUR HANDS

Usually flying a helicopter is a tricky business involving power to velocity ratios and lots of fiddling around with peddles; not, however, in Maximum Overkill, where the emphasis is on action. Just like in a real Comanche, all the boring stuff is taken care of by the helicopter's on-board computer. This means that you can concentrate on flying and shooting things while the PC takes care of minor tasks, such as keeping you airborne. Surprisingly - for a simulation, the keyboard rarely comes into play; you only rarely need use it for increasing and decreasing engine power and selecting weapons - and, if you have the Thrustmaster WCS stick, most of the remaining keyboard controls can be activated with that.



## MEGADRIVE

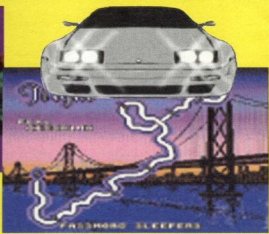
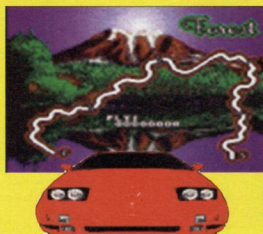
RACING SIM

BY GREMLIN  
£39.99



The Formula One season may be at an end but that by no means signals the end of the racing thrills and spills for you lucky Megadrive owners. Courtesy of Electronic Arts comes the 16-bit Sega version of Gremlin Graphics' most popular racer to date - Lotus Esprit Turbo Challenge. You get to take control of one of the curvaceous cruise mobiles and fly around a load of different tracks, trying to reach the finish line before your time limit expires. But it's not as easy as that - there are stacks of other cars filling up the freeway, attempting to do exactly the same. That said, the Lotus is one of the nippiest cars this side of Monaco, so jump in and let's have less of that claiming you were bumped off the track nonsense.

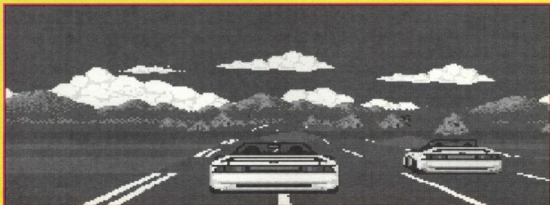
# LOTUS ESPRESSO TURBO CHALLENGE



## TRACK ATTACK

The tracks in Lotus Turbo Esprit Challenge work in a similar fashion to those in the oldie but goodie coin-op, Out Run. You've got a massive long stretch of track with countless different checkpoints along it, and extra seconds are added to your timer each time you drive through a checkpoint. The tracks are very long and many-a-time will you scream in agony as your car stops inches away from the checkpoint as your timer lurches to zero, but hey - that's motor racing for you.

*Driving through a puddle will cause your car to skid.*



Could do better!



We all had pretty high aspirations for Lotus, but mine were very quickly dashed when I switched on. Badly drawn and blocky cars, wobbling around a slow and flat landscape commonly known as a road, isn't my idea of graphical excellence. The sad sound effects grate their way out of the Megadrive with no real likeness to a Ford Fiesta, never mind a Lotus Esprit Turbo. Then the gameplay just completely breaks this game's spine clean in two! It's so dull; the car moves so slowly that you'd think you were controlling one of those kiddies' dodgem cars rather than a top of the range Lotus. The game isn't particularly difficult at all and it won't take long to get very bored with, as I found out. The two-player mode does little to save the game - if anything, it's less exciting than the one player mode because it runs slower. A poor example of the driving genre.



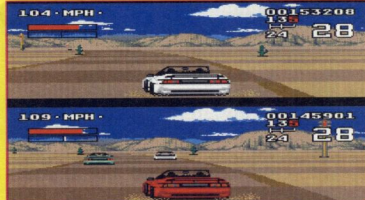
It's a real peacemaker and no mistake.

## SPLIT-SCREEN SHENANIGANS

If you're smart enough to own two Megadrive joypads and you've got a chunk willing to indulge in some double-driving antics, you can select two-player Lotus and indulge in a whole new way of playing. The Megadrive gives you a split screen view of the proceedings, with one player at the top and one at the bottom. This makes racing far more competitive as you can see your pal zoom past you, leaving a trail of dust. But if you're really that bad you can always assure victory by unplugging his pad!



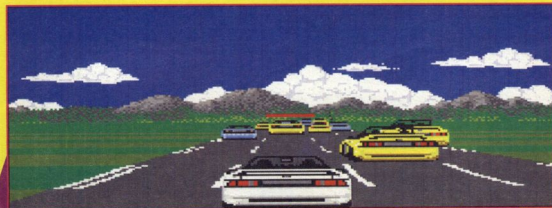
Limited visibility is one of the hazards of night-time driving.



Dodgy tactics such as bumping your human opponent off the track are perfectly OK.

**THE TEST OF TIME**  
One slightly bummed trial of Lotus Turbo Esprit that is becoming rather dated is the "time trial" method of play. Basically, you race totally against the clock and it doesn't matter what position you finish in. This isn't nearly as much fun as trying to finish in first place. But what is a good laugh is sitting here listening to Rand's howls as he fails yet again to finish under the set time!

It's easy to make up ground at the start.



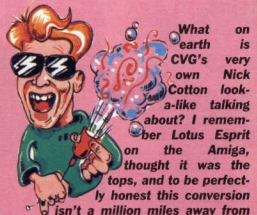
## ZOOMIN' AROUND

The Lotus games first started life on the Amiga many a moon ago under the name Lotus Turbo Esprit challenge. This was hugely successful ultimately proving to be one of Gremlin's biggest titles. The sequel, Lotus Turbo Challenge II, meant the hire of another garden rake to bring in all the cash made from sales. Then not too long ago came Lotus 3. This blew all the others away and the garden rake was done away with and replaced by a large Hoover. This isn't the first computer-to-console translation of the game, though. It appeared under the name of Top Gear on the Super Nintendo and was big hit. Will there be a Lotus 4? We wait in silence.



## GET IN GEAR

"My car must be sad. I can't get anywhere." Is this you? Fear not; if you just don't seem to be going fast enough, try switching your transmission from automatic to manual. This allows you to change gears at just the right time and not the sad pace at which the computer does it - if you time your gear changes correctly, you can be up to top speed before the first corner! The trick is to watch your speed and, as soon as it begins to slow, bang up a gear. Simple when you know how.



What on earth is CVG's very own Nick Cotton looking-a-like talking about? I remember Lotus Esprit on the Amiga, thought it was the tops, and to be perfectly honest this conversion isn't a million miles away from being bang-on! Graphically, I don't think it's bad at all - Anglin must have had his special blocky glasses on when he was playing, because the cars are quite well drawn. Sound isn't anywhere near being bad - in fact, there are one or two good tunes in there and some half-decent sound effects as well. And as for the speed - the road fairly zips along underneath your wheels. I do believe that the time-limit-beating style of play is somewhat limiting, but two-player mode makes up for that more than adequately. Take no notice of sad Anglin; Lotus Esprit Turbo Challenge is a perfectly respectable cart.

## PAUL RAND

STRATEGY	SKILL	
ACTION	REFLEXES	
<b>GRAPHICS</b>	%	<b>81</b>
<b>SOUND</b>	%	<b>75</b>
<b>GAMEPLAY</b>	%	<b>83</b>
<b>VALUE</b>	%	<b>80</b>

CVG  
**81**  
CVG

0839 500842



## WIN A WONDER MEGA!

The Wonda Mega is quite possibly the most brilliantly designed and sought after piece of console kit on the planet, and now you can win one courtesy of the Hotlines! This super spanky combo of Megadrive and CD-ROM combined is an awesome piece of hardware. Not only can you play every Megadrive game under the sun, but with the flick of a switch you can enjoy quadraphonic compact disk quality audio and incredible CD games with more megabytes than you can shake a stick at! All that's separating you from this phenomenal prize and gleaming gaming glory is a telephone call - so dial that magic number NOW!

If you're under 18 make sure the person who pays the phone bill gives permission for you to make the call. Calls cost 36p per minute (off peak) and 48p per minute (peak rate).



## SUPER NINTENDO

SHOOT EM UP

BY ELECTRONIC ARTS  
£45.00

Typical! There you were, just about to get the Christmas tree up, when all of a sudden some nutter decides to install a load of rocket bases in the Middle East, threatening the very existence of the planet! A full scale air assault would be too risky, as the evil dictator may notice a fleet of F-14's blowing his rockets up left, right and centre. So what can the President do, other than issue you with the hardest assault helicopter around and tell you to get out there and cripple his entire arsenal? Seeing as you're such a fun-loving guy who loves to indulge in some armour-piercing bullet-related shenanigans, you agree to the idea. So polish your Apache 'til it gleams and get your special hard man socks on - you'll get no Christmas spirit out of these fellers!



*Desert Strike managed to cause quite a stir when it came into the office, even though we'd all seen it before on Megadrive. I suppose it was never going to be particularly different to its Sega counterpart, but I was expecting some kind of graphical boost - alas, no. The game itself has remained totally unchanged - having said that, the original was, and still is, an absolute must-have, and this is just as brilliant. There's so much to do and so many things to lay waste to, that you can expect to be up until the early hours time and time again, trying to get to the madman's bunker. The difficulty setting has been set just right-it may be bloody hard, but you just can't put it down until you've got that little bit further. Megadrive owners had something to shout about in Desert Strike - now SNES fans can experience the same fine blast.*

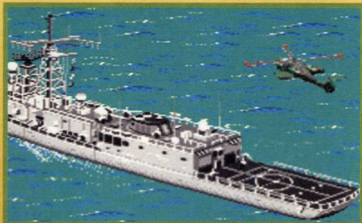
PAUL ANGLIN

CVG 022

This nuclear power station is one of your early objectives.



## DESERT



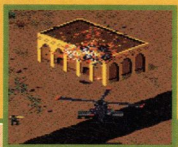
## THE CAMPAIGN TRAIL

The many different campaigns in Desert Strike all involve some pretty dodgy situations. First on the agenda is to get your hands on the secret agent, who's hidden himself somewhere in the desert and can't be found until you've destroyed a whole heap of Arab goods. Next up it's time to say bye bye to the chemical weapons systems and SCUD launchers dotted around the map. Then it's on to the riverside, where you'll have to rescue hostages trapped on the madman's yacht. All entertaining stuff, eh? Too right it is - and there's another couple of missions to go!

## GUNNING FOR GLORY

When is a gunship not a gunship? When it's got no guns! Luckily, this Apache has three different weapons systems; the 30mm chain gun, Hydras and radar-guided missiles. While you can shoot those 30mms quite happily without much fear of running out, both the Hydras and radar guided bombs are in short supply and will need a careful check kept on them. All three weapons are useful in different situations - the chain gun is best used for taking out foot soldiers and enemy camps, while the missiles come in handy for destroying hard targets such as SCUD launchers and enemy bases.

Hydras come in handy for taking out well defended AAA units.



**THANKS...**  
...to Shekhana Consoles  
(081 340 865) for the  
Review cartridge.



## YOU'LL LOOK A FOOL WITHOUT ANY FUEL

With everything running out on you, it's a good job you can pick things up to replenish your ever-depleting supplies. The fuel drums will take your fuel counter right back to one hundred gallons - but only pick up fuel when absolutely necessary, 'cos your Apache can only handle one full load at a time. The ammo crates will endow you with thirty-six Hydras and eight radar-guided missiles, with the same rule applying to the ammo as with the fuel. A lot of the collectibles are concealed in buildings, which means you must be careful not to keep firing once you've destroyed a target - you may blast the goodies as well.



# STRIKE

## LET'S PUT THIS PLACE ON THE MAP

The Gulf isn't the smallest land area in the world, so it's worthwhile taking the odd peek at your map to get your bearings. The map shows you everything you need to know about your mission - all the different objectives are depicted, in the order that you must complete them in, as well as all the pick-ups available. The only drawback is that, if an ammo crate is hidden in a building, it will not show on the map until you've blown up the building and exposed it.



## MISSING PRESUMED SAD



MIAs - soldiers that are classed as Missing in Action - are in abundance in Desert Strike and, unlike the scruffy, undernourished types seen in films like Rambo, these boys can be of great help to you. Pick the lads up and get them back to any of the Landing Zones in that area, and you will be rewarded with one hundred and fifty armour points per person! It has to be said though, that they're a bit thick; although they're quite obviously able to scarp to safety, they tend to hang around near enemy soldiers and weaponry, making your job much more dangerous when it comes to rescuing them.

*Down-town in enemy territory. Shoot the buildings for points.*



Megadrive owners went gaga when Desert Strike hit their machines, not only for its ooh-risky scenario but also for the excellent graphics and top-notch gameplay. EA's Super Nintendo version is practically a pixel-perfect conversion of the Sega hit, which initially disappointed me because the SNES could have had a graphical field-day with this one, but after a short amount of time I began to concentrate more on the game itself. And you'll have to do the same - this is an incredibly difficult shoot 'em up with a goodly amount of strategy thrown in, and it'll take you all your time to get off the first level, never mind reach the end! That said, you always manage to blow up that extra building, or find just one more box of ammo to get you safely through to the next campaign, which keeps the adrenalin and interest at a high level. Basically, it's the same game as the Sega version, but Megadrive Desert Strike is a classic and so's the SNES game - get it now!

## PAUL RAND

STRATEGY		SKILL
		
ACTION		REFLEXES
<b>GRAPHICS</b>	%	<b>92</b>
<b>SOUND</b>	%	<b>88</b>
<b>GAMEPLAY</b>	%	<b>93</b>
<b>VALUE</b>	%	<b>91</b>

**CVG**  
**92**  
**HIT**

## SUPER NINTENDO

ARCADE

BY THQ  
£45.00

Why is it that all kids insist on carrying on the family tradition? James Bond Jr could have been an accountant and had a nice relaxing time, sitting at a desk writing lots of important forms, but oh no - instead, the young whippersnapper decides embark upon a lifetime of dodging bullets, landing top international models and other heroic exploits. And it just so happens that Dr Derange head of SCUMM has appeared to create all manner of chaos in the world etc, etc.

This game deserves some kind of award - for the crappiest Super Nintendo title in a long time! The James Bond Jr cartoon is a bit of an abomination, but I expected much more from the game than this. The graphics are terrible, with some of the worst animation yet seen on the SNES. James doesn't run; he sort of shuffles without moving his feet, which is some trick in anyone's language! Sound is even worse; horrible, grating tunes torture your ears and spot effects are generally pitiful. The gameplay does absolutely nothing to rescue James Bond Jr - this could well be the most unresponsive, dodgy and frustrating game ever to hit the Super Nintendo. The collision detection is so iffy it makes an otherwise simple game incredibly difficult and totally frustrating. James Bond Jr is a mockery of the capabilities of the SNES - steer well clear!

PAUL ANGLIN

GRAPHICS	%	52
SOUND	%	38
GAMEPLAY	%	24
VALUE	%	34



NOT OLD ENOUGH TO DRIVE AND YET PILOTING A VARIETY OF HIGH TECH AIRCRAFT!



## PREPARE TO DIE, MR BOND

The original James Bond always wowed the lovelies with his wealth of hi-tech kit, and his young 'un looks to be following in father's footsteps. Get hold of grenades for long-distance lobbing, or grab the rocket gun for enemy-shooting action and thrills. In the air, pick up the shrapnel-tipped missiles to destroy many more vehicles and, on the speedboat level, purloin the nitro boost to turn your tootling little craft into a speed demon!

I SAY, A ROBOTIC JU JU MASK TYPE ENEMY THING!



## OOOH! JAMES!

In order to keep your special investigation into Dr Derange's goings-on ticking over, you'll have to grab the plethora of special items scattered around the stages. There's an absolute stack of them to get - here's a list of the more important ones:

HEART - Adds one unit of energy to your meter.

L-UP - Gives an extra life.

SNEAKERS - allow young Jim to jump that little bit higher.

DART - Adds a dart gun to James' arsenal.

SHIELD - Makes your vehicle impervious to damage for a few hits.



## AH, MR BOND

Even though this is James Jr's first outing he's already learned how to control a number of top secret assault vehicles. Level two sees you controlling a death dealin' mini-copter across a forest laden with ground-based tanks and the odd anti-aircraft missile. Level four puts you behind the wheel of a nippy speedboat down by the riverside and, if you're good enough to get that far, level six lets you take to the skies in a jaunty jet which resembles the classic UN Squadron fighter!

AT LEAST BOND'S ENEMIES AREN'T THE STEREOTYPICAL TYPES WE FIND IN THE FILMS...NOT!



STRATEGY	SKILL
ACTION	REFLEXES





## MEGADRIVE

SPORT SIM

BY ACCLAIM  
£34.99

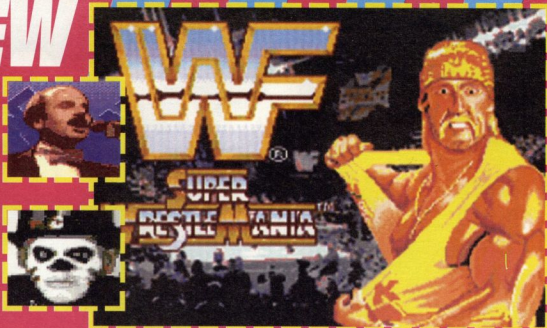
It seems as though some people will do anything for money. I mean, dishing out grub in burger bars is one thing, but pulling on a pair of tights and grappling with sweaty men is quite another. But the WWF boys don't care 'cos they're that hard - and they'll dust anyone who says otherwise. You control some of the World Wrestling Federation's most famous - and infamous - characters, and have to guide them to the precious WWF title by smacking everyone's teeth in. There are a number of grapplers to choose from and a stack of different matches to enter; take part in a Survivor Series, one on one match, a tag team bout or the WWF title challenge - if you're feeling up to it.

Another SNES game gets the Megadrive treatment this month; WWF Super Wrestlemania is almost identical to its SNES brother, except for a few differences. The digitised pics of the lads aren't quite up to the same standard, but that's not to say they're not good, and with very detailed and fluid sprites you can hardly call the graphics anything less than brilliant. The other main change has come in the playability department. There are new wrestlers included in this version, not to mention a stack of signature moves, and the control method for all the grappling action is very easy to get to grips with. Sounds good in one-player mode? It is, but WWF Super Wrestlemania really comes into its own when you get a friend round for a two-player fighting feast! Overall, a job well done and an improvement over the already excellent SNES version.



