

ISSUE 137 APRIL 1993

COMPUTER AND

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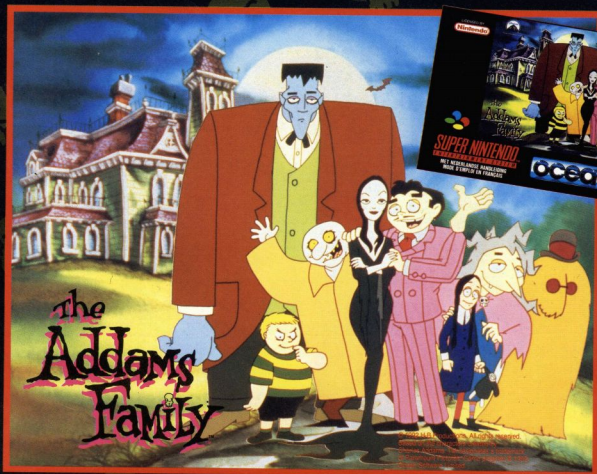
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**INSIDE: PC ENGINE GT • EQUINOX • CHUCK ROCK • CHESTER CHEETAH • STUNT ISLAND  
• MUHAMMED ALI • SPEEDBALL 2 • BEST OF THE BEST • CHAKAN • UNIVERSAL SOLDIER •  
CRASH DUMMIES AND MUCH MORE!**

# GET READY TO GET SPOOKY, AND GET SET TO GET KOOKY... IT'S PUGSLEY'S SCAVENGER HUNT™ EN GARDE!



As if things weren't ooky enough! Wednesday has been a perfectly taunting child. She's gone and devised a simply tourturous game which will drive her darling wretched brother, Pugsley, to happiness. How absolutely delicious! Wednesday has hidden six wonderfully strange items somewhere about the Addams Family Mansion. Now, you must guide poor Pugsley on his quest to uncover them. Traps, traps, traps you say! Well, yes. What else would add so much lovely horror to this unnaturally delightful fun? Little Wednesday, so full of charming woe, has made sure this adventure will be a doom-filled doozy. There are even hidden switches all about, which produce the loveliest blood-curdling effects when Pugsley runs into them.

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## 6 WORD UP!

The man called Sumpter introduces you to this historic issue of CVG. Historic because this is the last time you'll see CVG looking anything like this! It's all change as from next issue, so join Garth in Editor's valley for the all-gen.

## 8 NEWS

There's been some major advancements in the console world this month. From reports of new consoles to strange sightings of other-world beings outside CVG Towers, you can read all about it right here! Apart from the other-world beings bit.

## 24 PC ENGINE FEATURE

The little white wonder from NEC could be on the verge of a comeback via the new super machine, the PC Engine Duo! Do we fuff? Do we fret? No, we just dispatch our very own Engine expert, Paul Anglin, to bring us up-to-date on the Engine past, present and future!

## 32 YOB'S MAILBAG

The great unwashed one delves once more into his sack of delights and comes up with more witty wonderment as only he knows how. Just who bears the brunt of the tactless lad's banter this month? Why not turn to page 32 and find out!

## 42 POSTER

Like the Sewer Shark review? Want a smart poster of it? No problem! Turn to page 42 and there you have it!

## 61 THE INTER-MAG CHALLENGE

Our lad Steve Keen goes head-to-head with NMS's very own Steve Merrett in a game of Jimmy Connors' Tennis! The prize for the winner is a bottle of fine and dandy Champagne; for the loser, loud laughs from all over the building.

## 67 HIGH SCORES

Get ready, once again, to pull on your big high-scores hat and take a trip to large-points heaven with the lady who's done more for scoring prowess than Fergie's done for Thomas Cook's winter business - our very own Sadie!

## 70 CHEAT MODE

His brain may have been all but destroyed after years of listening to the inane warblings he describes as 'music', but our boy Anglin has nevertheless managed to come up with THE definitive Mario Kart guide, as well as a stack of top cheats. Hurrah!

## 80 HOTSHOTS

You will not believe this! Not only does CVG get the scoop review of Sewer Shark on Mega CD, we also pick up and trot out Exclusive previews of the latest up-and-coming CD stuff, Night Trap and Road Avenger being just a few of the soon-to-be-seen goodies inside!

## SUPER NINTENDO

### 14 STAR FOX



Foxy forces abound in Star Fox, the 3D stunner on page 14!

The very first SNES cart to make use of the amazing SFX chip is nothing short of incredible. See polygons flying around the screen faster than ever before! The huge four-page review kicks off on page 14.



More Star Fox antics to what your vehicles - see it in CVG!