PAUL ANGLIN

CVG 026



## MOVE TO THE GROOVE

No WWF game would be the same without a fair sprinkling of bone-crunching attacks and the odd signature move here and there. WWF Super Wrestlemania has more than its fair share of these, with each character able to perform his own special move. These range from Papa Shango's shoulder-breaker to the British Bulldog's Powerslam. Most are very easy to pull off and consist of just pressing A and C together. The majority can be used at any time but some, such as Randy Savage's elbow, can only be used when an opponent is down.



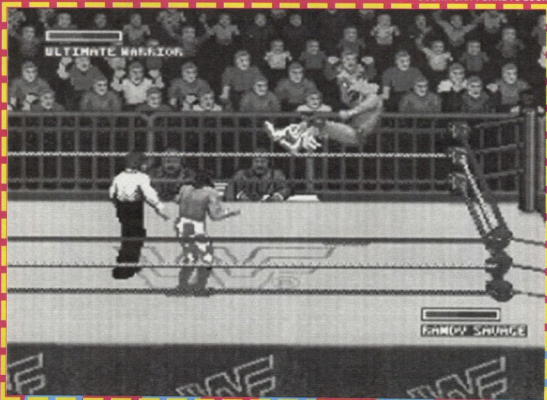
CRUNCH! A MASSIVE DROP KICK STRAIGHT TO THE CHIN!



## THE BOYS

As you might expect with a WWF game, WWF Super Wrestlemania features a large selection of all your fave boys. The list ranges from the sadness of Irwin R Schyster, right up to the likes of the British Bulldog and the Ultimate Warrior. There's no real difference between all the different characters other than the inclusion of their signature moves, but it's a good laugh to be able to choose your favourite WWF boy.

OOOH! I CAN'T BARE TO LOOK!



## GIVE US THE GEN ON THE WWF MEN

The WWF boys may be rock hard, but it has to be said - they're being a bit sad at the minute. Rowdy Roddy Piper has left the squared circle to follow a musical career with a rather tawdry single called "I'm Your Man"; apparently, this is more 'un than running around a ring and get paid thousands for it. The British Bulldog has quit the grapplefest in favour of becoming the latest Gladiator, but then with not-ugly Ulrika Jonsson presenting the show, you can hardly blame him, can you?



HULK HOGAN



RANDY SAUGE



SHAWN MICHAELS



BRITISH BULLDOG

AAAH! THAT WILL MAKE YOUR EARS BURN!



SPRING! MAKE USE OF THOSE ELASTIC ROPES!



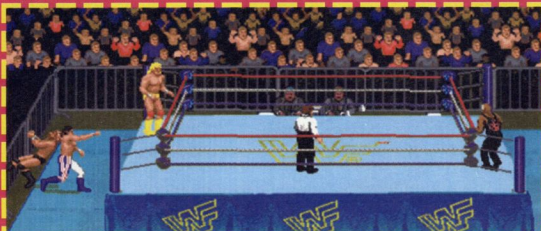
OWCH! THERE GOES THOSE EARS AGAIN!



ALLY-OOP! ALL SORTS OF GYMNASTIC MANOUVERS ...



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## GET IN THE RING

So as not to get bored with the routine one-on-one action, there are a multitude of different types of match to indulge in. There's the standard match or, for those of you looking for a little more excitement, you can always take part in the tag team challenge. If you feel really hard there's always the Survivor Series option which, if you're sad enough not to know, involves two teams of four people in a kind of big tag-team jamboree in which when one wrestler is counted out, the rest must carry on so until there is one fighter left in the ring. Great fun, eh?



ERM, I DREAD TO THINK WHAT'S HAPPENING HERE!



# REVIEW

CVG

The problem with all the wrestling games that we've seen so far is that there are too few moves. Wrestlemania goes some of the way to



tackling this problem by giving each character a good library of kicks, punches, throws and maiming techniques to choose from. Unfortunately it's pretty hard to bring them all into play, especially when up against a mate, as you don't have a lot of time to mess about; whereas you'd love to clothes-line a baddy or triple pile-drive him, most of the time you'll settle for kicking him in the face a few times to rob him of energy. The animation of the wrestlers is totally convincing though, apart from when they're knocked to the ground and roll up and down the screen trying to avoid the high altitude belly flop! It's hilarious! The tag-team feature adds a much-needed bit of strategy to the game too, but despite Paul's high praises I'd have to question how long you'll want to play WWF for. I'd give it a good few weeks solid play, but after that the game inevitably becomes predictable.

## STEVE KEEN

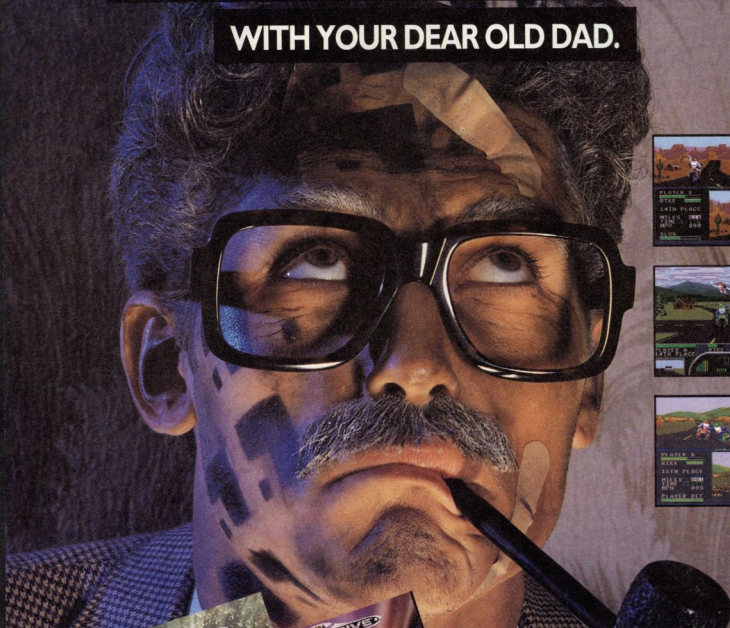
STRATEGY	SKILL	
ACTION	REFLEXES	
GRAPHICS	%	91
SOUND	%	88
GAMEPLAY	%	83
VALUE	%	80

CVG  
84  
CVG

CVG 027



WITH "ROAD RASH II" AND "LOTUS TURBO CHALLENGE", YOU CAN PLAY HEAD TO HEAD WITH YOUR DEAR OLD DAD.



So the good news is that Road Rash II™ and Lotus Turbo Challenge™ are designed for two players to race against each other on the screen.

The bad news is that the old man thinks he has what it takes to give me "a driving lesson".

Leaving him to eat dust on a desert highway, ought to convince him otherwise.

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# WELL WHOOPIE...



SEGA  
MEGA DRIVE

Road Rash II is even nastier than the original, your rivals more underhand and their weapons more lethal. And the prize money is higher to buy nitro-equipped superbikes.

Happily the rules haven't changed a whole lot.

There still aren't any.

And if dad is expecting Lotus Turbo Challenge to be more sedate, he better think again.

This is a frighteningly fast duel between either Lotus Elans or Lotus Esprits through eight terrifying stages and 60 timed check points.

And the sort of atrocious weather conditions that would encourage a polar bear to stay in and watch TV.

Real arcade stuff!

So come on dad, make my day!

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## MEGADRIVE

ADVENTURE

BY VIRGIN  
£39.99



Lester Chaykin's has invented a Lparticle transmitter! With this device, Lester could change the face of travel; no more getting onto a bus, train or plane - just step into a little cubicle and your atoms will be broken down, passed through a wire and rebuilt at whichever destination you wish to arrive in, all in the blink of an eye. That's what it says on paper, anyway. Unfortunately, Lester didn't bank on rogue bolts of lightning hitting his laboratory, travelling through the circuits to his machine and mucking up his big experiment. Not the end of the world, you may think, but this was not an ordinary project - the lightning caused a freak chain reaction that sent Lester spinning into Another World!

There's a real war going on in Sega and Nintendo land, what with the SNES playing host to a perfect convert of the Megadrive hit Desert Strike, and now Virgin hitting back with their Sega version of *Another World*. And guess what - it's exactly the same as the *Super Nintendo* game reviewed last ish! Absolutely nothing has been left out; the incredibly life-like animations are all in there, as are the cut scenes which add greatly to the 'interactive movie' atmosphere of the game. I've played *Another World* on every machine it's appeared on and never got bored with it, and the Megadrive game has the same gripping playability as all the rest. Not only that, it's also faster than most because of the machine's nippy processor. There's a password option included which may allow you to complete the quest relatively quickly, but when I say relatively I mean in terms of weeks. But don't just take my word for it; plug in the *Another World* cart and be amazed. I was!

CVG 030

PAUL RAND

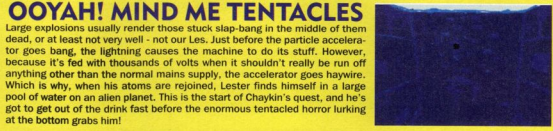
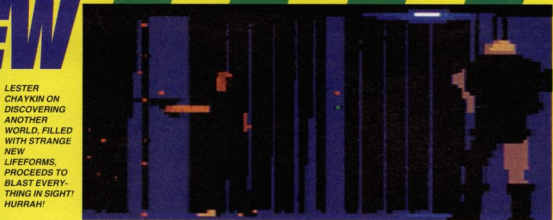
LESTER CHAYKIN ON DISCOVERING ANOTHER WORLD, FILLED WITH STRANGE NEW LIFEFORMS, PROCEEDS TO BLAST EVERYTHING IN SIGHT! HURRAH!

# ANOTHER

# WORLD

## OOHAY! MIND ME TENTACLES

Large explosions usually render those stuck slap-bang in the middle of them dead, or at least not very well - not our Les. Just before the particle accelerator goes bang, the lightning causes the machine to do its stuff. However, because it's fed with thousands of volts when it shouldn't really be run off anything other than the normal mains supply, the accelerator goes haywire. Which is why, when his atoms are rejoin'd, Lester finds himself in a large pool of water on an alien planet. This is the start of Chaykin's quest, and he's got to get out of the drink fast before the enormous tentacled horror lurking at the bottom grabs him!





CHAYKIN'S PATENT PENDING PARTICLE TRANSMITTER IN ALL ITS POLYGON GLORY!

THESE STATIC SCREENSHOTS DON'T GIVE AWAY THE SPLENDID POLYGON ANIMATION ...PERHAPS EVEN TO RIVAL PRINCE OF PERSIA!



**Another World** was a hit on the Amiga, is a hit on the Super Nintendo, and manages to turn out even better on the Megadrive! Because of the machine's fast processor, this version is faster than the others, and the extra speed enhances the feel of the game. Not all the changes are for the better though; the music's not up to much, but to be fair the Megadrive doesn't possess a sound chip of the quality of Nintendo or Commodore's systems. Even though the game is quite small in comparison to some other Megadrive adventures, the stunning graphics and challenging gameplay will make you want to play again and again - in fact it's so good, you'll find yourself showing it off to anyone and everyone who comes round to your house! A more unique, entertaining and visually appealing game you'll be hard pushed to find - a must for your Christmas list.



## POLY-GONE!

Polygon graphics haven't been used that much on the Megadrive. You may have seen them previously in flight sims such as F-22 Retaliator and LHX Attack Chopper, but in *Another World* they've been employed to create the most amazing animation yet seen on a console! All of the characters are generated using polygons and perform a variety of actions so smoothly they look lifelike. Not only that, programmers Delphine have also included a number of cinematic cut scenes, again using those fine squares and rectangles in such a way that they don't look like squares and rectangles at all. They look impressive enough here - but you should see them when they move!

LESTER AND ALIEN FRIEND EXPLORE ANOTHER WORLD!

## THESE ALIENS AREN'T VERY NICE

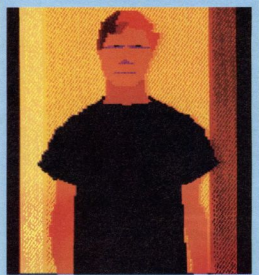
Being an alien planet, it's not difficult to imagine that the creatures living there are a little startled by your presence. Either that, or it's because they're just not very nice folk indeed that they keep attacking you. Right from the start, you're accosted by massive, wolf-stroke-bear combinations, sprawling, tentacled terrors and the rulers of the planet, strange humanoid beasts that knock you senseless and lock you in a cage. Don't be too despondent though; you end up making friends with one of the aliens who becomes a necessary ally throughout your adventure - don't fall out with each other, and ensure that you guard him - as well as yourself - against enemy attack



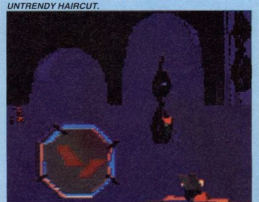
## A LORRA LORRA PROBLEMS

This other world is a big place, and your quest spans a large expanse of land, both above and underground. Many of the areas visited by Lester contain a puzzle or hindrance which must be tackled successfully before he can continue on his way. Just because you don't solve a problem on one screen, doesn't mean you're going to die on the following one, though - success in completing tasks generally won't become apparent until later on in the game.

## STEVE KEEN



LESTER CHAYKIN, GENIUS DESPITE UNTRENDY HAIRCUT.



LESTER TAKES A TUMBLE!



Whoaah! No sooner do we get over the extreme excellence that was *Out Of This World* on the Super Nintendo than we get our flabbers well and truly ghabsted by the same game, sporting its original name, on Megadrive. The game is exactly the same as all versions apart from one important aspect - it's much faster! Everyone thought that the SNES version was the one to top the lot - think again. The Megadrive's faster CPU is shown off to full extent in the incredible intro, and the game itself plays just that little smoother and faster; there's also no waiting inbetween scenes like the Super Nintendo version. The only thing that has been slightly toned down is the music, but Megadrive *Another World* does have the best samples of all the lot, so don't lose too much sleep. An incredible game has just got better so, all you Megadrive owners, go out and gloat over having the best version of *Another World* in the cosmos!

## PAUL ANGLIN



GRAPHICS	%	96
SOUND	%	87
GAMEPLAY	%	95
VALUE	%	95



## TOP GUN

You'd think that an alien planet would be chock-full of all manner of weird and wonderful weaponry, but you could be a little disappointed to discover that the best piece of kit you can get your hands on is a simple laser pistol. It can do a number of smart things though - either let off a few laser blasts, power it up and build a shield that will only crack after a few hits, or power-up even further for an ultra-powerful blast that'll destroy almost anything in its path! Sometimes even your gun is useless, and you've got to rely on something a little less subtle - like a swift kick to the nether regions when one of the baddies grabs you by the throat!



THE BEAST FROM ANOTHER WORLD!



STREAMING RAYS OF PLASMA OBLIVION!

## BREAKING GLASS

Remember earlier, when we told you that the consequences of many of Lester's actions don't become apparent until later on in the game? Well, there's a part of *Another World* where this rings incredibly true. Some way into the game you'll come across a room with glass balls hanging from the ceiling, and if you look carefully you can see the reflection of a patrolling guard, directly underneath. If you enter that room, which is actually on a completely different platform, the guard will blast you to smithereens, so you've got to find a way of putting him out of action. Clue - there's a gap in the wall just large enough to aim your gun at one of the glass spheres...



## DELPHINE'S BACK IN A FLASH

Many people may not have heard of Delphine, the creators of *Another World*, because they've concentrated mainly on home computer software up until now. They're first big hit was *Future Wars*, followed by *Operation Stealth*. Both were graphic adventures in a similar style to Lucasfilm's *Monkey Island* and *Indy* games. The French softco's first extensive use of polygons came in their fun but rather slow *Cruise For A Corpse*, with *Another World* following shortly after and going down a storm on every format it hit. If you think that's the end of the saga, think again; soon to appear on a number of formats is *Flashback*, unofficial sequel to *Another World* - and we've got the Exclusive takedown on the game, elsewhere in this very issue!



WITH DETAILED CO-ORDINATES LIKE THIS, NO WONDER LESTER FOUND HIMSELF A LITTLE OFF THE BEATEN TRACK!

STRATEGY	SKILL
ACTION	REFLEXES

CVG  
95  
HIT



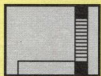
EVER SEEN A  
TERMINATOR  
IN 16 BITS..?



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## NES

PLATFORM

BY OCEAN  
£29.99

The metal monolith is back! But this time, he hasn't got a film to ride his video game interpretation on the back of! Yes, for what could be the first time ever, a licensed game has appeared before the product it's actually licensed from! The movie company who were producing the Robocop 3 movie have gone bust, so there's a slight possibility that the film will never be released over here at all! But all that doesn't matter now: the game's here, the plot centres around Robo attempting to rescue his chums from the now-derelict Old Detroit ...

A MOST EXCELLENT GAME!  
No.7!

Don't be put off Robocop 3 by the scrappy-looking graphics at the beginning of the game - they get a whole lot better! The jumping from platform-to-platform can get pretty dull, but with the addition of power pods that allow you to charge up different parts of the body and the like, I was

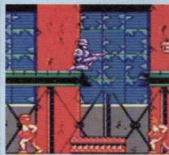
eventually won over. There's a great variety of villains to smack about and blast to pieces and the graphics are constantly changing, so your interest is kept well up. The whole kit and caboodle has been presented very nicely, from the excellent city landscapes to the series of explosions that take Robo apart when he dies. By no means is Robocop 3 going to melt your socks, but it'll keep you going a long time after many platform romps have long lost their appeal.

## STEVE KEEN

GRAPHICS	%	89
SOUND	%	77
GAMEPLAY	%	80
VALUE	%	83



LOOK OUT! A SNIPER!



ROBO LIES IN AMBUSH!



THAT HANGING CHAIN LOOKS OMINOUS!



THE HIGH-TECH OFFICER OF THE PEACE BLOWS AWAY HIS 923rd SUSPECT! HURRAH!

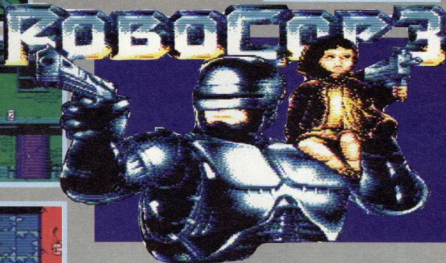
## CHOICES, CHOICES

What use would any self-respecting killing machine be without weapons? Robocop's got tons of 'em - six to be exact. But to get his claws on them you've got to collect the special disks and advance the cursor at the top of the screen. Rapid shot, triple direction and rocket launcher are just three, but the extras don't end there; the second stage leads to Robocop being equipped with a rather useful jet-pack!



## WHERE'S THE JUICE?

Robocop must collect the power pods scattered around the platforms to keep his efficiency levels up. Some will immediately replace lost energy, whilst others can be saved until later and used to repair limbs and body armourment back at the laboratory at the end of a level. If you neglect certain areas, Robo is inclined to loose control for a second during play and put you right in it.



## CAN YOU SMELL PORK?!

Robocop's mission to rescue his fellow officers leads him through factories, workshops and city streets, some of which have stunning backdrops for the NES! The animation of the characters is great too, but the sprites are prone to clashing and flickering when there's more than one on-screen. Computer effects as seen through Robo's eyes really add some atmosphere to the game, and keep you coming back to see what's next.

STRATEGY

SKILL



ACTION

REFLEXES

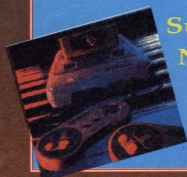
CVG  
80  
HIT

# THE HOT SPOT

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It would take quite a game to top-  
best pinball table ever, but if  
anyone can do it, it's those mas-  
ters of console simulation,  
Electronic Arts. Previously known  
as Twisted Flipper, *Cruel Ball*  
is loosely based around the rock  
band *Motley*. The band  
never appear in the game them-  
selves, but they're well rep-  
resented by their ghoulish metal-  
loving mascot, *Alister Fiend*.

*Cruel balls* great at  
first, with smooth action,  
fine presentation and excel-  
lent effects such as *Alister*  
*Fiend's* speech and a  
couple of animated  
sections, but after  
half an hour's play you realise that  
there's little else on offer. Whereas  
*Devil Crash* is riddled with extra  
bonuses and rewards for good  
play, such as a whole  
host of different bonus tables,  
*Cruel Ball* possesses only a  
handful of extras and just  
one main play-field. The  
battle in space with the  
flipper sled makes you  
believe that there could be  
something just around the  
corner if you could only  
keep the ball in play long  
enough, but after hours of  
smashing the silver sphere  
around the screen all you're  
rewarded with are a few  
new sprites. Sorely lacking  
in variety, *Cruel Ball* is the  
second best Megadrive pinball  
game around - out of two!

### STEVE KEEN

GRAPHICS	%	81
SOUND	%	79
GAMEPLAY	%	77
VALUE	%	78

## A-CRUE A MASSIVE SCORE!

The secret with real pinball tables is to suss out what all the bonuses and target light combinations do to pump up that score, and video pinball is no different. *Cruel Ball* is loaded with pop-up targets, bumpers, disintegrating walls and hidden monsters, so to get maximum points and see that score soar you'll have to master what does what very quickly indeed.



Id rather Pick it my nose.

## CREEPY CRUE

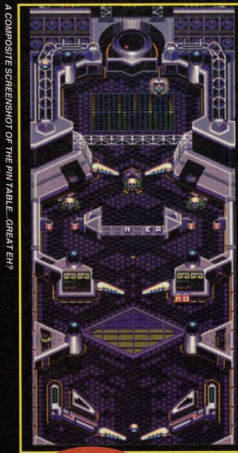
Ever experienced that feeling when your ball slides down the edge of the table, past the flippers and out of play? Not nice, is it. *Cruel Ball*, on the other hand, gives you the chance to beat instant death by kick-starting the ball back into play using the flipper buttons. Just press the opposite button to the side where the ball disappeared and it'll thump back onto the table. And with all those monsters to contend with, including skeletons, maggot-laying spiders, baldy men and killer clowns to name but a few, you'll need to stay in play for as long as you can!



## EX-CRUE-CIATING SOUND

The *Cruel* are famous for their rockin' good tunes, but the three included here won't do them any favours. The originals are great, but these computerised adaptations are terrible. There are, however, nine other metallic ditties on the table that can be released by firing the ball around the volume dial at the top of the screen and GRANKING IT UP! Not only that, but if you manage to shoot the ramp you'll be shot into space for a bonus round, where your flippers are mounted onto a space sled and you do battle with the Skeletons of Doom. Gumph!

A COMPOSITE SCREENSHOT OF THE PIN TABLE. GREAT EHM



STRATEGY	SKILL
ACTION	REFLEXES





# YOB'S MAIL

You'd think that Christmas would be a time of glad tidings, goodwill to all men and letters worth reading. But no, in YOB's Mailbag trash is trash, whatever time of the year. Still, at least I just have to read them, not live them like the poor unfortunates who put pen to paper this time around. Hope you all have a perfectly lousy Christmas, get all the worst presents ever which break two hours after you've opened them, and the telly breaks down half-way through the James Bond film. That'll give you time to send another stack of desperately unfunny mail to: BARBERA CARTLAND ROMANCE BOOK OFFER, C/O YOB'S MAILBAG, CVG, PRIORY COURT, 30-32 FAR-RINGDON LANE, LONDON EC1R 3AU.



## SAD STOCKING

Dear YOB

God knows why I'm writing to you, as you'll probably slag me off and print a picture of me getting shot or something, but I can but try to get a straight answer out of your deformed brain.

1. Will the software support for the SNES be as good as the Megadrive?
2. Will any of these games be released for the Megadrive: Terminator 2, Toki, Gods, Dizzy 1, 2, and 3 or Elvira The Arcade game?
3. Are you a woman?

Tim Heaphy  
Northampton

**YOB:** 1. It's looking just dandy - just check out the amount of stuff already released and, more importantly, planned for next year.

2. Toki has been out for ages, Gods is available, but on import only, and Terminator 2 is released soon. Have you been smacking your head against a brick wall for months on end instead of reading CVG?

3. Why, do you fancy me or something?

## STUPID LITTLE BROTHER WAKES YOU AT 5AM

Dear YOB

I recently went on holiday to France, where I tuned into a TV programme called Club Dorothee. It looked like a slightly better version of Parallell 9 so I kept watching, even though it was all in French. After a while they showed a Japanese cartoon called Dragon Ball Z. It was the BEST cartoon I've ever seen. It was like the Manga films, but much better and far more violent. The main character was almost identical to Ken from Streetfighter 2, and he ran around chucking fireballs at people while doing loads of martial arts. As far as I could tell the whole thing was about two people trying to do each other in. Imagine my joy when I discovered that there were videos full of the magnificent stuff, although I failed dismally to lay my hands on a copy and the whole of England seems oblivious to that fact that French TV even exists. Do you have

any idea where I can lay my hands on a copy?

Sam Martin  
Brentwood

**YOB:** What do you mean, we're oblivious to the fact that French TV exists? Mind you, with the likes of Inspector Gadget and that git off Rapido, perhaps it'd be best if it didn't. Especially if it means garlic-lovers like you stop writing in and filling the Mailbag with nasty, oniony smells.

## DAD HATES HIS HANKIES

Dear YOB

Now young lad, straighten your back and listen to me. I think ALL arcades should be shut down and burned. I am, unfortunately, the parent of an arcade-mad son. All he ever does is hang around the local arcades wasting money (oh yeah, he also wears contact lenses), reads CVG and plays with his crummy little Megadrive. Last year he decorated his room with Teenage Mutant Ninja Turtles posters, books,

comics and so on. Luckily for him I gave his NES away! Now he's on his Megadrive 24 hours a day, playing Sonic The Whatever and insisting on having his hair dyed blue and spiked. In fact, he was pestering me again while I was writing this letter, so I had to calm him down by slapping his ugly face a few times. You'd better print this letter or I'll do the same to you, although he only got a black eye and you'll get a broken nose.

Kanwal Hussain  
Shepherds Bush

PS I think that YOB stands for You Old Battyman.

**YOB:** There's nothing more annoying than a stupid letter from a crap human being who should be force-fed buckets of curry and Ex-Lax before having his bum-cheeks stitched together. Try visiting an arcade, grow up a bit and stop pretending you're your Dad when quite clearly you're just a sad little case



# AILBAG

## TORCH THAT GETS BROKEN BEFORE LUNCHTIME

Dear YOB  
Here are some questions I hope you can answer.  
1. I know Streetfighter 2 is coming out on the Amiga, but how will the controls work?

2. Will you have to use the Megadrive control pad?
3. Will SF2 on the Amiga be as good as the SNES version?
4. Do you think Capcom will release a six button joystick that will work on the Amiga?

Matthew Iles  
Chepstow

- YOB: 1. US Gold reck-ON they can incorporate all the moves, but then again they would say that, wouldn't they - it keeps sad lads like you happy.
2. Why? You don't have to use the Neo Geo joystick on the Super Nintendo version.
  3. So I'm Mystic Meg now, am I? How the hell am I supposed to know!
  4. I don't know, but I've heard that CackCom are making a special six-cell brain that will double the intellect of idiots from Chepstow.

## MUM HATES THE HANKIES TOO

Dear YOB  
On The Upper Hand (that 'comedy' show on ITV), on Tuesday the 3rd of November, on the titles Tom was reading a copy of CVG. Ever that the first shot showed him playing with on a Gameboy.

Scott Gray,  
Peterborough.

YOB: So what do you want me to do about it - jump through a hoop or something?

## SHE FORGOT TO BUY BATTERIES

Dear YOB  
My friend thinks that the Game Gear is 16-bit. Crazy I know, but this dude needs help. He is also a dill as he owns a 32k Acorn Electron without a joystick.

Paul Stainer  
Dorset

YOB: You've got some nerve - calling your mate a dill when your name sounds like someone who regularly messes his duvet. Although to be honest he can't be desperately happy if he owns an Electron. Is that why he's a friend of yours?

## TELLY'S CRAP

Dear YOB  
I have a BBC Acorn computer. It has groovy graphics and fast-action spelling games, but despite all this gripping stuff I am saving up for an Amiga A500 which I have heard is slightly better. My BBC is 11 years old and has three groovy games; Spell 1, Spell 2 and Spell 3. Do you want to buy it? If not could you please give me the cash prize?

Jonathon Owen  
Leigh-on-Sea

PS I currently have 37p.

YOB: I've got a better idea that lets you hang on to your beloved Electron. Give up trying to flog it, dig a big hole and throw yourself in it - along with your crappy computer and its cack spelling games.

## WHINGING GRANDPARENT COMES OVER

Dear YOB  
I asked my teacher why we had such useless pieces of crap as our school computers. The PC Nimbus machines we use have no good

games, only PC Paint which is rubbish. The teacher said he had got some new computers. When I asked him what they where he replied 'Super Nintendos'. I was gobsmacked. He said they had educational cartridges that store your work. I asked him how you write on a console and he said that you can get a keyboard that plugged into the joystick at the front. Is this true?

Neil Johnson  
Warks

YOB: Yes, it's all true. Not only that, the sky is pink and your friends actually like you and they know everything there is to know about everything. PS Dear Teacher, You were right! Neil is, indeed, an utter cretin - I bet you have a good old laugh when it comes to marking his exam papers. The money is in the post.



## TURKEY'S DRY

Dear YOB  
I bring good news and bad news. The bad news is that anything you say or do will be sucked into my body and then you cannot harm me, which means your pictures and words are harmless. The good

news is that maybe we could be a team and show those sad readers what's what.

Poweful Peter  
Sheffield

YOB: How about I come up to Sheffield with a baseball bat, have you bend over and watch you try to suck that in?

## YOU'VE GOT TO WASH UP

Dear Yob  
I would like you to answer a question that is a real worry to me and other gamesplayers. I have recently obtained two US cartridges and a converter, then read in Nintendo Magazine System that using imported games will blow a fuse in my SNES. After reading this article I have not used my US copies of Robocop 3 and Contra. So I thought I'd put pen to paper and write to my friendly neighbourhood Yobster.

M Clynn  
Manchester

YOB: The CVG boys tell me that they've all been using converters with their Super Nintendos since they've been available and haven't had any trouble with them. Make sure you follow the instructions sent with your converter and you should be alright - unless your name is M Clynn, of course - any machine will immediately sense your presence and fry its own chips in disgust.

## QUEEN'S SPEECH - YAWN

Dear YOB  
Could you please, please help me. I've been looking everywhere for Monkey Island 1+2 on the Megadrive after my friend told me it was coming out.

So, seeing as you're so cool, send them to me?

Sean Thompson  
Manchester

**YOB:** It's a shame Doris Stokes isn't around any more - I could have done with her help to track down your sense. If Monkey Island 1 and 2 were coming out on Megadrive, do you think you wouldn't already have heard about it in CVG? That's not to say they won't be appearing on Mega CD at some stage - watch this space.

#### GRANDPARENT GIVES YOU STACKS OF CASH - HURRAH

Dear YOB  
Since you're a close friend of Sadie, could you ask her if she could start a new section called Sad Score, where losers like me can send in our scores? My worst is 0-16 on Sensible Soccer.

William Larsen  
Norway

**YOB:** Not only do you admit your inadequacies, but you also come from Norway, which is only a part of Europe because the rest of us need a good laugh.

#### STAR WARS IS ON - AGAIN

Dear YOB  
I am writing to you from a world in which no puny little 16 or 32-bit consoles exist. The only computers and consoles we have are 45-bit (the smallest) to 189-bit. The 45-bit machine is complete rubbish and no-one even wants to gob on it. My spies have been telling me that your world has this 'new' thing called Virtual Reality. In our world this has existed for over 300 years. The games we play let you go into the screen and become part of the action, so we have far more fun than you. Also the good thing is that when you're playing a beat 'em up you can't be hurt because they can't touch you. There is one drawback however, we don't have any computer magazines. So I, King of planet Compoland, invite you to our planet to publish the best mag planet Earth has ever seen. Of course everyone will be well paid.

Faisal Hussain.

**YOB:** Welcome to the planet



Faisal Hussain, where the inhabitants talk out of their sphincters while blundering around in the fruitless search for friends and family, who preferred a reclusive life to dealing with their moronic offspring.

#### OUT WITH THE BOYS FOR FIZZY POP

Dear YOB  
I am the proud owner of a Game Gear, but I have one major problem. I was playing a game when the screen became busy and the action slowed down. Can you tell me what caused this and why it happened?

Huberd HERNSEN  
Norway

**YOB:** It's the cold air blowing in from the fjords mate. It plays havoc with the Game Gear's delicate circuitry; try playing in the sauna. And while you're at it, why not give your fellow countryman William Larsen a shout - you'll both feel better about not being

the only unfortunate case in the world.

#### AND TO PULL A CRACKER OR TWO

Dear YOB  
I went to school on Wednesday and at lunchtime these kids who are about 15 came up to me and said they had Streetfighter 92 on the SNES. I said to them they couldn't have it because Streetfighter 2 uses up all the available memory, but they reckoned they had a 32-bit chip that they put in the machine. I was gobsmacked. I have an Action Replay adaptor but I don't how to select M Bison, Sagat, Vega or Balrog. If there is a code or some way to select these please, please, please can you tell me?

Robert Mach  
Dunstable

**YOB:** This letter sounded good, until it became obvious that it wasn't going to end with the fifteen-year olds beating you up. If you don't already know, you can

turn SNES Streetfighter 2 into Streetfighter 92 using a cheat which we've printed about a million times already. And I'm not going to print it again just because you're too thick to see it previously. Now go and get a life.

#### PHEW - OVER FOR ANOTHER YEAR!

Yo YOB

- I have a few questions for you.
1. What's the difference between a Megadrive and a Genesis?
  2. Will Chakan The Forever Man be coming out on the Megadrive?
  3. Can I have £100?
  4. How many Simpsons games are there on the NES and SNES?
  5. Can I have a signed photo of Sadie?
  6. Can you answer my questions seriously?
  7. Are there any cheats for Game Gear Shinobi?
  8. Can you send me a decent PC AT game?
  9. What the hell is a ZX Spectrum? I also think CVG is totally fab!

Gied Hermesen  
Holland

**YOB:** 1. The Megadrive is a home games console from Sega, while the Genesis is a secret device that turns dead planets into living ones, as seen in Star Trek - The Wrath Of Khan.

2. Yes.
3. Yes. Sorry, I mean no.
4. More than there are thoughts in your head.
5. You sad man.
6. I could, but I'd rather not, thank you.
7. Holland, famous for open sewers...
8. Windmills...
9. And thickies called Gied Hermesen.



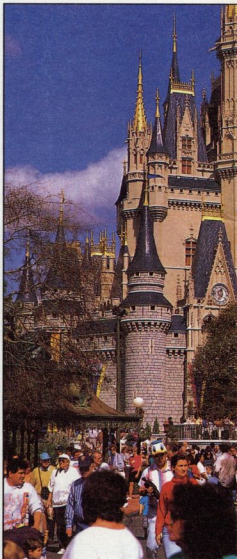


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# ANOTHER WORLD!



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CVG, PRIORY COURT, 30-32 FARRINGTON LANE,  
LONDON EC1R 3AU.

Make sure your entry reaches us by January 10th, 1993, or else the only place you'll have a hope of going to is the Sad Late Entries Bag!



**SMALL PRINT:** Time for the weeny words again, as we tell you all the things you can and can't do. If you work for, or are related to anyone from EMAP Images or Virgin Games you can't enter, so don't try. This prize does not include the cost of food or spending money - and, if you go for the hire car, you'll have to pay for the insurance. You'll also have to be prepared to take the holiday before the end of March, 1993. And that's it! Happy entering

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I WOULD TAKE MICKEY AND HIS PALS TO:

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£34.99



Baloo the Bear's moved out of the Jungle Book and into the freight business. A big company has offered an infinite amount of work to the courier firm that can collect the most parcels in seven days, and Baloo wants that work! Unfortunately, so does his main rival, Shere Khan, who's already hot on the trail of the packages. Visit nine different parts of the world, collecting cargo from the most awkward places, then ship them to the Customs office and fly off to the next destination. But beware - Shere Khan's henchmen are out to scupper your chances every step along the way!

Tails핀 looks as though it's running on a Master System - sprites and backdrops are quite basic and not particularly detailed. Each level is quite large, but the main stages themselves aren't that tricky to complete - the end-level nasties, on the other hand, are - and it looks as though they've been put in primarily to beef up the game's otherwise lacklustre difficulty setting. There's a two-player mode included in the game, allowing yourself and a chum to control Baloo and Kit at the same time, but that just makes the game simpler because the challenge isn't beefed up sufficiently. This is not a terrible game - it's playable enough and reasonably addictive in the short term - but it could have been so much better had there been a little more thought put into it.

### PAUL RAND

GRAPHICS	%	70
SOUND	%	71
GAMEPLAY	%	68
VALUE	%	62



### CRATE BALLS OF FIRE

In each of the nine locations the player must collect at least ten items of cargo before he can leave that area. It's not an easy task, either - the crates are positioned in some very difficult-to-reach places, such as on top of tall buildings, slap-bang in front of gun-toting minions of Shere Khan, even underwater! To assist Baloo and Kit, each has a weapon to maul the meanies with - although whether you can call Kit's slingshot and Baloo's paddle-ball weapons, we're not too sure!