### 30 CHUCK ROCK

He may have a gut bigger than Randy (blimey), but the Cromagnon chappie hits the SNES in an adventure to end all adventures!



How many rocks could Chuck Rock chuck? See page 30!

### 29 CHESTER CHEETAH

You've seen him on the Cheetos adverts - now check out his platform game! Chester may be the coolest cat in town, but does he have what it takes to cut it in game form? It's not easy being cheesy!



It's not easy being cheesy - Chester Cheetah hits the SNES on page 29!

### 44 EQUINOX

A brilliant SNES adventure incorporating great isometric graphics. The game shouldn't be missed! Neither should the review!

### 50 LETHAL WEAPON

What exactly have the lads at Ocean done with the lads from LA? You know exactly what to do - read the definitive CVG review!





# WORD UP!

It's here! After months of waiting, Sega's Mega CD has finally made it onto the shelves and a sexier bit of kit you've never seen! And, of course, CVG has got the very first reviews of the main titles that will first be available on it. It seems that this month, technical innovation abounds as we also see the very latest in Nintendo technology. The release of Star Fox heralds what probably the best 3D space shoot-'em-up ever and it's all down to something called the SFX chip. Convinced? You will be after you've read our four page review!

GARTH SUMPTER

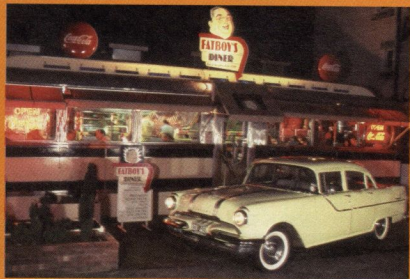
## FATBOYS COMETTITION

Yeah you've heard about it! CVG's just about to swell to detonation point with all that's best in the heady world of video gaming excellence! Were going to have squillions more reviews, huge features and hundreds of new ideas that'll make your armpits swim! And to celebrate the explosion of fun we're inviting two lucky mortals to spend the day at the office and oversee all the excitement, and then whisk you through the crowds of plebs in a chauffeur-driven car to swish Covent Garden for a scoff-all-you-can-eat gorge fest at the authentic and extremely exclusive Fatboys restaurant.

Stuffing yourself silly is a legendary pastime of the crew and where better to indulge than at Fatboy's massive restaurants. Fatboys run a chain of eateries that will soon spread across the country. Each one is individually designed and unique to a certain part of America.

They were originally built in the 50's, but have recently been taken apart piece by piece and reconstructed on our side of the pond! At the moment there are two, one in Birmingham and another in London's Covent Garden, and our lucky winners will be treated not only to the feast of their lives but T-shirts, posters hats games and a ton of fun. What a prize! And there's only room for two, so get those entries in now, designing the ultimate burger! Who knows, maybe Fatboys will even use your blueprint to make you your very own burger!

Send your culinary inventions to: GO AHEAD FATBOY, MAKE MY BURGER! CVG TOWERS, 30-32 FARRINGTON LANE, PRIORY COURT, LONDON, EC1R 3AU.







GAME BOY!



GAME BOY!



GAME BOY!

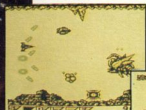
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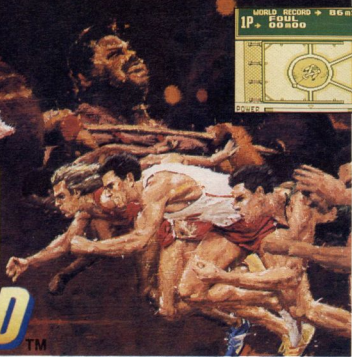
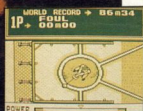
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# NEWS

## SWEET F.A!

As the 1993 football season enters its latter stages and the tension reaches almost intolerable levels as the top clubs battle it out for the League title, what better time for a software company to step in and grab some of the action by snapping up the official FA Premier League licence? No better time, that's what! Hardly surprising, then, that Ocean has done just that. FA Premier League Football is promising to claim the soccer sim crown from the likes of Sensible Soccer and the Kick Off series when it's released on Amiga and PC next month.

The project was originally developed by Audiologic under the name of World Class Soccer, but was picked up by Ocean earlier this year and has since been modified to fit the Premier League tie-in. The game is strictly an action-based affair, with no boring management malarkey to muck things up and an innovative dual-view display system that allows you to play from either a side-on perspective or a birds-eye view as in Kick Off! And of course, with the official licence and everything, all the authentic Premier League teams, players and kits are in there too - come on you Spurs! Those of you who prefer to watch football on TV rather than live can also have a ball by playing with the video-style action replay facilities.