ONE OF THE DEADLIEST FOES FOUND IN VIDEO GAMES... A PR WATERFOUNTAIN.



### WATER WAY TO GO

It's a fact - bears do not like water. And Baloo being just such a mammal, he's none too keen on having to wade into the stuff. The trouble is, he's going to have to if he harbours any notion of winning this contest, because some of the crates of cargo are immersed in underground lakes. Not being a fish, Baloo will have to come up for air regularly, so it's a good idea to keep an eye open for little oxygen pockets if you're straying far into the water.



### ANYTHING TO DECLARE?

Okay, so you've grabbed your ten items of cargo and made it to the Customs office - what you may not have been expecting is a heavily armed nasty lying in wait to halt your progress. There's a different one in each office; defeat them and you take to the skies in your trusty plane, the Sea Duck, and fly to the next stage of the quest. It's here that you'll come into contact with the air pirate Don Karnage and his bully-boys, who try to nick your riches by lobbing bombs at your craft! You do have some response - a gun-toting Kit is being towed behind the Sea Duck to ward off any nimble-fingered nasties.



TROUBLE AT THE CUSTOMS OFFICE... LETS HOPE THEY DON'T GET THE MARIGOLD'S OUT!



STRATEGY	SKILL
ACTION	REFLEXES







## SUPER NINTENDO

PUZZLE

BY OCEAN  
£49.99

How about this for a strange concept - an ant who topples dominoes. While this pastime is normally observed by Japanese students, who spend countless hours recreating works of art, in dominoes, just to push them over and put them back in their boxes. In this game the ant isn't toppling dominoes for fun, he has to solve a number of domino-related puzzles to help his friends out.

Considering there's nothing in the way of action in this game, it's surprisingly addictive. The time limits contribute the most to this, they're usually just long enough for you to complete the level and get to the door with two or three seconds to spare, which makes for some real nail-biting moments. I did find the game becoming a bit limited once I got into it, as many of the puzzle seemed to be repeated in slightly different formats. It starts off in a very easy vein, with a simple line of dominoes to topple, but soon becomes very challenging indeed. Unlike many puzzle games, though, this isn't frustrating, and you can have as many cracks at completing a level as you want, and jotting down the codes you're given is essential if you don't want to find yourself repeating the previous 20 levels or so. One annoying feature is the when the ant salutes when the last domino falls, wasting a vital second which could make the difference between success and failure on some levels.. Not a title for action freaks, but a good way to kill a few hours.

## PAUL RAND

GRAPHICS	%	75
SOUND	%	79
GAMEPLAY	%	84
VALUE	%	80

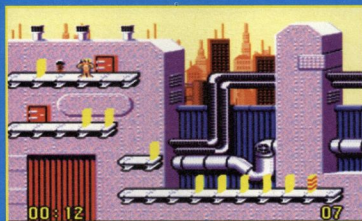
CVG 050



## DOMINO RALLY

You're not playing with a standard set of dominoes in Pushover, these ones can do all sorts of things. Apart from the usual dominoes which do nothing more exciting than fall over, there are several 'special' pieces which would go down like a pork chop in a synagogue at the local labour club. Among their ranks are ascenders, which go up when they're knocked, splitters which divide into two dominoes, bridges which cover gaps, stoppers which seem to be superglued to the spot and vanishes when they disappear

## PUSHOVER



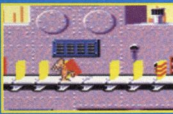
## ANT NO DOUBT

Your ant is quite a hefty little bloke, who's capable of lugging individual dominoes up and down ladders. The aim is to arrange them in such away that the trigger domino, which is the one with the three stripes, is the last to fall. Of course, it's not just a matter of pushing one domino and watching the rest fall. There are gaps in the platforms and the dominoes are stacked on different levels, so you have to work out where to move the dominoes so they fall in succession



## PUZZLE MUDDLE

The puzzles range from the relatively simple matter of swapping one or two pieces around to a complicated race against the falling dominoes in an attempt to move a key piece into to catch the trigger domino. If you can't remember what the special dominoes do, pressing start calls up a handy reference screen so there's no excuse for confusing a splitter with an exploder.



STRATEGY

SKILL



ACTION

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CVG  
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# STREET FIGHTER II™

## STRATEGY MANUAL

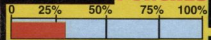
We're well into our massive guide to the SNES Street Fighter 2 masterpiece and this month Ken, Dhalsim and Sagat go under the CVG microscope. All strategies and tactics have been tried and tested on the highest level the game can offer, level SEVEN, so rest assured these top tips WORK! You want to know how to get a perfect on E.Honda every single time? You want to inflict a crushing defeat on Chun Li without breaking a sweat? Or perhaps you just want to crack the hard men of the tournament, the magical four at the top, who battle for the undisputed title of Street Fighter 2 King? Well with our incredible guide you'll get the best tips, the most awesome strategies and all the crucial tactics to make a scrap with the champions seem like a walk in the park. It's in your hands now, SO WHAT ARE YOU WAITING FOR? Get fighting before everyone gets a sniff of the GREATEST guide to the streets around!

**PART 3**

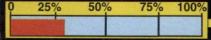
# KEN

Ken is too close to Ryu for comfort and is in fact the only other student of the famed martial arts master Sheng Long. Ken has proved himself to be an incredibly fast and dexterous fighter, but in recent years has let his talents slide in order to devote more time to all things female. However news of the Street Fighter Tournament has stirred up some old memories and once more he longs for the cheers of the crowd and the blood on his fists. Being one of the most versatile fighters of them all Ken is one of the most popular choices of would-be champions. Special Combat moves are Hurricane Kick, Dragon Punch and Fireball.

## PUNCHES

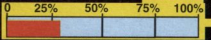


## FIERCE

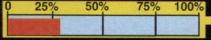


## ATTACK RATINGS PUSHING JOYPAD

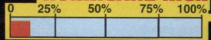
## KICKS



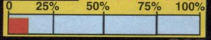
## FIERCE



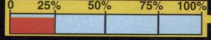
## HURRICANE KICK



## DRAGON PUNCH



## FAR



## CLOSE





## KILLER COMBINATIONS WITH TDI RATINGS (Total Damage Inflicted)

**1.** Ken is a master of the Hipon Seanagi (Shoulder Throw) and most opponents can be thrown easily at the beginning of a bout. Follow this up with a close quarter axe kick and drop down for a foot sweep.

**TDI:40%**

**2.** Hurl towards your opponent's head with a flying kick and then upper-cut. Finish off with a throw.

**TDI:54%**

**3.** Crouch down low and hit normal kick for repeated scores then, when the opponent is out of range, stop kicking and let them come towards you again. This time smack them with a fierce foot sweep to fell them to the ground.

**TDI:40%**

**4.** Send in a wave of up to three Fireballs and jump in with a flying kick to the head.

**TDI:31-68%**

**5.** Killer attack: Repel all would-be assassins with a Dragon Punch and then drop them to their knees with a foot sweep.

**TDI:75%**



# WINNING TACTICS

**ZANGIEF:** The bearded weirdy is incredibly easy to throw so make use of Ken's superior tossing techniques! You should never lose to the big boy. If he jumps in simply jump up and stick your foot out for a kick and he'll go flying!



**DHALSIM:** A match up against Dhalsim is Fireball heaven! He can be very dangerous if he gets in close, but a Dragon Punch will send him packing soon enough. If he slides in and you can't retreat block and them sweep. Remember to attack with jumping kicks landed very close to his body so that you miss his arms and legs. Aim for the back of the head.



**RYU:** The computer controlled RYU is surprisingly crap! Use anything you like for a real free-style scrap and he'll be bust up beyond real recognition. This is one you definitely should not loose! Easy!



**GUILLE:** NEVER go towards the squadie! Send in a Fireball when he's coming towards you and he'll jump up into the air, or catch it full in the face, and you can easily catch him with a standing roundhouse kick. He's very vulnerable to low sweeps at the right moment as well as close quarter Fireballs that nearly always hit.

**E. HONDA:** If the mound of Jap. flab comes towards you at the beginning of the bout throw him otherwise move right back! Keep your distance and use Fireballs. When he comes closer, and he will! Dragon Punch, jumping high kick and upper cut him to separate his head from his shoulders and he'll be yours. Perfect!

**CHUN LI:** Nothing could be easier. Just upper-cut the lass to shreds as she comes jumping in and toss out the odd Fireball if she retreats to the far edge of the screen. Don't get carried away and forget to defend though or she'll make chop-suey of your hide in no time!



**BLANKA:** Attack from the air and you'll have few problems. Flying kicks forward and somersault kicks backwards are your best forms of defence. Beware though, the tables can turn very quickly so always have one finger ready to block the beast's attacks. Get stuck in first and you'll not suffer to badly

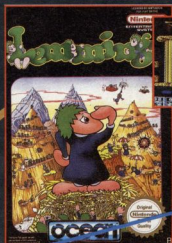
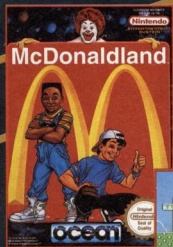


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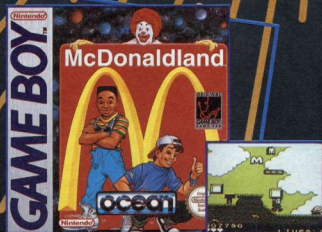
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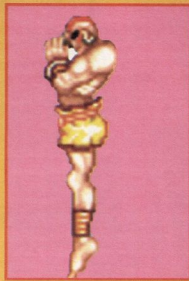


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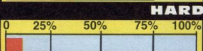
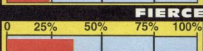
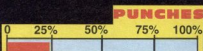
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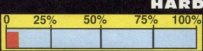
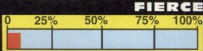
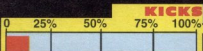
# DHALSIM



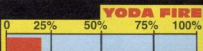
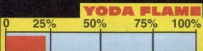
After years of intense training in the art of Yoga Dhalsim has managed to turn his sinewy body into a rubber power-house. By constantly stretching his limbs he's become so supple that he can contort them into all manner of defensive and offensive formations, making his very body a lethal weapon. No one's quite sure why the Indian has entered the Street Fighting arena, but most are wary of his fearsome appearance and the magical aura he radiates. During his own personal battle with the mystic arts he's also managed to master one of the elements, fire, and can now send waves of roasting flames from his mouth at will! His special combat moves are the Yoda Fire, Yoda Flame, Diagonal Torpedo and Horizontal Torpedo.



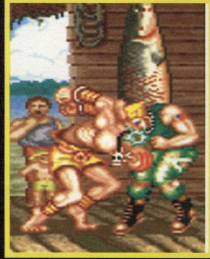
**NORMAL**



**NORMAL**



## ATTACK RATINGS PUSHING JOYPAD



## KILLER COMBINATIONS WITH TDI RATINGS (Total Damage Inflicted)

**1.** Yoda flames are one of the few advantages Dhalsim has in high-class combat. Send in a fireball followed up with a medium kick to assure a hit.

**TDI:31%**

**2.** The spiralling Dhalsim can cause a variety of damage and his Torpedo attacks often catch victims by surprise as they flounder for a defence. Spiral in with a Diagonal Torpedo, quickly throw and then double head-butt.

**TDI:60%**

**3.** Grab your opponent's head for the knuckle dusting, skull cracking attack then follow through with a kick to the face.

**TDI:45%**

**4.** Use a Horizontal Torpedo attack to get in close then quickly throw and double punch, whilst crouching, for maximum effect.

**TDI:46%**

**5.** Killer attack: Dhalsim's a slippery customer when used correctly so slide in close and knock your victim off his feet, then head-butt as they get up and finish off with a throw.

**TDI:63%**



## WINNING TACTICS

**CHUN LI:** As you know the oriental flower bounces all over the place. Simply walk backwards and time your kicks to catch her on the side of the head as she attempts to spiral over your head. Once again use flame and fire if she breaks your stride and gets in too close. Watch out for unexpected throws and dish out your own first.

**KEN/RYU:** Astonishingly enough when fighting the computer Ken or Ryu the machine has a flip and you can easily get the duo into a dragon punch frenzy. Simply stand your distance and punch where they land for an easy win.



**GUILE:** Stand well back and when he trundles towards you get in quick for a throw. Never slide towards him as he'll smack you into the middle of next month! Jump Sonic Booms when at a distance, but block them after a while because he'll catch you out as Dhalsim's so slow in the air. When he jumps towards you stand your ground and kick him out of the air with a fierce rubber kick!



**BLANKA:** Whether you defeat Blanka or not depends entirely on the mood you find him in. The best thing to do is attack relentlessly in shifts, don't give him the chance to break your stride. Throw him at the beginning, punch then jump into the air and drill him with the Diagonal Torpedo and beat a hasty retreat. Now do it all over again.

**E. HONDA:** Don't be suckered into close combat. Stay clear and keep away from the edges. Make good use of the Yoda Fire techniques, jump and punch over his huge chopping arms. Spinning attacks are good to use, but a hasty exit is essential after executing one. If he jumps towards you kick him in the same way as you thrashed Guile.



**ZANGIEF:** By now you should know what a hopeless fop the Russian is. The dope comes straight at you time and time again. Start with an easy throw then use Yoda Fire. Kick his face in a few times as he lumbers towards you and throw in a few jumping punches for good measure.

# SAGAT



Sagat was held to be greatest fighter of all time, up until his defeat by Ryu in the previous tournament. This time round he's out for revenge and has trained longer and harder than any of the other contestants to fine tune his incredible new skills. His speed of attack is almost unprecedented and what with his complete mastery of high and low fireball attacks and the awesome Tiger Uppercut he ranks as one of the most dangerous warriors on the circuit. Versatility is Sagat's strength, being expert at both long range and close quarter combat. Just when you think you've got him beat he'll pull an incredible combination form out of nowhere and leave you dusted and broken at his feet! Stay calm and keep your distance. A scrap with the Thai champ will call upon all your special attacking skills



# BEATING SAGAT

**BLANKA:** Duck underneath high Fire Shots and upper cut to crack Sagat's jaw wide open. You'll have to keep edging closer for about three hits. Then jump over low Fire Shots with a flying kick and drop down for another strong thump to the jaw. NEVER use electric attacks, but the Rolling Ball can be handy.

**GUILE:** Use the somersault Sonic Kick to it's full, but don't miss! Jab away furiously and pin him down, Guile's amazing speed will drive Sagat crazy. If Sagat fires high and you're close enough, sweep, otherwise don't bother with low attacks at all. Always duck under Fire Shots and come up with a heavy kick to send him reeling.



**KEN/RYU:** Exactly the same tactics as with Dhalsim. Fireball Sagat to oblivion and if the thug tries any monkey business, like jumping in from on high, just uppercut for a one way ticket to complete triumph!

**ZANGIEF:** If you can lead Sagat into your corner for a fist fight you might stand a chance, but chances are he'll waste your bones from a distance with Fire Shots which Zangief can't even avoid by jumping! This is one fight you're not likely to win for a long long time!

**CHUN LI:** Move to the far left and smash Sagat with high somersault kicks. When he's knocked backwards run up to him for a full power punch, but don't get too close, then jump backwards immediately to get out of his way. Don't block Fire Shots, jump them and be prepared to kick. Always let him come to you! If he breaks your attack defend immediately for one hit then jump and kick him back.

**DHALSIM:** The most simple bout of the lot. Seeing these two on screen at the same time you could be forgiven for thinking that they were separated at birth! Dhalsim's Yoda Fire serves as an excellent defence against Sagat's Fire Shots and it's just a question of plugging away with fire attacks. You'll toast the lanky fop in no time!



**E.HONDA:** No problem for the beefy bloke. He may be fat but he can jump over the highest of Sagat's Fire Shots. Jump over fire attacks towards your target with a kick and drop down low to sweep the bald one's leg out from underneath him with Honda's powerful arms. Finish the attack off with a chop and you're well on your way to victory.



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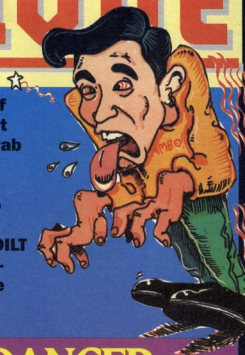
# WORLDP





# CHEAT MODE

Good day to you all and welcome to this Yuletide episode of Cheat Mode, hosted as ever by young tearaway Paul 'I don't look at all like Nick Cotton' Anglin. Now he's managed to grab this fine section all for himself, our lad Anglin's got a few ideas up his sleeve - keep your eyes open over the coming months and see the Jaunty One transform Cheat Mode into even more of what it already is: the best. In the meantime, keep wanging your hints and cheats to: **PAUL ANGLIN'S SPOILT ROTTEN CHEAT MODE, CVG, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.** Just think - if your tip is the biz you could win software worth £150.00! Get to it!



## SIM CITY

MEGADRIVE  
SUPER NINTENDO

Not the best start ever - the first tip and it's got no name. Spend all of your money in one year. When the tax screen appears at the end of the year, hold the L button and exit the screen. While still holding the L button, go back to the tax screen and increase spending to 100%. Exit again and release L. When the people start spending, your funds will rise to \$999,999.

## SHADOW DANCER

Paul Jeacock from Ashfield, Notts, has come up with a top cheat for this game of one ninja and his dog. Take it away, Jeasy!

For a LEVEL select screen, do the following: press buttons A, B and C together on the title screen.

## TOEJAM AND EARL

B Russel from Folkestone in Kent has got a sense of humour almost as weird as the one in this game. But he has sent us a smart cheat, so we'll let him off. As soon as you get either Icarus wings or a rubber ring, drop off the edge of the island and go all the way back to level one. Move the lads down to the bottom-left hand corner of the island out across the water, and you'll eventually come to a doughnut-shaped island with a sort of a warp hole in the middle. Drop through the warp and you'll fall onto level O, which is filled with loads of bonuses and a jacuzzi. Falling off this will return you to the highest point you reached previously.



Cor blamey! No sooner does CVG review the game than James Blackham from Kings Heath, Birmingham, sends all the passwords for it. What a lad!

LEVEL 2: KILLERS  
LEVEL 3: CAMOUFLAGE

LEVEL 4: SUBTERROR  
LEVEL 5: LOS ANGELES  
LEVEL 6: TOTAL BODY

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# WONDERDOG

Now here's a rarity - passwords for a Mega CD game! They've come all the way from Poul Roest in Denmark, so off you go Paul!

LEVEL 2: MYSTIC  
LEVEL 3: ANKEL  
LEVEL 4: LEDZEP  
LEVEL 5: REEVES  
LEVEL 6: PIXIE  
LEVEL 7: WOOPIE



MEGADRIVE

# ROAD RASH

The Game Genie is becoming a bit of a popular piece of kit, and with all these top cheats pouring in for it, we're not going to argue! just check out these one's for EA's great Apache blast!

VAPA-BGGL - Player A starts with \$50,000

VAPT-BGHG - Player B starts with \$50,000

A6PA-AAAGW - Player A starts with Diablo 1000 bike

A6PT-AAHR - Player B starts with Diablo 1000 bike



# DESERT STRIKE

Here's some interesting new codes for all you lads and lasses out there with Game Genies, and for those of you without - tough!

D3ZA-AA7E - Infinite lives

VBST-XGEN - Chain gun capacity is 5,000 rounds

BVST-WAER - Chain gun inflicts 12 points damage

FVST-WCFL - Hydra capacity is 300 rockets

GKST-WAFN - Hydra inflicts 50 points of damage

NPST-WAGJ - Hellfire capacity is 99 missiles

3BST-WAGL - Hellfires inflict 200 points of damage

AMLT-AA44 - Infinite capacity on all weapons

8VET-ACAC - Fuel capacity is 500 units

2VET-AWGT - Maximum armour protection is 2,500.



# BATTLETOADS

It's the boy B Russel again, and this time he's worked his wonderrment on the game which knocks those rivals the Turtles into a cocked shell. Hold down A, B and then press DOWN and START for five extra lives.

# ZOOL

We're even getting tips from the one and only Manchester Utd centre back Steve Bruce! What a guy, eh? Shame they got whacked out of the UEFA cup though. On the title screen type GOLDFISH and the screen will flash. When the game starts press 1 for a shield, 2 to skip a stage and 3 to skip a world.

And another Zool tip, this time Danny Francis who think the game is fANTastic! Once you get to the platform which crumbles with a Z power-up on it, jump across to the second platform below - there is a corner. Jump into it and you will go to the secret bonus stage.

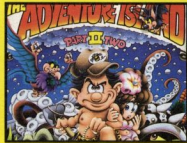


# BATMAN

You want more Nintendo Game Genie hilarity? Look no further than here! Some top codes for not the worst platform romp in the world.  
EXGOTO - Running enemies freeze when shot  
PPPPPP - Machines move slower  
SOPEZA - One shot with Dirk

# SUPER ADVENTURE ISLAND II

So as not to feel left out, here's some Game Genie stuff for you Nintendo owners!  
PEXVALE - 10 lives  
SXNLOKVK - infinite lives  
SZUIGEVK - infinite energy  
XTAINS - invincibility  
GEXULGPA - higher jumps



# PANZA KICKBOXING

I've been up to my old tricks again and managed to find you this little treat with the help of my very own GT (spawny get! The CVG Boys). Use this code to start with 99% on all attributes and \$900,000: DGDGDGKF.

PC ENGINE



# XENON II

PC

The one and only PC cheat this month comes from Stuart Crocker from Mid Glamorgan, Wales. When the computer brings up the menu of CGA, EGA etc, press F7 then, when you have started to play, you can switch invincibility on and off by pressing I.

# JAGUAR XJ220

AMIGA

Paul O'Hara from Luton has come up with a great way to win a race without driving - maybe Ayrton Senna should try it out.

As soon as the starter says go press P to pause the game then press P again to unpause it - you will win the race instantly.

# FINAL FIGHT

George Ogier has found a pretty novel cheat for all you Final Fight saddies out there. Speaking of sad - you forgot your address George! At any time in the game press 0 on any of the number key pads to go right to the end!

**Thanks...to Hornby Hobbies for the Game Genie codes used in this month's Cheat Mode.**

# PUSHOVER

Thanks go to Luke Atkinson for providing me with all these codes (not to mention hours of rather boring typing antics). And be nice to him - after all he does come from Chelmsford; the party capital of the Western world.

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01024	12290
03072	13826
02560	13314
02048	15362
06144	15878
06656	14854
07680	14342
07168	10246
05122	10758
05634	11782
04610	11270
	09222

06734	21022
08718	22046
08206	21534
24590	23582
25102	24084
26126	23070
25614	22558
27662	18494
28174	19006
27150	20030
26636	19518
30734	17470
31246	17982
32270	16958
31758	16510
29726	16511
30236	17023
29214	18647
28702	17535
20510	19583

20095

19071

18559

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# SIDE POC

**W**e reviewed Side Pocket a couple of issues ago, giving it a credible CVG Hit in the process! Young Anglin has been busying himself with this top cart for ages now - so much so that he's come up with a cracking solution to all the trickshots in the game! Take it away, Angers!

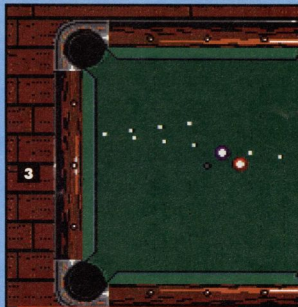
For the benefit of those saddies who don't know how to change the cueball control, hold down button B and move the joyypad in the direction of the cueball control. Simple, eh?



1) Leave the cueball control at dead centre, select full power and tap the joyypad UP five times.



2) The cueball control stays in the centre again and, using full power, tap the joyypad RIGHT twenty eight times from the twelve o'clock position.



3) Don't move the cueball control from centre position; tap the joyypad LEFT fifty-four times and UP eight times and use full power.



5) Put cueball control right UP to Masse three, leave the positioning as it is, and use full power.



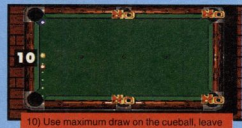
14) Cueball control on maximum follow, then tap the joyypad DOWN twenty-one times and use full power.



15) Masse three on the cueball and hit DOWN three times on the joyypad, using full power.



6) Tap the joyypad DOWN fourteen times and, leaving the cueball at dead centre, hit it with full power.



10) Use maximum draw on the cueball, leave the direction as it is and, once again, use full power on the shot.



16) Masse one and left is the one to use here, then tap the joyypad UP five times and, surprise surprise, you have to use full power again.



# KET

During the game proper, you're given a trickshot to attempt inbetween each stage. The following are the correct solutions to each shot.

- STAGE 2 - LAS VEGAS: Perform trickshot 6
- STAGE 3 - SAN FRANCISCO: Perform trickshot 8
- STAGE 4 - NEW YORK: Perform trickshot 16
- STAGE 5 - ATLANTIC CITY: Perform trickshot 4



4) Put maximum draw on the cueball and tap the joypad UP seven times and use full power again.



7) Masse one and left on the cueball, tap the joypad RIGHT once, but this time leave the power DOWN four times and let it go with full power.



8) Masse one and left on the cueball yet again then tap DOWN on the joyypad twelve times and leave the power at full.



9) No need to alter anything. Use full power.



11) Maximum follow and right and tap the joypad RIGHT once, but this time leave the power on a third.



12) The cueball needs maximum draw and you've got to tap the joyypad DOWN six times and then return back to maximum power.



13) Maximum follow again and then tap DOWN five times on the joyypad and use maximum power.



17) Maximum follow and one left on the cueball and tap the joyypad DOWN twice to sink this one. Use full power.



18) You need maximum draw and three RIGHT taps on the joyypad before using full power to put this one in.



19) Finally you'll need masse two and a massive fifty-nine taps UP and, for the last time, full power.



# OFFICIAL



## Dear Wimps...

Christmas is almost upon us, and what better way to celebrate the coming of the day than by perusing the scores sent in by your fellow CVG readers. As ever, I'm here to find the top tallies and chuck out the rubbish - and there's been a few of those this month. Don't you want me to have time to post off my prezzie list or something? Next time around I'll be expecting some well-high scores from all the games you receive this festive time. Scribble them down and whack them off to: OFFICIAL UK HIGH SCORES, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Merry Christmas!

# Sadie

## AMIGA

Good scores these days are hard to find - you lot have obviously been stuffing yourselves with the Christmas pud a bit too early - but there's some extremely credible pinball efforts as usual. Some of the footy scores are also worth a mention, but the rest leave little to be desired!

**PINBALL DREAMS (IGNITION)** - 15,340,402  
James Kinghorn, Dumbarton

**XENON 2** - 33,110,740  
Leslie Anderson, Northern Ireland

**WARZONE** - 328,290  
Barry Pender, Glasgow

**SENSIBLE SOCCER** - 71-0 VS. HOLLAND  
Leigh Jackson, North Humberside

**SPEEDBALL 2** - 450-10 VS. STEEL FURY  
Mark Webb, Wembley

**ROBOCOD** - 5,085,200  
Christopher Nield, Nottingham

**TURRICAN** - 5,727,000  
Sameer Gujral, Middlesex

**LOTUS TURBO 2** - 102,625,450  
Mark Barrett, Staffordshire

**WIZBALL** - 590,130  
Paul Andrew, Herts

**FIRE AND ICE** - 298,375  
Robert Nathan, Middlesex

## ARCADE

In recession-hit times it never ceases to amaze me how many people can afford to come up with such top arcade scorers. Blood Brothers and Street-fighter still prove to be the most popular coin-ops around - and there's an unusual entry from Stuart Hall who's won over 10 quid on a pay off Space Invaders machine!

**ELVIRA PIN-TABLE** - 2,380,910  
Hugh Farlow, Scunthorpe

**BLOOD BROTHERS** - 1,320,780  
Sal Trutner, Wales

**SPACE INVADERS: PAY OFF EDITION** - WON  
£10.30  
Stuart Hall, London

**TERMINATOR 2** - 1,690,560  
Shaun Williams, South Wales

**STAR BLADE** - 2,560,450

# K HIGH SCORES

Dave Trent, London

BLOOD BROTHERS - 1,450,600  
Francis Davies, Dulwich

STREET FIGHTER 2 - 1,540,320  
Steve Hollows, Gifford

## GAMEBOY

The Gameboy can be seen everywhere these days, but good high scores are a bit scarce. There are lots of top times for racing games, but real men top up on points. Let's see some more arcade triumphs and a little less attention paid to time trials!

BUGS BUNNY CRAZY CASTLE - STAGE 31  
AND 25 LIVES

Donald Greenholgh, Tyne+Wear

GHOST BUSTERS 2 - 260,130  
Stephen Wildman, Cleveland

SUPER KICK OFF - 10-0 ENGLAND VS.  
HOLLAND

Stephen Worthy, Surrey

F1 RACE - 0:38:49 (AUSTRALIA)

Stephen Worthy, Surrey

TRACK MEET - 9.07 SEC (100m) 1269 POINTS

Peter Kink, South Yorkshire

TRACK MEET - 12.59 SEC (HURDLES)  
1360 POINTS

Peter Kink, South Yorkshire

## MEGADRIVE

An amazing Robocod score from James Overbury is one of the few Megadrive efforts that lifts its head up above the sea of mediocrity. I'm used to much better scoring than this on the big Sega, so there's plenty of room for improvement here. Now get to it!

SPIDERMAN - 160,528  
James Overbury, Cheltenham

ROBOCOD - 10,269,950

Iain Brands, Caithness

TWO CRUDE DUDES - 831,902

Richard Duncaif, Lancashire

PITFIGHTER - 1,861,130

Jonathan Breaks, West Yorkshire

DESERT STRIKE - 3,647,400

Phillip John, Wales

MICKEY MOUSE: CASTLE OF ILLUSION -

1,184,900 (HARD)

James Pearson, Liverpool

SHADOW DANCER - 466,420  
(COMPLETED WITH 23 LIVES LEFT)  
Harvey Pritchard, Cardiff

SONIC THE HEDGEHOG - 1,084,610  
Ryan Smith, Scotland

SPLATTERHOUSE 2 - 235,600  
Gary Witney, Buckinghamshire

EA HOCKEY - 63-5 THE UK VS. USA  
Stuart Spall, Suffolk

BATMAN - 1,637,100  
Jimmy Jaja, New Zealand

DONALD DUCK - 628,650  
Gareth Hughes, Chester

## NES

Trust the NES to come up trumps! The little Nintendo has been dwarfed by the SNES shadow in recent months, but it's been around for years and is still going strong, with some top scores from even topper gamers - just take a look at **Jonathan Le Chevalier's** score on *Probotector*! Keep them flooding in; you know it makes sense.

MARIO 3 - 527,000  
Andrew Smith, Cheshire

NINTENDO WORLD CUP - 42-0  
Jan Nijenhuis, Holland

THE SIMPSONS - 251,860  
Bohathur Diu, Shropshire

GREMLINS 2 - 428,000  
Bohathur Diu, Shropshire

PROBOTECTOR - 3,206,400  
Jonathan Le Chevalier, Jersey

MEGA MAN 2 - COMPLETED IN ONE SITTING  
WITHOUT PASSWORDS  
Steven Matthews, Wolverhampton

CONTRA - 190,870  
Simon West, Berkshire

## MASTER SYSTEM

After last month's shambling entries, I didn't think Master System scores could get any sadder, but you've proved me wrong again! Take a leaf out of **Tim Dale's** book and get those scores to at least screech over the million mark!

WONDER BOY 3 - COMPLETED  
Stephen Worthy, Surrey

ALTERED BEAST - COMPLETED  
Stephen Worthy, Surrey

SONIC - 48 LIVES  
Timothy Toomey, Becks

SHINOBI - 87,650  
Adam Day, Berkshire

MICKEY MOUSE: CASTLE OF ILLUSION -  
1,450,090  
Tim Dale, Oxford

## SUPER NINTENDO

Super Nintendo freaks seem to have taken a bit of a back seat in this month's chart. Only **Adam Houlston's** incredible score on *Contra Spirits* stands out, but I bet there's going to be a lot more where that came from, right? RIGHT? Pretty good Smash TV scores still coming through though, although the all time top tally of 79,223,070 still has to be beaten. I know you can do it, so DO IT!

KRUSTY'S FUN HOUSE - 490,000  
Kevin Sanity, Essex

F1 EXHAUST HEAT - WON CHAMPIONSHIP BY  
32 POINTS WITH 10 WINS AND 15 POLE POSI-  
TIONS. \$59,750 IN ACCOUNT.  
Lee Field, Kent

SMASH TV - 53,334,625 (TURBO MODE)  
Daniel Patch, Essex

FINAL FIGHT - 3,043,333  
Daniel Pegrum, Avon

ACTRAISER - 145,360  
Stan Szymanski, Canada

SUPER R-TYPE - 1,943,135  
Vidar Smestad, Norway

JOE AND MAC - 267,000  
Mark Macormick, Scotland

CONTRA SPIRITS - 7,386,753  
Adam Houlston, West Midlands

SUPER FORMATION SOCCER - 44-0  
Paul Noble, Bedfordshire

PILOT WINGS - GOLDEN PILOT WINGS  
(COMPLETED)  
Jonathan Hutchison, Shropshire

MARIO KART - COMPLETED  
GOLDEN CUP ALL COURSES  
ON 150cc IN 1st PLACE.  
Gary Harrod, NMS

MARIO KART-( BATTLE MODE )  
Jon Billington CVG v Steve Keen CVG  
Jon won 9 games out of 12  
Jon Billington v Paul Anglin CVG  
Jon won 11 games out of 12

# 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 boys any day of the week. Here are my High Scores to prove it and I hope you pick me for some gaming glory:

GAME FORMAT	SCORE
GAME FORMAT	SCORE
GAME FORMAT	SCORE
NAME	
ADDRESS	

# VASTLIGHT

We are a Hong Kong based export company specialising in video games & relating material. Hong Kong without doubt is still one of the most important trading centres and also manufacturers of some of the 'peripherals' appearing recently. Most of the so-called 'imported' goods come through Hong Kong at some stage or another. However, the range of console and related goods available in Europe are very limited; nowhere near the large variety on offer to consumers here. So we are here to offer people the usual consoles, cartridges, joysticks, boosters and the other 'peripherals' that are hard to get hold of in other countries. In a sum, as long as its available in HK and related to video games, we can supply it. Currently, we deal with the SFC/SNES, MD, PCE, GG, GB, & Super Gun. SFC/SNES is very popular now with new 'peripherals' appearing all the time.

We would like to increase the number of overseas customers whether it be traders or private buyers. The idea of sending money and buying from abroad is no doubt regarded as risky by many private buyers. So why trust us? Firstly, you have to consider the goods available in your country. All these Japanese imported goods are not on the shelves by accident; they are there because some company has taken the risk to buy off another company in the Far East. Our company now sell to some of the largest retailers/mail order companies in Germany, UK and New Zealand. The amount of trade we deal with each company far exceeds what we deal with any private individual so if they can trust us, so can you. In addition, too many private individuals are too worried about what they could lose and not considering what a company can lose. The rapid expansion of our company has come about because satisfied customers have given recommendations to other people they know. Because we're based in Hong Kong, we can offer the latest goods when they're released and a much larger range at competitive prices. When a firm is in such a competitive position, does it make any sense to rip people off? Wouldn't the loss in potential profit outweigh the small gains in running with one's money?

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For the benefit of people overseas, we also offer a video which features all the latest SFC 'peripherals'. There is some feature of the MD but mainly it is for SFC owners. Whether you are a beginner to consoles or quite knowledgeable this video will be worth your while. These SFC 'peripherals' have been around for some time now but people in Europe have only got knowledge of the basic ones. This means that the more sophisticated 'peripherals' go by unheard of. This video is over 100 minutes in length and in English/P L I. Once again, people will probably just ignore this because they feel its just another company offering a video with the 'hottest stuff' on when in fact at the end of the day it's just a disappointment. Up until now, there were no companies in Hong Kong prepared to tell you what is new.

Information on SFC 'peripherals' filter through very slowly but since the advent of them in Europe, rumours go round and as it spreads information is manipulated. Find out the truth, find out everything about the most wanted devices for the Super Famicom

So, for the ultimate rundown on the very latest SFC 'peripherals', just send a PO payable to VASTLIGHT for DM23/GBP£10. French and German scripts are also available free. As a bonus, the video also features some of the few versions of SF2. Since summer this year, there has been the appearance of no less than eight versions of the Champions Edition in the arcades. This may sound unbelievable but I believe these new versions of SF2 have also been appearing in London; one of the versions is known as 'Champion of Champions' in England. For those who have not seen it, new features include special moves in mid air, change characters in mid-game, longer Dragon Punches and Hurricane Kicks. Unless you know Chinese people who come on holiday in Hong Kong quite regularly, you will not have heard or seen many of the products on this video and believe me its worth your while.

For a full and up to date price list just send a PO for DM2/GBP£1 or send a fax to us.

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# THE CVG CHALLENGE!