Although it's an action-only game, Ocean is currently working on a separate management game (also bearing the Premier League monicker) to be released later in the year that users will be able to interface with the first game too to create a full "play and manage" experience. Stuff types can just play the management game on its own if they really want to. Further details are scarce right now, but with little competition to face on the PC, Ocean's effort could well make it to the top of the IBM Premier League. On Amiga, however, it faces much stiffer competition in the form of the awesome Sensible Soccer and Virgin's forthcoming Goal!, not to mention the perennial classic, Kick Off 2. FA Premier League Football is due out on Amiga and PC next month, when we'll also have the full review. Of course.



## STOP PRESS!

To celebrate its signing of the Premier League licence, Ocean decided to take CVG's resident football pundits Paul Rand and Gary Whitta to Wembley to watch the vital World Cup qualifying clash between England and mighty San Marino. Here is their exclusive after-match verdict:

**WHITTA:** Well Randy, it certainly was a game of two halves.  
**RANDY:** It certainly was, Gaz. It's a funny old game, but 90 minutes is 90 minutes, and it only takes a second to score a goal.  
**WHITTA:** That's right, Brian. San Marino must have been as sick as a parrot after the England lads done good. They'll be over the moon about that result. It was a real six-pointer.  
**RANDY:** Yes, Gazza, Dazza, Lazza, Cazza, Fazza, Pazza and the rest of Graham Taylor's Red White and Blue army will be proper chuffed. It takes me back to the days of Bobby Moore and that great 4-2 victory over West Germany right here in Wembley Stadium.  
**WHITTA:** Yes, it certainly brings a lump to the old throat. So, a good night for England and the English fans then, Randy?  
**RANDY:** Oh, definitely. They'll have nothing to complain about tonight.  
**WHITTA:** Expect perhaps that alleged topospot, John Barnes.  
**RANDY:** Yeah, except him. The git.



## MEGA CD CLIFFHANGER!

Sylvester Stallone's action-packed new movie, Cliffhanger, is the latest big-name film to be snapped up by Sony for Sega's Mega CD system. Due to hit UK cinemas before Summer, the film is also to be converted for Sega and Nintendo cartridge formats later in the year.

In the film, mountain rescue expert Gabe Walker (played by Sly) has to venture into the perilous Rocky (sic) mountains to track down a bunch of hijackers who have crash landed there and taken his pals hostage. Interestingly, the lead baddy is played by "Technique" out of London's Burning, so it should be good for a laugh if nothing else. The basic idea of the game is to collect cash from the tricky mountain terrain and use it as ransom money to rescue your buddies. "When we read the screenplay for Cliffhanger, we immediately saw the potential that this story had as a great video game," says a Sony spokesperson. No doubt the movie, with all its big-budget special effects, is ideal video game fodder, so we await its arrival with interest. Unfortunately it's not due out until the Autumn, so keep your hair on.

## CONGO BUGA!

Data East has two new titles slated for release on Super Nintendo soon, the first of which is the latest in a long line of platform carts set in prehistoric times. Following on from the likes of PC Kid, Joe & Mac and, as featured on page 56-57, Chuck Kong, Congo's Capers is yet another bout of Neanderthal merriment. This time though, it features Congo, a lovable caveboy out to rescue his beloved Congette. It's a 35-level romp that looks, for the most part, fairly predictable from what we've seen so far, although Data East promises that it's "not just another jump-and-bit game". Special attack and movement techniques are the order of the day here, and there's even a fruit machine bonus level for slot addicts.

Slightly less information is available on Shadowrun, a futuristic Cyberpunk-type affair based on the popular comic. It's an isometric 3D arcade adventure with a sprinkling of strategy, in which the object is to download the top-secret data burned into your brain before the bad guys can get to it.

Both Congo's Capers and Shadowrun should be available (on import at least) within the next couple of months. There's no official UK release date as yet.

## OCEAN GETS MENACING

Licence kings Ocean have snapped up another of 1993's big-name movies - not content with already signing Steven Spielberg's dinosaur epic Jurassic Park, they've now picked up the rights to another potential Summer blockbuster, Yes, it's Dennis the Menace!

No, not the tousle-haired tearaway from our beloved Beano comic, but the blonde (but equally troublesome) American version, who's known over here simply as Dennis to avoid any confusion. Early risers might have caught Dennis' animated exploits on The Big Breakfast of late, although it's the not the cartoon that Ocean will be basing the game on, but the live-action movie spin-off from John "Home Alone" Hughes, which is said to be Warner Bros' big box-office hope this year. The plot has the middle-class Dennis kidnapped by... well, kidnappers before foiling their plans in a variety of ways that even Macaulay Culkin would be proud of.