OK losers - the moment you've all been waiting for has arrived! To haul you all back into the Christmas spirit the CVG Crew have decided to revive the incredibly popular CVG Challenge, appointing me, Sadie, as marks mistress. Under my orders the boys scour the country searching for the very best gamers to take up the gauntlet and thrash pixels out of each other for a ton of prizes and the chance to take on the games masters supreme, The CVG Boys!

**NAME:** SIMON DEFOE

**AGE:** 16

**TOWN:** HARROW,  
MIDDLESEX

**MACHINE:**

**SUPER NINTENDO**

**FAVE GAME:** CONTRA III



**NAME:** CHRIS HOLMES

**AGE:** 12

**TOWN:** CARSHALTON

**MACHINE:**

**SEGA MEGADRIVE**

**FAVE GAME:**

**JOHN MADDEN**



## CHALLENGE GAME ONE

**NAME:** SUPER MARIO KART

**MACHINE:**

**SUPER NINTENDO**

**THE CHALLENGE:** PLAY

**MUSHROOM CUP AT 50CC**

**AND 100CC OVER ENTIRE**

**SEASON - HIGHEST SCORE**

**AT THE END WINS**



# 1st GAME

Neither of the boys had played Mario Kart before, but after a few hectic training sessions and choice advice given by the crew they picked it up incredibly quickly, qualifying in nearly every race first time! Simon opted for the handling skills of Toad and Chris decided Yoshi's superior accelerating ability would be enough to see him through.

Mushroom Cup was the scene of the first race and the contestants were neck and neck the whole way. With little stress they amazingly scorched across the line with Simon in first and Chris in second and it looked as though we were in for a really close challenge! The second race, however, was a different story! Chris was wiped out by a vicious shell up the backside from Mario, as Simon took full advantage and accelerated through the pile-up to take first. Chris pulled back to third but was never going to catch the leaders after such a sad start. Dogged determination edged its way onto Chris's face, but trouble reared its head once more in the third race as he ran out of coins on the last lap and was well trounced by a heavy smash from Bowser and sent spinning of the track. What a boy! Simon took first place again whilst Chris hobbled in way down the list like a one legged tortoise with athletes foot!

It looked as though nothing could go wrong for Simon now, but for some reason his brain went into fopish meltdown and he mistook Yoshi for his kart at the start of the fourth and, before he knew what was going on, the microbe had fallen back to last place! However, Bowser was on the warpath again and continually bombarded Chris with Bowser Bombs, shrinking Yoshi down to microscopic size, but the green skinned spawny toad still won. Chris had now found some form and lead for the first two laps of the next race. However, not to be outdone Simon squeezed in between a block and Yoshi to rob dragon-breath of first place on the line. The grand final of the 50cc class and Chris stormed off like James Hunt! But he soon got into trouble, being sandwiched in-between Bowser and Kong. Simon had already been shrunk by the horned one and was just trundling along, begging to be squashed. Miraculously though, he survived and scooted into first place, leaving Chris struggling to gain fifth after hitting nearly every bend. Maybe with some glasses he could have done better?!

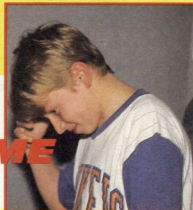
100cc wasn't much kinder to Chris, and there was already a score deficit of 37 to 22 in favour of Simon. Bowser continued to pester Yoshi, taking every opportunity to blanket the boy in banana skins. He also got shrunk on the second lap and, after catching the Princess up the rear with a shell, ran under her wheels and was flattened (DOH!) just to complete his misery (DOUBLE DOH!). Simon, pipped to the post by Kong, took third and Chris fourth. More bad news for Chris, as Simon took second and the Dragon sixth in the following race. An uneventful and scrappy race around Ghost Castle saw Simon win again and Chris forced back to a pitiful fifth. By now both competitors were well versed in sneaky tactics and were

leaving shell and nana traps on every turn. Chris fell into the lava whilst Simon discovered the speed ramps and shot through for second place. Simon was well and truly in the lead by now and the last race was just a formality. However, to add insult to injury Toad hit Yoshi with a perfectly placed shell that catapulted him off the track and onto the other side of a barrier, forcing the luckless contender to do an extra half a lap! Final Scores: Simon 65 Chris 29.

## CHALLENGE GAME TWO



**NAME:** ALIEN 3  
**MACHINE:** SEGA MEGADRIVE  
**THE CHALLENGE:** RESCUE THE HOSTAGES ON LEVELS ONE AND TWO AND ESCAPE. FASTEST TIME WINS



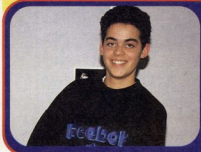
## 2nd GAME

Simon admitted to having an SNES at home so was well versed in the handling of the machine, but now on the Megadrive he was playing in Chris's hall as the youngster is the proud owner of Sega's machine. Alien 3 was to be the next challenge and this time it was against the clock. The first player to rescue eight hostages over two levels and make it to the exit would be the winner.

Simon went first and opted to use the rocket launcher from Ripley's arsenal of three weapons. Scurrying through the passages like a pro, he managed to clear the screen of hostages and break out of the first level with one minute and 29 seconds to spare. Chris had a little more trouble than Simon and obviously hadn't been paying attention when our Paul showed them the safest way out, as he was mobbed by aliens at every turn and was totally wiped out after only two minutes and 32 seconds! Not the kinda mercenary you want on your team, know what I mean?

By now Simon was feeling well chuffed with his efforts and thought he'd cruise through the next stage after watching the young Anglin glide through the level. He was WRONG! Both competitors not only failed to beat the clock but expired within minutes of starting the next stage. Feeling that this was a bit of a letdown we decided to scrap that level and let the two slide into leathers and settle their differences on Road Rash 2 - this should be interesting, as neither player had seen the game before!

## THE DECIDER



**NAME:** ROAD RASH II  
**MACHINE:** SEGA MEGADRIVE  
**THE CHALLENGE:** FIRST TO CROSS THE FINISH LINE ON THE FIRST RACE WINS.

Arizona was the setting of the race and both pulled off spectacular wheelies to commence the bash. It didn't take long for Simon to flatten Rude Boy in a punch fest, with teeth and hair spraying everywhere! He went straight into eighth place as the biker smashed into the tarmac. Behind him, Chris wasn't being outdone and was battling away with two leather-clad menaces, both of which he saw off with ease! Meanwhile Simon, not content with taking on fellow competitors, was knocking the stuffing out of a motorcycle policeman with a truncheon for daring to try and pull him over! This act catapulted him into fifth place, whilst Chris sneaked in between a tree and an oncoming car to capture eighth. As the finish line approached Simon stole second by smacking a biker clean off his steed, leaving the machine riderless and shooting along behind him! Chris was only one place behind him in fourth when he hit a tree at 120mph and Splat! Crunch! Whoops! He was a goner!

Simon Defoe was crowned CVG Challenge Champion - and now had some tough decisions to make. Should he keep the prizes he'd won - Desert Strike and Soul Blader on Super Nintendo, or go on for the CVG Star Prize and challenge Paul Anglin at his piece de resistance, EA Hockey, with the possibility of losing all were he to fail to defeat the CVG nipper. Simon was clearly ruffled as Paul's reputation as a red-hot puckster had obviously preceded him and, after careful consultation with his trainer - 'Don't be mad you'll never win' - the champ bottled out. The psychological trick had worked - this left Challenge runner-up Chris to go for the top prize.

## THE CVG CHALLENGE



**NAME:** PAUL ANGLIN  
**CHOSEN CHALLENGE GAME:** EA HOCKEY  
**COMMENT:** 'THIS ISN'T GONNA BE A PRETTY SIGHT!'

The atmosphere was electric. Paul fumbled around with the buttons to try and psyche the youngster out, but Chris was having none of it. The horn sounded and the game began. It wasn't long before the crew realised what an awful mistake they'd made in putting the shambolic Anglin in as CVG Challenger. Seconds into the match, and the once-smug Anglin was sliding aimlessly all over the place - he didn't even touch the puck for the first 30 seconds! By now the gaff had been blown and Chris smelt a rotten egg, and it wasn't just Anglin's socks! Paul was obviously this months fall-guy, clearly clueless to what was going on.

Smack! Chris sent the puck whizzing past the inside post! Thwack! The second went right through Anglin's legs as he'd been falling around behind his own goal-line trying to start a fight and waste some time. In the second stage Paul promised all that he was just finding his feet; the words were still hanging in the air as the third goal hit the back of the net. Heads dropped in unison and Paul turned a bright crimson colour as the third went in, a fight broke out and Chris took the opportunity to give the young lad a sound thrashing! Four nil! Five nil! It was a CVG nightmare! Then the impossible happened. Whether Chris had bent down to tie his laces or gone off to make a cup of tea we don't know, but our lad SCORED - five ONE! Chris quickly regained enough composure to smack another two past our now out-of-work writer - by now Paul was almost putting them in his own goal! Humiliation complete, bruised, battered and bloody embarrassed Anglin skulked away with his joy-pad between his legs and Chris walked off with a brand new Game Gear. It'll be a long time before CVG sad-man Anglin gets a chance to redeem himself!

If you want to join the crew for some high-class Challenge antics, get those high scores into me and you might just be chosen to take on a fellow reader and, if you're good enough, one of the CVG boys! Good luck.

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Sim Earth, Fire Power  
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Super Bowling, Super Mario Kart  
Turtles IV, Wheel of Fortune  
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Roland's Curse II, Swamp Thing  
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Bionic Commando, Speedball 2  
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Amazing Spiderman 2  
Lazlo's Leap, The Jetsons  
Spy Vs Spy 2, Loony Toons  
Home Alone 2, Tom & Jerry  
Super Off Road, Miner 20-49er  
Chessmaster, Dig Dug  
Double Dragon 2 & 3, WWF 1&2  
Final Fantasy, HAL Wrestling  
Mario Land 1 & 2  
Battle toads, Addams Family  
Fortress of Fear

Predator 2  
Terminator 2 Arcade  
Prince of Persia  
Aliens III  
Super Space Invaders  
Bart Vs Space Mutants  
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Klax  
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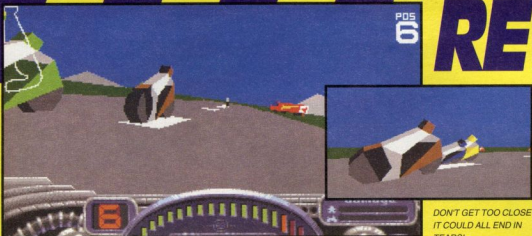
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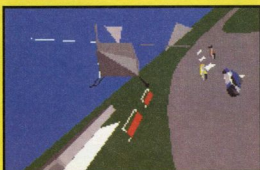
# NO SECOND PRIZE

## BOY (AND GIRL) RACERS

There are six different bikers from various parts of the world to choose from at the start of the race; four men and two ladies. Each has his or her own background, such as the German engineer who's obsessed with old Heinkels (they're motorcycles, if you didn't know). Each of the six has their're own strengths and weaknesses, and it's up to you to select the character which best suits you.

## ON THE RIGHT TRACK

The No Second Prize competition is held over twenty different circuits, each one based on real courses around the world. Bomb around Hockenheim; burn rubber around Brand's Hatch; Storm your way around Silverstone! Before you begin the challenge, you can check on statistics relevant to each course, or try a few practice laps either on your own or with the other racers; whichever you choose, make staying on your bike and going very, very fast your prime objectives!



JUST CHECK OUT THAT STUNNING HELICOPTER FLY-BY!

## CAUGHT ON CAMERA

At any time during a race, you can have a look at the action from the trailing cameras by hitting the replay button. There are four different views to choose from; the first gives you a first-person view like that from which you play the game. If that's not to your liking, watch the race unfold from a camera

closely following behind your bike - alternatively, view from a position slightly further behind to get a better view of the proceedings. If, however, you want to see how the spawny get at the front is doing - or if you yourself are that get - why not go for the fourth camera mode, which shows a view of the first-place driver from a helicopter-mounted camera.



PAUL RAND

## AMIGA

RACING SIM

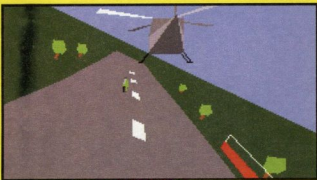
BY THALON  
£25.99



You're one of the six best bikers in the world, given the opportunity to race for the biggest prize in motorcycling history - an only-one-of-its-kind two-wheeled terror! This ultimate gift can be yours - but only if you beat the other guys and gals across some of the world's most famous - and dangerous - racing circuits. Pull on your leathers and go flat out to win the big one - there's no second prize for the runner-up.

*Motorbike sims are practically nonexistent on the Amiga, and if anyone is thinking of turning their hand to this untapped genre then they'd better have a bloody good product, because No Second Prize is going to take some beating. The first thing to grab you is the sheer speed of the polygon graphics - I'm not joking when I tell you these are some of the fastest, smoothest examples yet seen on the Amiga. And that's even when there are big roadside objects such as grandstands on screen - there's very little drop in speed. It's mouse only, but don't worry; the controls are very simple*

*to learn and extremely responsive. There's no shooting or killing to be done here, just straight-forward hard and fast racing against a line-up of very skillful riders on a host of top tracks. This is a game that'll test your skills to the limit - a very impressive title indeed!*



CVG

87

CVG

STRATEGY



ACTION

SKILL

REFLEXES

GRAPHICS % 90

SOUND % 72

GAMEPLAY % 88

VALUE % 85

CVG 081



SCORE: 0039800

## SUPER NINTENDO

BEAT EM UP

BY TRADE WEST  
£45.00



Women, eh? When they're not wingeing about us lads watching footy, they're getting kidnapped by vicious drug gangs. Take Marian, for example. She's a policewoman looking into the dealings of a criminal organisation known as The Black Shadow Warriors. At least, she was until the hoods tracked her down and kidnapped her. You'd think that in these days of recession Billy and Jimmy Lee, Marian's pals and bosses in her part-time job as martial arts instructor at the boys' karate training school, would just shrug their shoulders and look for a new employee - but no; they've decided to put their karate skills to good use by entering the shady world of the Black Shadow and doling out their own special brand of justice - a swift and ruthless kicking to any one they come across.

Super Double Dragon isn't a straight conversion of the Tecmo coin-op - if it were, it would probably get a slating because the arcade game is rather dated - but a souped-up, graphically enhanced fight-fest. Super Double Dragon is a real

eyecatcher, with good-looking sprites and some excellent backgrounds. Colour is well used throughout, and those Lee brothers have a few nifty moves up their sleeves. The game actually smacks of the original Megadrive Streets Of Rage - there's even an elevator level in here, just like that excellent title. Unfortunately, this one suffers from being a tad too easy in two-player mode. Get a friend along, use all the continues available and it won't take you an age to get to the end. Had it been a tad tougher, Super Double Dragon would have been a cracker - but even as it stands, it's still worth a look.



# DOUBLE DRAGON

JOHN McLAINE NEVER HAD THIS TROUBLE!



OFF! OUCH! EEK!





## ON THE LEVEL

The Lee's search for Marian takes them to seven different areas of Las Vegas. Billy and Jimmy start their battle in one of the city's casinos, before moving on to the airport for more heavy-duty scrapping. Win through here and it's off to Chinatown's shopping-district and kung-fu gym. It's then time to toddle down to the Golden Gate Bridge where you'll ride on the back of an articulated lorry until you reach The Slums and an abandoned factory full of Black Shadow. Do the business in the factory and you get to travel into The Forest and go up against the Black Shadow leader's right-hand man Carlem - do away with him and the road to the final challenge - the big man himself, Duke - will open up to you.



DON'T DO THIS AT HOME!



A NOVEL USE FOR A PUNCHBACK!



# REVIEW

## DRUM IT INTO 'EM

Keep your eyes open for the weapon-carrying baddies - beat them up and they drop their armaments, which the Lees can pick up and turn against their original owners. Nunchakus and Konbo Sticks are the weapons you'll usually come across, but sometimes Bill 'n' Jim will be able to lay their hands on grenades, knives, boomerangs and even massive oil drums which pulverise baddies with just one hit.

**THANKS...**  
to Shekhana Consoles  
(081 340 8565) for the review cartridge.

## WHERE'S HANK MARVIN?

The Black Shadow Warriors gang is well trained in the martial arts and, considering that there's hundreds of them to two of you, the boys are going to be in for a pretty rough ride. And if that wasn't enough, each level has a big boss lying in wait to mop up whatever the minions have let slip through the net. Luckily, Billy and Jimmy aren't lacking in the fighting department, with around twenty different moves and five special attacks to help see them through to the conclusion of their quest.

## SEPARATED AT BIRTH?

Is it just us, or are video game fighters all related to one another? Latest in a long line of look-a-likes to grace our screens are none other than Billy and Jimmy Lee themselves - take a look at these two and compare them to those kings of the Streetfighting circuit, Ryu and Guile - uncertainty or what? And another thing - since when has Jimmy taken to wearing pink? Gumph!

## TO SMACK OR NOT TO SMACK

Like the original Double Dragon coin-op, one or two player options are available. Should you wish to play alongside a friend, you can choose one of two different modes - Mode A allows Billy and Jimmy to beat up each other as well as their enemies, while Mode B stops the boys from smacking each other around, letting them concentrate on doing away with the Black Shadow Warriors.



It has to be said I wasn't exactly filled with the excitement at the prospect of a SNES game featuring the fabulous Lee brothers but oh how I was surprised! The style of the graphics has changed little from the duo's first outing all those years back and if anything they look very

Streets Of Ragey but then what's originality anyway? Luckily the smack 'em up now and laugh later aspect of the game has stayed intact. There are a ton of moves in there and some are real corkers the special moves are easy to pull off and will get you out of some real tight spots. The two player mode has been left intact and yes for those of you wondering you can beat the crap out of your mate if he nicks all the weapons. The only bad thing is that it's a little too easy. If you're playing with a pal it won't take you more than a couple of days to complete but if you're on your own then the lasting appeal should go up a bit. All in all a potentially brilliant beat 'em up that's a real good laugh to play but just misses out on being a classic due to it being too easy.

## PAUL ANGLIN

STRATEGY	SKILL	
		
ACTION	REFLEXES	
<b>GRAPHICS</b>	%	<b>83</b>
<b>SOUND</b>	%	<b>81</b>
<b>GAMEPLAY</b>	%	<b>75</b>
<b>VALUE</b>	%	<b>70</b>



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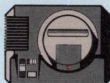
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Mermaids haven't exactly made waves on the big screen. Apart from the awful Darryl Hannah film *Splash*, only Disney's *The Little Mermaid* has furthered the cause of the half-human, half-fish folk in celluloid form, and now Sega has grabbed the rights and come up with this Megadrive conversion. The player dons the dorsal fin of either Ariel or her father, King Triton. Whichever one you select, you've got to rescue the other from the clutches of the dreaded Sea Witch, Ursula!