After experimenting with a Double Dragon-style beat'em-up, Ocean's in-house programming team has reverted to the more familiar platform genre for this title, although we're assured that it won't be just another Mario clone. Although it's still very early in development, it's already showing a lot of promise - it's due to arrive on SNES, NES, Gameboy and Amiga this Summer, to coincide with the movie's release.

Oh, and before we forget, work has recently started up at Ocean's programming haven on Lobo, the video game adaptation of the ultra-violent comic from the creators of Judge Dredd. It's already being hyped as one of the most violent games ever, and is due for release on Nintendo and Amiga formats at the end of the year. Yum yum...



# YOU'RE TERMINATED — AGAIN!

It's been nine years since Terminator fever first swept the nation with the release of the original film, and it's still going strong. We've already been treated to versions of both movies on Sega formats, and now The Terminator is back (just like he promised) yet again, this time on Super Nintendo!

While SNES owners wait patiently for a version of T2 for their machine, they'll no doubt be more than happy to make do with this adaptation of the first movie, which comes courtesy of Mindscape. Similar in style to Virgin's Megadrive version, Terminator on the SNES is a multi-level arcade extravaganza set in Los Angeles. The game opens first in the war-torn city of 2029, then returns to 1984 with the player taking on the might of Arnie across a series of platform-based shoot 'em up stages. There are also two Out Run-style driving scenes to get to grips with, again with the unstoppable Arnie in hot pursuit all the way.

Due for release sometime in May, The Terminator has already been the source of much spare-time amusement for the CVG boys, and there's a full review next month in the new-look mag. As Shaw Taylor says, "Keep 'em peeled."



# 3D-OH!

Well, here it is! The video entertainment system that's going to change the way you play games forever and have an impact on every aspect of your life! Probably. Unveiled for the first time at the recent Consumer Electronics Show in Las Vegas, the spanking new 3D0 system is the long-awaited

fruit of the new company (also called 3D0) set up by Electronic Arts' visionary founder Trip Hawkins. We've all heard a lot of hot air and hype about how the 3D0 wondermachine is going to change life on Earth as we know it, but does the (almost) finished article live up to expectations? The truth is nobody knows because, although the wraps may have been taken off 3D0 officially, the system is still shrouded in James Bond-like secrecy. The facts as they stand are these: it's a CD-based 32-bit console (which means it's twice as hard as the Megadrive and has four times as many bits as the SNES) using a state-of-the-art RISC processor and with custom graphics and processing power that promises to knock the socks off any home system currently available. Reckon your top-of-the-range 486SX PC packs a punch? Pah! 3D0 takes a 486PC, chops it up with a big axe and flushes the bits down the toilet!

That's how hard it is.

New CD formats and games consoles have come and gone over the years regardless of their impressive specifications, but 3D0 seems to have a little more behind it than technical muscle to ensure its success. Some of the biggest companies in the world are backing the new machine, including communication giants AT&T and Panasonic, Warner Bros and MCA Universal, who are already planning an "interactive movie" version of Jurassic Park, which promises to be one of the first titles for the new system.

The system is still waiting to be released in the US, but is expected to appear this autumn with a price tag of around \$800 (£500). A British release date still has not been set, but don't hold your breath - it's not likely to appear until well into 1994. Of course, if you've got the cash you could buy an imported machine and maybe even some software by the end of the year. As usual, CVG will have the first proper look at the new machine and handing the details onto you.



# NEW BUNDLE OF JOY

Throw away your old joystick! It's just not good enough! That, at least, is the message being trumpeted loud and clear by Dragon about their splendid new family of game controllers. Known as the Dragon Turbo II Joypad, this latest addition to the ever-burgeoning world of console accessories reckons it's just that bit harder than the rest.

Like what exactly? Well, how about LED indicators that flash when you press one of the fire buttons (gasp!)? Or a super-fast, two-speed Turbo button that fires twice as rapidly as any other pad? A slow-motion button? Pshaw, that should be enough for you - and to cap it all, you've got hardly any chance of copping a duff'un, as Dragon assure us that their "high quality manufacturing" methods mean that the fault rate is less than 1%. Wowee!

Both the Sega Megadrive and Super Nintendo versions of the Turbo II should be available in the shops by the time you read this, at £14.99 and £16.99 respectively. And, just in case any old fogeys (like Garth) out there are wondering, no this isn't the same Dragon that produced those lovely, but long since extinct, 8-bit computers back in the early eighties, although the logo is the same. Funny old world, innit?

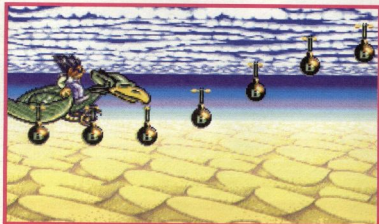
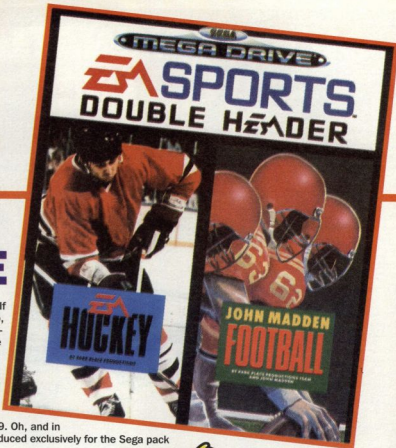


# NEWS

## TWO HEADS ARE BETTER THAN ONE

Are you one of the sad sacks who still hasn't got round to buying a Megadrive yet? If so, there's never been a better time to finally take the plunge and snap them up, thanks to a new deal arranged by Electronic Arts and Sega. The software and hardware giants have put their heads together to come up with a new Megadrive bundle featuring Double Header - a special "two-in-one" cartridge featuring John Madden Football and EA Hockey, two of EA's most successful Sega titles ever.

Although both of the games featured in the pack have since been sequelled (with NHLPA Hockey and John Madden 92 AND 93), Double Header is an opportunity to sample a pair of sporting classics in their original incarnations. Well, at least it makes a change from Sonic the Hedgehog. The EA Sports Double Header pack should be in the shops by the time you read this and is going for a song at £149.99. Oh, and in case you're thinking about buying Double Header separately, forget it. It's been produced exclusively for the Sega pack and won't be available for sale on its own. So there.

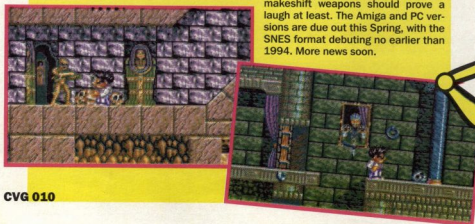


## NO ORDINARY JOE

Hudson Soft, previously best known for its sterling work on the PC Engine (including Gunhed, PC Kid and Bomberman), has an original title on the way for Amiga, PC and SNES. Having already converted both PC Kid and Bomberman to the 16-bit computers (they appeared as BC Kid and Dynablasters respectively), the company now has YoJoel, a platform-style romp in the traditional style on the way.

With an arcade pedigree to be proud of, Hudson is expected to come up with something a bit special with YoJoel, even if the platform genre is already standing room only at the moment - the ability to bash the baddies on the bonce with a variety of

makeshift weapons should prove a laugh at least. The Amiga and PC versions are due out this Spring, with the SNES format debuting no earlier than 1994. More news soon.



## BOB'S BIG NIGHT OUT

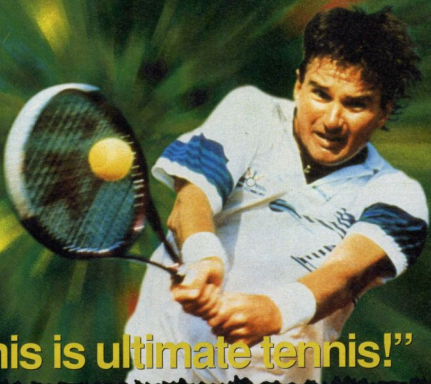
Electronic Arts is well known for some sterling original titles on Megadrive and computer formats but its first home-grown product is about to hit the SNES. Called The Adventures of the Bob, you take on the persona of a rocket-powered Romeo whose space ship has crashed on the way to a date with his Venus of the stars and he must fight his way past a multitude of puzzles and angry planet residents before he can get to see his beloved. With six types of weapons and another half a dozen various gadgets with which to overcome the perils of his off-world pit stop, spread over three worlds, Bob's going to have his work cut out. Bob will be available on SNES in May priced £44.99 and the Megadrive version should follow in July.





# Jimmy Connors

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# NEWS

## HOUSE OF GAMES

Bad Influence has finished its first series and Gamesmaster will be winding up and off our screens soon, so where will all you TV games show junkies be getting their fix after that? The answer is Games World, a new five-nights-a-week prog that Hewland International (the makers of Gamesmaster) has produced for Sky TV. The show should already be on air by the time you read this, going out each weeknight at 6:30 on Sky One and co-hosted by none other than ex-CVG editor Tim Boone! There's a different format for the programme each day, ranging from reviews and tips nights, to a features and interviews show and special challenges where viewers take on the might of the Videators, a bunch of absurdly-dressed jopyad bashers who claim to be the best games players in the galaxy. Or something.