Very Poor.



*This is a poor game - far too small at only four levels long - and ridiculously easy to complete; we got all the way through in about an hour. The action - and I use that term loosely - is the same from start to finish; swim through a maze, collect the merfolk, then fight the end-level baddy before moving on for more of the same. Perhaps if there wasn't a map screen showing exactly where the mer-people are this would have been more enjoyable - but I doubt it. To cap it all, *The Little Mermaid* is a bit of a graphical joke; poorly defined and animated sprites, and flat, uninteresting backdrops. The music isn't much cop either - especially bad considering the tunes were some of the movie's strong selling points. Youngsters may enjoy the easy pace of *The Little Mermaid*, but the rest of you are advised to leave well alone.*

### PAUL ANGLIN

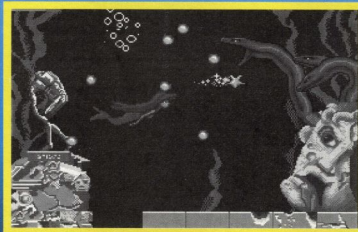
GRAPHICS	%	58
SOUND	%	60
GAMEPLAY	%	47
VALUE	%	40

CVG 086



### FISH FINGERS

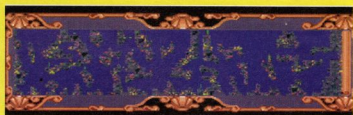
Some areas can't be easily reached - they're blocked off by large boulders, too heavy to be budged by mer-person. Luckily, you can control a friendly founder, whose sole purpose in life is to push away the offending rocks in order to allow our hero to continue. Other fishy friends to call upon include a digger fish that uncovers hidden treasure, and rock-hard Sebastian who scares off any encroaching baddies for a short period of time.



ALL WAS QUIET IN THE BIG BLUE... APART FROM THE THREE HEADED GREEN MIMIC TYPE ARRANGEMENT.

### COD IN BATTER

The kidnapped mer-men have been positioned around each level, and it's up to you to release them. Thing is, they aren't locked away, so why do you have to go and get 'em? Because, Ursula being the nasty old so-and-so that she is, she's turned them into small, green things called Polyps - they can't swim and just hang around looking cheesed off. Touch them, however, and they turn back into their original form, able to swim away freely.



# The Little Mermaid

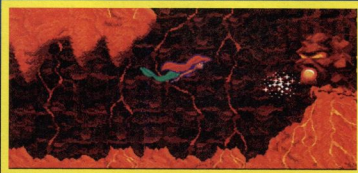


### JUMBO SAUSAGE AND CHIPS

Ursula has placed your pals across four levels; sharks, clams and eels attempt to scupper your chances of success in The Reef, while skeletal pirates will hassle you in The Sunken Ship. Beat the baddies here and its off to the lost city of Atlantis, where statues come magically to life, hurling frisbees and firing arrows at you. The final level takes you to The Cave - full of sadistic sea-life, not to mention boiling lava pools that'll make you look like a Greasy Harry's chip-shop special if you run into them.



HE'S BEHIND YOU!



STRATEGY	SKILL
ACTION	REFLEXES

CVG  
**416**  
CVG



## SUPER NINTENDO

PLATFORM



BY THQ  
£39.99

Remember the unlikely comedy hit *Home Alone*? You should do - it's the film that launched annoying child actor Macaulay Culkin's career with his portrayal of annoying child Kevin McCallister. Now Kevin's back - and he's in trouble again. Now he's lost in New York - is this kid just unlucky, or do his parents just want shot of him? This time he has to escape the same pair of burglars, along with their newly-recruited gang, while trying to find his parents. Does he succeed, or will Kev end up a sad, lonely Big Apple dropout? That's up to you!

*Home Alone 2* really lived up to my expectations; I thought it was going to be

crises look as though they've been badly digitised - either that or the artist drew them small and the programmer enlarged them, which would account for the appalling pixelated effect. On top of that the backdrops are almost devoid of detail - some are nothing more than a single colour! Gameplay is as tragic as the graphics; simply walk through the scrolling levels collecting pizza and cash while avoiding or destroying the token nasties - it doesn't even begin to approach being fun. To cut a sad story short, *Home Alone 2* sucks more than a toothless pensioner with an ice-pole, and if anyone gives it to you for Christmas they're probably trying to tell you something.

STEVE KEEN

GRAPHICS	%	28
SOUND	%	42
GAMEPLAY	%	28
VALUE	%	25

# HOME ALONE 2

Lost In New York



KEVIN HAMMING IT UP.



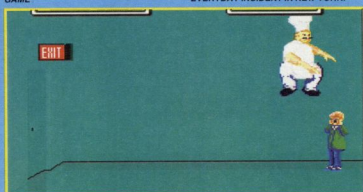
KEVIN NEEDS A LIFT... A BIT LIKE THIS GAME.



MUGGED BY A VACUUM CLEANER... AN EVERYDAY INCIDENT IN NEW YORK!

## SHEER HELL AT THE HOTEL

Kevin starts out in the Plaza hotel, where his problems are compounded by the staff, who appear to throttle him when they catch him. Fortunately, our Kev can jump really high and arm himself with a number of unlikely weapons such as a necklace which breaks to cover the floor in beads, upon which the nasties slip in an incredibly unfunny manner. The first thing to look for is the gun, which fires those little plastic darts with the suckers on the end, the effect of these is to stun whoever they hit.



ONE OF THE MORE DETAILED BACKGROUNDS ...

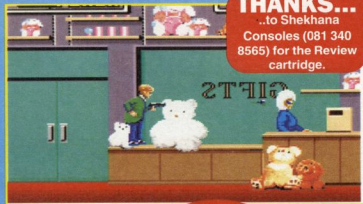
## NEW YORK, NEW YORK

The final two levels have Kevin showing some initiative. Realising that the probability of finding his parents in a city of fourteen million people is pretty remote, he digs out his address book and looks up his uncle Jack. Unfortunately he isn't in and his house is being renovated. To add to Kevin's problems Harry and Marv, the burglars from the first 'hilarious' film, turn up. Making the best use of a poor plot, our lad rigs up a booby trap which he must use to trap them. If he escapes his final destination is the Rockefeller Plaza, where his parents are waiting for him



## WALKIN' IN THE PARK

Should Kevin escape the hotel, he then makes the mistake of blundering into Central Park. At the best of times it isn't a safe place, so a young boy wandering there in the dead of night generates plenty of interest from the local punks, muggers, bats and rats. Like most parks, Central has its own resident weirdo - in this case it's the pigeon lady. Although Kevin was told never to talk to strangers, he has to befriend her to enter the cave guarded by her pigeons, which leads to the next level.



THANKS...  
..to Shekhana  
Consoles (081 340  
8565) for the Review  
cartridge.

STRATEGY

SKILL



ACTION

REFLEXES



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## MEGADRIVE

SPORT SIM

BY ELECTRONIC ARTS  
£34.99



**L**ike celebrity Family Fortunes, the release of Megadrive American Football games is becoming a regular Christmas event. This year sees the launch of the third in Electronic Arts' highly successful Madden series, imaginatively titled John Madden '93. The basic game-play is unchanged in this version; play a single game, take part in the Superbowl qualifiers or try a head-to-head match with a mate. There is, however, one new feature added which allows two human players to compete on the same side, with one running or receiving and the other taking the role of the quarterback.

Could do better!



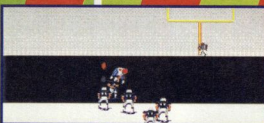
**S**To my mind the success of the Madden games is down to their pace, excellent control system and huge number of plays, so when one of these elements goes missing the whole game suffers. That's exactly what happens in this game. It plays at a really frustrating pace, something that's very noticeable if you've played the previous games. And perhaps more to the point, were it not for the speed, the few bits of digitised animation and smattering of speech, you wouldn't be able to tell the difference between this and Madden '92. Definitely the worst of the trio, and hopefully EA will finally learn that '92 is virtually impossible to improve on.

### PAUL ANGLIN

GRAPHICS	%	80
SOUND	%	83
GAMEPLAY	%	77
VALUE	%	78

CVG 090

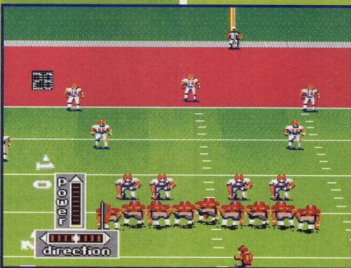
PICK YOUR TEAM AND HIT THE PITCH. HUT! HUT!



## FORTY-EIGHT!

There are more teams than ever in Madden '93. On top of all the usual ones are classic Superbowl-winning sides such as Washington '82 and San Francisco '86. There's also Madden's Classics - a side made up of the greatest American footballers ever and is, naturally, almost impossible to beat. John Madden comments on each side before the game, which gives you an idea on whether you should play a running or passing game.

KICK IT HARD FOR THE EXTRA POINTS



HUT!  
HUT!  
HUT!

Before kick-off the ref tosses a coin to decide who kicks and who receives. There's actually quite an advantage to losing the toss, as the loser gets to choose which end of the field they want to defend, a factor which proves crucial if it's windy. You get thirty seconds to select a play from the dozens available - some are safer than others, but if you really want to gain some serious yardage it's worth going for some of the high-risk manoeuvres.

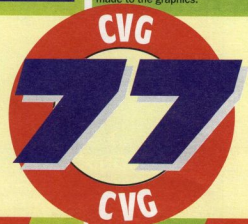


# JOHN MADDEN FOOTBALL '93

## THIRTY-TWO!

Most of the new features are purely cosmetic. When you switch the Megadrive on you're greeted with a digitised animation of John Madden. Other 'treats' include a digitised crowd animation that appears when you score a touchdown, and the occasional sampled phrase such as 'he won't forget that number in a hurry'. One or two extra plays have also been bunged in, but apart from that the game-play is the same as in the previous games, except for one important difference - for some reason this is slower than the two previous Madden titles, which is strange as no noticeable changes have been made to the graphics.

STRATEGY	SKILL
ACTION	REFLEXES

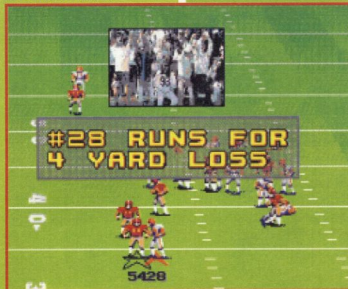




OOPS! YOU'RE SACKED ON THE THIRTY-FIVE YARD LINE. DOH!



TWO STRONG SIDES - THIS IS GONNA BE ONE HELLUVA GAME!

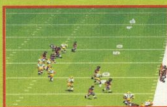


## TWENTY-TWO!

A new Madden game, a new set of challenges to take up. This time you can take your pick between playing one-on-one with a mate, teaming up with your mate against the computer (which isn't terribly easy) or those two sets of play-offs you can join. There's the standard best of seven, which sees yourself and six other teams battling it out to reach the final; alternatively there's the All-time Greats play-offs - basically the same, but you're up against the best teams in American footballing history. All great fun - but not what you'd call a breeze.

## SIXTY-THREE!

One aspect of Electronic Arts' sports sims that has become very much an essential part of the package is the instant replay option, and it's made its way onto the Super Nintendo version of Madden '93. By pushing SELECT at any moment during the game you can gain control of the replay feature, which works like a VCR and features play, rewind and slow motion buttons, allowing you to view that glorious forty-yard field goal time and time again!



## FIFTY-FOUR!

Seeing as there's a wealth of what can only be regarded as huge people on the pitch all out for your blood, it's good to know that you have a few defensive moves to keep them at bay. Whilst running with the ball you can skip over tackles, hand-off challenges, turn around to try and shake off any particularly nasty advances or even dive for that extra yardage. You'll need to master the lot if you harbour any ideas of winning through to the ultimate Madden Challenge - the Superbowl!

**THANKS...**  
to Shekhana Consoles  
(081 340 8565) for the review cartridge.

## SUPER NINTENDO

### SPORT SIM

BY ELECTRONIC ARTS  
£42.00



Seeing as the Americans have never been much cop at our fine sport of football (just watch John Harkes at Sheffield Wednesday is you don't believe us), they decided to create their own version of it. And although it's a bit of an overstatement to call it football - most of the time the ball is carried, and it isn't even a proper ball - it seems to have been well-received over here. There have been countless attempts to recreate the sport onto console, the most successful being the John Madden series on Megadrive.



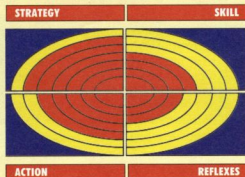
This is a vast improvement over Madden '93 on the Megadrive, mainly because it's so much faster - I'd actually say

that this is the nippiest version to date. It whacks the original effort on the SNES right in the teeth, but then it deserves to. Graphically this is much better; sprites aren't blocky, scrolling is smooth and the little extras such as the action replay mode add that little bit extra to an already enjoyable sport sim. Even if you know nothing about American football - and let's face it, who does - you'll find yourself hooked by the title's all-action gameplay from the start. Electronic Arts have put themselves firmly back on the Super Nintendo sports sim map with John Maddens '93 - hurrah!

**STEVE KEEN**

<b>GRAPHICS</b>	%	<b>88</b>
<b>SOUND</b>	%	<b>89</b>
<b>GAMEPLAY</b>	%	<b>88</b>
<b>VALUE</b>	%	<b>83</b>

CVG 091



**CVG****COMPETITION**

**Amstrad** have just announced the launch of their Megadrive/PC combination, cunningly titled the MegaPC - and CVG have grabbed one to give away to one of you oh-so lucky lot! Yup, just think - you could be playing some of the best console games ever, and if you get bored, just switch over to PC mode and battle away on the likes of Monkey Island, X-Wing and more!

**WIN!**

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This fabulous machine, which incorporates a nippy 386 processor, VGA colour graphics and super sounds thanks to its Ad-lib card and built-in speakers, would set you back nearly ONE THOUSAND POUNDS if you went out and bought it - but why buy, when you could get this one for NOTHING!

What we want you to do to have the opportunity of grabbing this top piece 'o' kit is this: design us a game that utilises the capabilities of both the PC AND the Megadrive. It can be anything you want; Sonic The Hedgehog meets Indiana Jones, or an X-Wing simulation with secret Devil Crash bonus levels. It's entirely up to you! Write down your ideas, or draw a picture of what the game's graphics look like, remember to include your name and address, and send it off to: ME! ME! GIMME THE MEGA PC!, CVG, PRIORITY COURT, 30-32 FARRINGTON LANE, LONDON EC1R 3AU. Get your entries to us by January 10th, 1993, and let's see some good 'uns, hey?

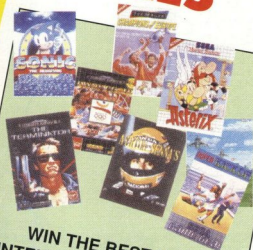
SMALL PRINT: We're all going home now, so just a quick reminder that EMAP Images and Amstrad employees or relatives thereof are not allowed to enter, and if they do we'll trash their entries. Okay? Right, see ya!

# WIN

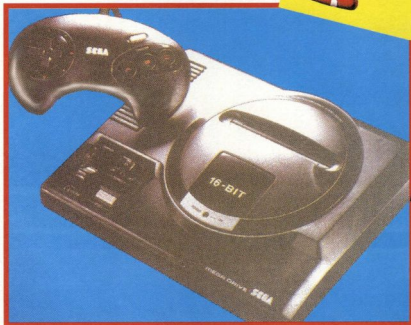
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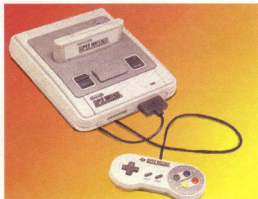


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## AMIGA

PLATFORM

BY MIRAGE  
£39.99

The Humans who lend their name to this game are in trouble. They're just starting out down the long road of evolution - and they don't even know hoe to make a fire, let alone set the microwave to full power! You're given a tribe of these hopeless homosapiens to guide through various trials of life, including the discovery of fire and the wheel. It's not going to be all plain sailing, and the tribe must work as one if it harbours any thoughts of playing Streetfighter II in 8000 years time.

*The idea behind Humans is essentially a sound one; that is, if you totally forget about all this dinosaurs nonsense because that lot had been iced millions of years previously. The game itself smacks very much of Lemmings, with the added advantage of being given much more control over the characters. What lets it down, though, is the lack of action. The early levels, although designed to introduce you to the controls, are a bit slow and, to be honest, the game never really picks up in pace. A lot has been made of the humourous aspect of Humans, but in fact this 'humour' is limited to a few small animations which in no way compensate for the frequently tedious tasks you must complete to see them. If you're into puzzle games Humans is worth taking a look at, but it was just too slow for me and lacked a hook to keep me coming back for more.*

## PAUL RAND

GRAPHICS	%	75
SOUND	%	82
GAMEPLAY	%	73
VALUE	%	74

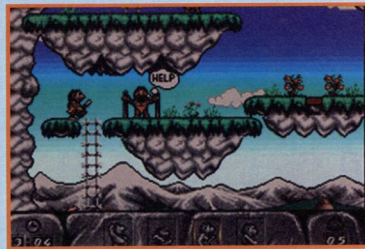
CVG 095



## HIGH SPEAR-ITS

To begin with your tribe are utterly thick, only knowing how to pick up objects and stand on one another's shoulders. Your first task is to help them discover the spear, which has a number of useful properties. For one it comes in handy for stabbing rival humans and fending off voracious dinosaurs - a feat in itself, considering that the dinosaurs were wiped off the face of the Earth millions of years before the first man appeared. It also allows your people to pole-vault over chasms - a feature which is essential on the following levels.

HELP THE POST SIMIEN CARBON BASED BI-PEDS WITH YOUR 20th CENTURY WIT!



## KEYBOARD ANTICS

As the Humans acquire more items and new skills, the icon bank at the bottom of the screen starts to pad out. These are accessed via the keyboard, with the space bar switching between them and Return activating the currently highlighted command. The function keys are also used to switch control between the Humans, and because the levels are time-limited it's essential to remember which key selects which character.



YES, WE KNOW THERE WEREN'T ANY DINO'S THEN... BUT IT IS MORE FUN!



## BIG BOSS MAN

Life can be very hard, not to mention short, for some members of your tribe. Not only do they face treacherous hazards like wandering dinosaurs and lava, but one of their biggest threats comes from other humans. A misplaced spear hurled by another tribe member can be dangerous, but even more so is the Shaman. This mysterious character appears from nowhere to give your tribe a helping hand; by using his strange shamanic powers he can create objects out of thin air. There is a price to pay though, every time he uses his ability the Shaman demands a human sacrifice which is, understandably, not very popular with the surviving tribesmen.