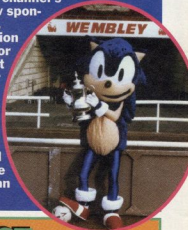
So, is the new show worth splashing out 200-odd quid on a Sky dish for?

The truth is we don't know, because no-one on CVG is sad enough to own one and so we haven't seen it yet. Oh well.



## SEGA WINS THE FA CUP (EXCEPT IT DOESN'T)

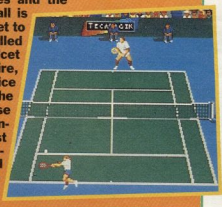
How sad. It's bad enough having to put up with the sight of Sonic the Hedgehog bouncing all over the place whenever ITV does any football coverage, but now Sky viewers will have to tolerate it as well throughout the sports channel's coverage of the FA Cup thanks to a new sponsorship deal between Sega and BSkyB. There's no danger of the competition changing its name to the Sega Cup or anything like that, but at least we get the opportunity to print this rather chronic picture of Sonic holding the FA Cup to commemorate the latest leg in Sega's campaign to plaster its monicker all over our national game. Come to think of it, maybe Sonic should have a crack at a place in the England squad - if the picture's anything to go by, he seems to have more ball control than even John Barnes!



## THAT'S THE BEST THING I'VE HAD SERVED TO ME ALL WEEK

Being an international tennis star is all about playing tennis, but when you're not volleying your way to victory around the globe, there are licensing opportunities to be taken care of. Last year's Wimbledon champion (and housewife's choice) Andre Agassi knows this only too well. Having "starred" in a sad advert for Nescafe, he's now lending his name to a new tennis game from Tecmagik.

Andre Agassi's Tennis is nearing completion on Master System and Megadrive formats, and features all the usual gubbins associated with the genre. There's even a novel 'Skins' feature where players compete for cash prizes and the stake doubles each time the ball is returned. Aspiring Andre's will get to take on eight computer-controlled opponents and listen to the dulcet tones of the umpire, whose sampled voice calls every shot. The game's due for release around May/June - conveniently enough, just when Wimbledon fortnight is due to roll around again. Strawberries, anyone?



## SHORTSTOPS

◆ Those of you anxiously awaiting **Ocean France's** much-vaunted Sonic-beater **Mr Nutz** will no doubt be interested to hear that the game has already scooped up a number of awards in its native country - which is fairly impressive considering that the game hasn't even been released yet. It won't be long now, we're assured...

◆ **Mirage** is releasing a data disk for its Lemmings-like title **The Humans**. **The Jurassic Levels** are a whole new set of worlds bought either as an add-on module or stand-alone game for £19.99 and £29.99 respectively...

◆ Amiga, PC and ST owners should also have cause for jumping for joy now that Ocean has signed up a sizable slice of **Electronic Arts'** back catalogue for its **Hit Squad** budget label. Titles like **Populous**, **Budakan**, **The Immortal** and **688 Attack Sub** should be on the streets soon for £7.99 apiece, with more to follow...

◆ Still with **EA**, further delays in the development of the Amiga version of **Desert Strike** mean that the game isn't likely to appear until early May...

◆ For football fans who own a Megadrive or SNES, there's a double treat coming your way this Spring. The console versions of both **Sensible Soccer** and **Striker**, two of the best football games on Amiga and ST, are being translated by original creators **Sensible Software** and **Rage** as we speak, and they're coming along very nicely indeed. More next month...

◆ Two more titles soon to be available on import for **Sega's** Mega CD system are **Chuck Rock** and **Hook**, the latter apparently featuring clips and dialogue taken directly from the film. Reviews of both soon...

## 'ZONE DROPS IN ON SNES

Already a hit on NES and GameBoy, Archer Maclean's classic Defender-type blast **Dropzone** is soon to arrive on Super NES, subject to the Japanese giant's final approval of the game.

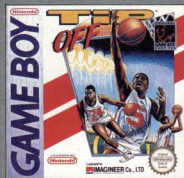
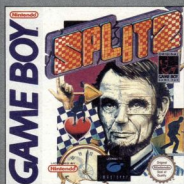
The project is being handled by a third-party developer while Archer himself wrestles with the thorny problem of getting fast-moving polygons working on Megadrive and SNES for his Snooker and Pool conversions. There's also a possibility of a Megadrive version of **Dropzone**, although nothing is in production as yet. **Super Dropzone** (working title) is still in the early stages of development, and there are still a lot of hurdles to clear before it can be released, but we'll be bringing you a detailed look-see at how the game is shaping up in next month's CVG. Stay tuned...