STRATEGY	SKILL
ACTION	REFLEXES

CVG  
**73**  
HIT

# ARCADE ACTION!



Pitfighter was crying out for a sequel and *Guardians Of The Hood* is the result.

Unfortunately, for all its revolutionary graphics, *Pitfighter* was a loser as a game and any interest it deserve to receive will by now be well used up. Fortunately this coin-op's got far more depth than the first, but it's still way off being a credible arcade master. The animation is jerky and game-play soon becomes boring after you learn which of the moves works best. It's worth sticking a few groats into the beast for a wiggle, but it won't enter your all-time faves list.

**STEVE KEEN**

**GUARDIANS OF THE HOOD**

**ARCADE by ATARI**

**50P PER PLAY**

STRATEGY

SKILL



ACTION

REFLEXES

**GRAPHICS** % **89**

**SOUND** % **82**

**GAMEPLAY** % **70**

**VALUE** % **74**

**OVERALL** **74**

CVG 096

**S**ort those coins out and swear at the arcade manager 'cos he hasn't had his machines converted to use new ten pees - it's time for *Arcade Action* with joystick waggler and long-hair grower extraordinaire, Steve Keen!

## GUARDIANS OF THE 'HOOD

**G**ang warfare's not something we come into contact with very often over here; not unless you step into your local arcade, where it seems to be the theme of every arcade beat 'em up in existence. Big gangs of even bigger thugs have taken over your once-peaceful ghetto. Not content with routing them out and beating the innards out of them you've got to persuade the big wigs of organised crime to convert to your side, which really amounts to the same thing. Only then can you take on the masked monster - imaginatively called Mr Big - and return harmony to the streets. Yawn!

### HEAVENLY GLOREWY!

Each fighter has a choice of buttons and joystick combinations. Muscle Power and Defend buttons plus the devastating Power Move combine to give each street brawler over 35 different moves. Although there aren't any 'magical' powers to speak of, the ample variety of punches, kicks, throws, strangles and holds for each of the heroes makes up for any short fall.

### WHAW WAS WAT?

The machine can handle up to three players simultaneously and the screen's been widened to accommodate all the action. Fighters will have to combat thugs in a variety of situations. Brawl through the streets in a scrolling beat 'em up section or go head-to-head, one-on-one in a gym. The characters can use anything they can get their hands on from the scenes - parking meters, dustbins, newspaper stands and even car bumpers can be ripped off the streets and turned into weapons!



### DON'T FINK! FEEWL!

The tools of your trade are the four heroes: Conner, Chief, Tanya and Javier. In addition, you can choose to control any one of three bad guys, once you've managed to take over their organisations and get them onto your side. Conner's an all-round good fighter trained in Thai boxing and karate - he's incredibly fast. Chief's the big boy of the bunch, being at least twice the size of anyone else around; he adds awesome power to any party. Tanya's the token girl with black belts in Taikwondo, Tai-Chi and Kung Fu. And lastly, Javier's a gold medal kick-boxer winner.



# MOTO Frenzy



Motor bike racing games are ten a penny in arcades these days, but Moto Frenzy has taken the genre one step further as it's the world's first full-motion motorcycle simulation. There's no namby pamby circuit racing here - all the action takes place off-road and across country! There are six stages to race through including LA, Maui, Utah, Las Vegas, Kenya and Norway. Each course has its own specific obstacles and weather conditions; dodge monster trucks in Los Angeles and rabid polar bears in Norway for the thrill of your life, but don't forget to strap up with plenty of padding!



## SKATE AND CACK!

The Moto Frenzy machine comes with a full-size hydraulically operated scramble bike bolted to it. Not only can you sit on it and hold the handle bars to race but the bike reacts exactly to what happens on the screen. The machine twists, pivots, skids, leans and even pulls wheelies whenever you pass over the on-screen obstacles and road hazards!

## TIME'S THE LIMIT

The name of the game is speed as everything is against the clock. However, points are awarded for loads of other things and it's not all about the quickest kid on the block. Bonuses are awarded for completing laps and special scores are dished out for stunts performed above and beyond the call of duty! The whole thing amounts to the ride of your life!



## TWO'S COMPANY

Some arcades operate two Moto Frenzy arcade machines in link up and if you can find one that does it's worth dragging someone else down to play with you - even if you have to pay! In head-to-head competition players can race against each other and see where their opponent is on the screen at the same time. If one of you manages to qualify in the time allotted for the race it makes life a hell of a lot easier as you'll both be allowed to go through to the next stage.

Here's something new! An arcade racer that actually lets you experience all the bumps and grinds of the real thing. You'd better make sure you're wearing some pretty heavy duty underwear before attempting to take on this baby, as things are tough! The bike is incredibly responsive and, although it's ridiculous to say that sitting on top of a moulded plastic shell with a TV monitor in your face is just like competing in a real racing contest, it almost is! Moto Frenzy is a lot of fun and if you can forget about the rather crappy motorcycle graphics and concentrate on the obstacles, track and movement of the bike under your bones you'll have a blast! The only problem is that you don't get a lot of action for your money, but ideally what you do get will depend on the tightfistedness of your local arcade manager. But whatever the time limit you'll want to come back for another go because Moto Frenzy is fierce! Great roaring sound effects too.

**STEVE KEEN**

## MOTO FRENZY

ARCADE by ATARI

50P PER PLAY

STRATEGY

SKILL



ACTION

REFLEXES

GRAPHICS % 79

SOUND % 88

GAMEPLAY % 89

VALUE % 86

**OVERALL 89**



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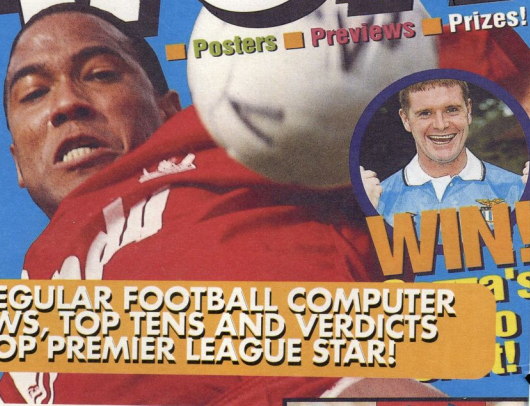
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## POWERMONGER

## ● SUPER NINTENDO ●

He may have been French and kept his hand hidden in his coat for long periods of time, but there's no denying that Napoleon was a right good leader of men. Now, Electronic Arts offers Megadrivers the chance to be a world-class general without the burden of having to eat garlic! Powermonger allows you to control an army of people in search of a better life, by attacking towns, grabbing food and making friends along your way. But there's more to it than that; for instance, you'll have to change the strength of your attacks according to what you want, 'cos after all, if you attack fiercely and kill everyone how are you going to recruit people for your army?



## NICE OR NASTY - YOU CHOOSE

The most important aspect of Powermonger is the battles. As in the real world, not all people are reasonable enough to hand over all their food at the drop of a dime. There are three different postures for attack: there's Fierce, which basically entails marching in and killing anything that moves, the drawback to this being if you're trying to recruit there's no point in signing up a load of corpses. Passive means going in and killing a few, and the sad lad of the pack is Peaceful, where you try and persuade them to join your merry band of men.



## EUREKA!

As hard as you may be, your army's not going to get very far with their bare hands, so one aspect of Powermonger that you'll have to get very familiar with very quickly is the invent icon. When you take over a village you inherit all of its resources and, provided you can persuade some clever inventors to join your merry throng, you can create all kinds of goodies, from spears to catapults. What is invented depends entirely on how clever your inventors are and what resources you've got - if you're inventor is Steve Keen he's going to find it hard to get past the peashooter stage.



## ICON DO IT - WITH A BIT OF HELP

With a mountain of icons to tangle with, it's good news to hear that there's an icon which will explain what the icons do! Simply click on the Help box and then go to whichever icon you want to ask a question about. You can also ask questions about stuff on the screen; try getting your army to fiercely attack a lone sheep and then ask what it is - you will be told that it is a dead sheep.

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**PHILIPS 8833 Mk II**  
**14" COLOUR MONITOR**

AND ATARI ST

LOTUS TURBO CHALLENGE 2

VOTED EUROPEAN HOME GAME OF THE YEAR 1991

## CAN YOU TEND IT?

### THE GAME

Lotus Turbo Challenge 2 from Granin Graphics takes racing games to new dimensions. Pass through hazardous tunnels, head along top-street tracks, speed over sand dunes. It's an action packed test of your skill and speed - CAN YOU HANDLE IT?

**FINAL CHALLENGE EXCHANGE** If you already own a copy of Lotus Turbo Challenge 2, don't worry. You can return the Free copy from your new monitor and, for just £5, Philips will exchange it for 'Lotus - The Final Challenge'. You can use this new software to design and create your very own racing circuit.

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**WIN A DAY FOR 2 AT THE 1993 BRITISH GRAND PRIX** Imagine grandstand seats at the most acclaimed event in the Formula One year - The British Grand Prix. Philips will fly you and a friend into Silverstone and there's the chance to meet a famous Formula One personality at a celebrity reception. It's then time to take your grandstand seats for the morning's practice. A delicious 4 course lunch follows, then it's back to your seats for the Grand Prix itself. It's all part of an exciting first prize package in the Turbo Challenge Competition. And, if you don't get the chequered flag, there are 40 runner-up prizes of Ferrari Testarossa remote cars.

WITH **FREE!** LOTUS TURBO CHALLENGE 2

**PLUS!**  
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## USING A TV?

Switch to a monitor and SEE WHAT YOU'RE MISSING!

**If you are currently using your Amiga or ST with a domestic television set, then you are missing out on picture quality.**

Unfortunately, because you are used to receiving inferior UHF transmissions from the airwaves, it only has a UHF socket. So, your computer has to downgrade its high quality digital RGB (Red, Green, Blue) signal to UHF to enable your TV to receive it. However, because your TV can only display using RGB, it has to convert the UHF signal back to RGB before it can put a picture on the screen. Of course, every time you convert from one signal to another, there is a loss of quality which means that the final picture on the TV is not as good as the original signal from your computer.

You can overcome this with a monitor, which has an RGB socket, not UHF. Your computer will recognise this, and send its original RGB signal to the monitor which will display the image directly to the screen with no loss of quality.

The Philips 8833 is the best selling colour monitor for the Commodore Amiga and Atari ST. Ideal for game playing, it offers excellent colour graphics and has stereo audio speakers for enhanced stereo output from the Amiga and ST-E. The performance and reliability of the 8833 is exceptional, which is why we are confident to offer 12 months ON-SITE warranty with every Philips 8833 monitor. Plus, every 8833 from SICA comes with FREE Lotus Turbo Challenge 2 software, all for only £229 inc VAT.

### THE MONITOR

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- 1 YEAR ON-SITE WARRANTY
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## ACCESSORIES

All of the accessories below are suitable for use with the Philips 8833 Colour Monitor

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For maximum enjoyment of Lotus Turbo Challenge 2, we are pleased to recommend the best selling Zio Stik Super Pro joystick. The Zio Stik is probably the best joystick currently available and the world's fastest rated free! For only £12.95, it represents superb value for money.

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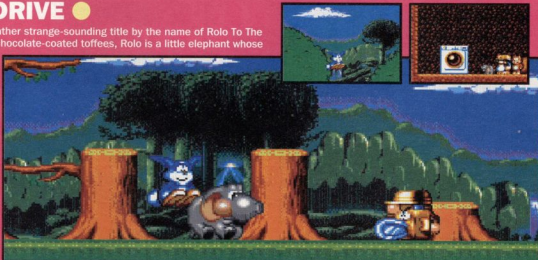
**SILICA SYSTEMS**

# ROLO TO THE RESCUE

## MEGADRIVE

The latest offering from the top guys and gals at EA is a rather strange-sounding title by the name of Rolo To The Rescue. Having absolutely nothing whatsoever to do with chocolate-coated toffees, Rolo is a little elephant whose other animal chums and, more importantly, his mum have been kidnapped by the Evil McSmiley Twins. It's all down to the boy Rolo to go and rescue them, by using his many and various skills. Rolo can run, jump and use a number of different elephant-orientated weapons, one of which is a hoover which will turn Rolo's trunk into a vacuum, allowing him to suck up baddies and spit them at others.

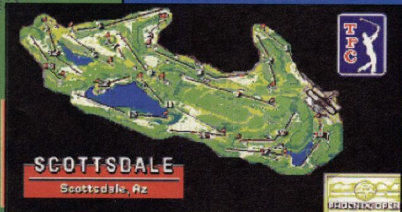
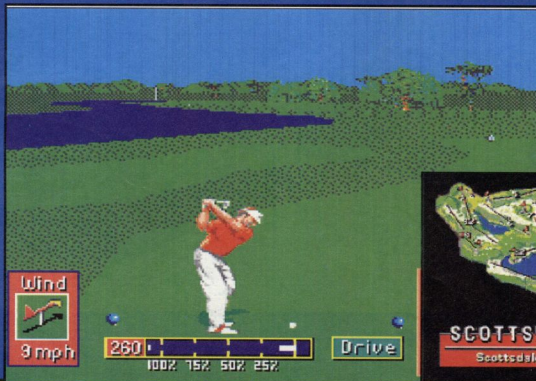
There seems to be a hell of a lot of depth to Rolo To The Rescue; not only can you rescue the animals, but you can control them as well! Each creature has a different ability; for example, if there's a wall blocking your way you can select the mole, who will burrow through it for you. Graphically, this is looking very cutesy, and the backdrops are simply stunning! This could be the successor to the excellent James Pond series of games - it's designed by the same guy who created the fish-like secret agent! Feast your eyes on these here screens and we'll bring you the full CVG review next month!



## MEGADRIVE

Arguably the world's finest console golfing experience, PGA Tour Golf, has just been given a new lease of life with a sequel. The original game managed to capture the atmosphere of competitive golfing to a 'tee' with smart graphics and realistic golfing action. The revamped and remodelled successor has a host of new options, as well as three completely new courses and competitions. There's new graphics, new sound effects (including some sampled speech and crowd euphoria) and entirely new features like the Hole Browser, which is a remote control camera that 'flies' over the course and allows players to check out where potential hazards such as bunkers, trees and water lie. You can use the camera to zoom in and scrutinise the holes from absolutely any angle - this feature is particularly useful on Skins, where you and a competitor compete against each other for a massive purse on every hole of a course. This is certain to become an office favourite (especially as Steve still holds the record for the longest putt - 256 feet! - on PGA) and we can't wait to get our steaming hands on the finished product. PGA Tour Golf 2 looks stunning, and the full lowdown on its potential excellence will be revealed next month!

# PGA TOUR GOLF 2



# FREE! ZOO! SOFTWARE PACK

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**PLUS!**

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WILD, WEIRD & WICKED EPIC 'HARD DRIVE' PACK




FREE! PHOTON PAINT III

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FREE! PHOTON PAINT III

PACK - BONE - SEE ABOVE

The Wild, The Weird and The Wicked (WWW) is the title of Commodore's new Amiga 600 games pack. Priced at £295, it comes complete with Amiga 600 computer and mouse, plus a range of high quality entertainment software. For just **£349** you can get the complete WWW pack, plus a lot of FREE gifts from Silica with every Amiga 600, see the chart on the right.

For the more serious user, the £499 Epic Language Pack is based around the Amiga 600 with 2MB hard drive. It includes challenging adventure games and software for 'hardcore' enthusiasts. Details are shown on the chart on the right along with a lot of FREE gifts from Silica with every Amiga 600 purchased.

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# RISKY WOODS

## MEGADRIVE



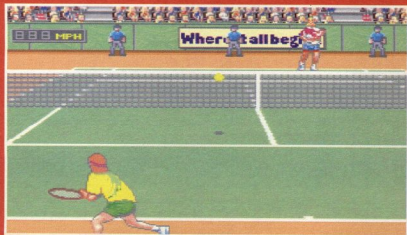
The evil lord Draxos has turned all the monks to stone, threatening the existence of the Risky Woods. And exactly how does petrifying a bunch of slap-heads endanger the future of a small tree plantation? Well it turns out that rather than hanging out with choir boys and getting up early for morning prayers, these holy boys spent their time battling undead and slamming the door on any demon foolish enough to come through the gateway to hell. But with the monks out of the way, evil runs rampant through the woods and only Rohan, a young warrior, can free them and save the corpse from the corpse!

The result is a platform-battler, as Rohan searches the woods and surrounding lands for the monks, while smiting any undead miscreants who cross his path. Certain areas are guarded by mysterious gatekeepers who will only let him pass if he brings them a key, then repeats a tune. Fortunately, there are only four different notes which are played by pushing the D-pad in certain directions, so even the tone deaf should be able to manage it. When a creature is destroyed it mysteriously drops a metal disc which Rohan can collect and, by using his mysterious warrior powers, he can join them together to make a suit of armour. Along the way our hero can increase his arsenal Ghoul's n Ghosts style, by collecting weapons icons which appear after shooting chests. The CVG boys have seen a Beta test version of the game, which first saw the light of day in floppy form on the Amiga. We thought it quite a laugh then - does it stand up in cartridge form? Stay tuned to CVG and find out!



# DAVID CRANE'S AMAZING TENNIS

## SUPER NINTENDO



We may be one of the most lethargic countries on the planet, but when it comes to Wimbledon we go absolutely crazy! The aim of Amazing Tennis is to keep that interest up for a whole year by being the most realistic tennis game there's ever been and, whilst there's nothing new in the game-play area, Amazing Tennis certainly looks the part with huge animated sprites, coupled with a whole bag-full of options. There are three court surfaces to choose from - hard, grass and clay - and fifteen different world-ranking opponents to cause a raquet with. You can get to grips in a head-to-head smash spread over three sets, or go the whole hog in a bid for fame and glory in the knockout tournament.

For all the extras it's the super smooth animation and movement of the ball that make Amazing Tennis look like it'll knock the competition for six. Sound effects are awesome, with loads of realistic Thwacks! and Thuds!, as well as speech taken directly from the lips of a professional abuse-resistant umpire! Not only that, there's a handy video replay facility that lets you rewind the action and play it over again in slow motion - great if you want to examine your style of play - and the 'laps' can be played forwards and backwards so that you're able to see every movement! Lobs, volleys, slice and top-spin are just a few of the shots available to contenders - you can even choose to be a left or right-handed player! This one looks as though it might topple the incredible Super Tennis from it's perch - wait and see next month!



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