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## SNES

ARCADE

BY NINTENDO  
£64.99

**B**loody Venom Empire. The whole galaxy knows it's got the most destructive fleet of space cruisers in the cosmos, and nobody in their right mind is going to take it on. But Venom decides to make its way toward the lowly little planet of Corneria to kick seven kinds of faecal material out of it. However, Corneria has its own form of defence. The Arwing is THE most incredible craft ever, and the only four in existence are piloted by the four most competent flyers on Corneria. Led by Fox McCloud, the quartet haven't got time to waste; they've got to get out there and do some serious damage, before Venom does likewise.



Everything you may have heard about this game is true - Star Fox IS the most incredible piece of software you've ever seen on the Super Nintendo!

Yes, even better than Streetfighter II! The SFX chip gives the SNES the power to turn in a polygon-based epic that an arcade machine would have a hard time competing with. The game itself is a blast, full of all those features people have been gagging for in a game such as this for eons, such as interaction with other characters, battlecruiser strafing Star Wars-style and other such delights! Star Fox's soundtracks are perfectly suited to the game, being slow and moody when building up to the start of a level, and action-packed and racy once you're in the thick of it. It may cost sixty-five quid, but Star Fox is worth it; you couldn't want for anything more than what it offers.

PAUL RAND

## CHIPS WITH EVERYTHING

So how on earth does the Super Nintendo create such a stunning three-dimensional universe when it's widely known that the machine is simply not capable of running fast polygons? It's all down to the fabled, and much vaunted, SFX chip! Created by 3D specialist Jez San, whose company Argonaut Software produced the ground-breaking polygon blasters StarGLider I and II and the not-desperately good flight sim Birds Of Prey, the SFX allows for mega-speedy manipulation of those shapes we know and love. As you can imagine, neither Mr San nor Nintendo are giving the game away on how the chip works, or when the next cart to utilise SFX will be released. But as soon as we know, so will you!



## STARFOX



An unlikely team of heroes!

FROM A TO B AIN'T  
A CUP OF TEA

Getting to Venom isn't as easy as jumping onto a number 73 space shuttle and handing over enough credits to cover zones one to four. The player can choose from three different routes, each one more treacherous than the last. Fight your way through cityscapes, massive meteorite storms, the innards of hulking great spaceships and even the surface of a huge meteor, while at the same time tackling the untold amounts of enemy craft which won't let up until you've completed your mission!

This isn't the time to play Follow My Leader!



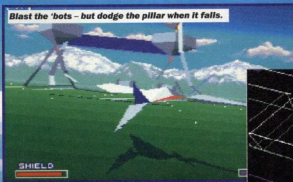
That's too close for comfort!



## FOX-FIGHTING

Obviously, the key to survival in Star Fox is the simple matter of 'kill them before they kill you'. Or is it? Not when you've got to blaze a trail through the many maze-like structures that have been positioned between yourself and victory! As well as enormous buildings which, without any thought for possible air-to-air dogfighting, have been constructed with barely the space of a single hair between them, there are also swarms of space rock to negotiate and, on the more difficult routes, gigantic yet unexplainable constructions, simply hovering in the vastness of the galaxy. There's also those annoying baddies to take on too, but luckily the majority of these can be taken out with a single blast of your high-powered photon cannons.

Blast the 'bots - but dodge the pillar when it falls.



Very swish!

The training mode has you flying through rings to perfect your skills.

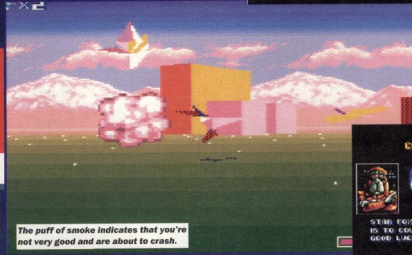


HIT START TO  
GO BACK TO THE  
GAME, RIBBIT!!

## THEY'RE BAD!

Venom's forces are many and varied, based on land, in the air and, of course, in space. From helicopter-like craft and futuristic battle-tanks to monolithic, Star Wars ST-AT Walker-like constructions, to highly manoeuvrable space fighters and heavily armed military satellites. Most of these enemies can be turned into atoms with one well-placed shot, but all the time they're blasting hell out of you and your buddies, so don't forget to keep a watchful eye on the screen for incoming blasts.

The puff of smoke indicates that you're not very good and are about to crash.



COME FLY - THE BASE



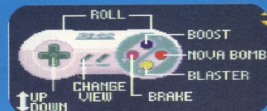
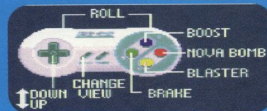
You'll need it!

Let's rock!



## CONTROL YOUR DESTINY

To assist those players new to 3D space battling, there are a number of control options to suit most gamers. And guess what? Here's the complete lowdown on just what those options are!



Not twenty seconds into the battle, and already both wings are busted!



Who he?



He big!



He quite hard, too!



This is the space shoot 'em up everyone's been dying to play! The super-fast polygons are absolutely stunning,

and the ship moves with such realism that you'll flinch in your seat whenever you collide with an object or scrape your wings on the side of an obstacle and watch bits fly off your ship! You're never alone in Star Fox, and your band of trusty star pilots will call out to you across space, appealing for help in blasting bogeys off their tails. You can see smaller craft just as well as the huge star cruisers thanks to the SFX chip and its wondrous graphic handling capabilities, and there's none of that 'blink and you'll miss it' rubbish that plagues most intricate first-person perspective blasters. Another triumph for Nintendo over its competitors Star Fox is a cart you can't do without!

STEVE KEEN

## HIGH ENERGY

Getting hit by enemy fire or, if you're like sad Paul Anglin, flying into Venom spaceships puts a strain on the hull of your craft, so much so that you'll lose energy each time you come into direct contact with a nasty. Get hit too many times and you'll crash and burn, losing one of your three lives in the process – and with only one continue to rely upon, you could be looking well sick if you're a bit of an unfortunate case when it comes to alien fleet destruction. Luckily though, there are, scattered throughout the cosmos, energy recharge points.

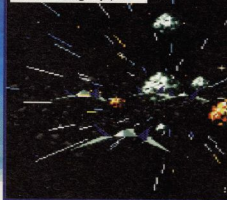


**SMALL ENERGY:** Shoot through the middle to add a little extra power to your shields.



**BIG ENERGY:** Fly through these babies and you'll receive up to half your maximum quota of shield power.

Travelling through hyperspace ain't like dusting crops, kid!



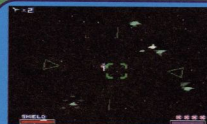
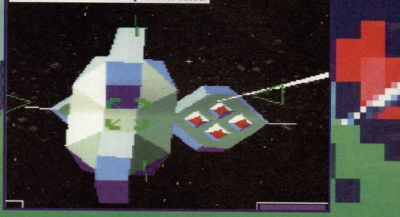
Okay, there's no need to show off.



## BIG BOSS MEN

Thought you'd seen it all when it comes to end-level guardians? Think again! The big bosses in Star Fox are some of the biggest, most graphically amazing and most deadly you'll ever come across in video game land! Armed to the teeth, the majority of them have a number of weakspots which you must blast at to strip away the layers of armour before you get a crack at the dangerous enemy inside – and if you've got him that angry, you can imagine the amount of firepower he's going to hurl your way before he finally gives in, allowing you to continue to the next, more dangerous stage.

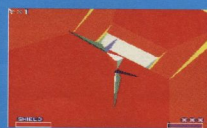
The rock crusher – not exactly built for battle.



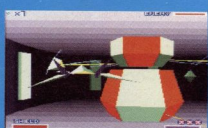
What's that in the distance?



Can't make it out for sure...



Mummy! Mummy! I feel at-risk!



Blimey! The main power generator! I've got to shoot those electrical shields first!



## HERE'S THE BOYS!

Fox McCloud isn't the only pilot out there fighting for truth, justice and the interplanetary way! Our hero has dragged a trio of top pilots along for the ride, each of whom has his own characteristics. Rest assured that, if you get into difficulty, the boys will do their damndest to save your skin, but they'll expect similar assistance from you! The pilots are:



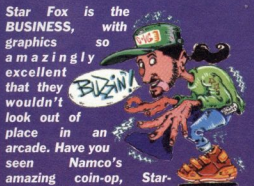
**Slippy:** Not only does he hate the one about the wide-mouthed frog (for obvious reasons) he also tends to get into the most bother out of the three. Mind you, he's also the one who'll give you most help.



**Peppy:** The wise old veteran of the group, Peppy looks down at the current crop of young flybys. He'll keep you out of the action as often as he can, which is probably why he's been around for so long.



**Falco:** When it comes to gung-ho dogfighting, only McCloud can match the dazzling skills of Falco, the pilot currently regarded as the finest in the galaxy. Don't bank on Falco constantly coming to your assistance, though—he has a worrying tendency to do his own thing.



Star Fox is the **BUSINESS**, with graphics, so amazingly excellent that they wouldn't look out of place in an arcade. Have you seen Namco's amazing coin-op, Star-Blade? This is almost as good, no kidding. An incredible amount of varied shoot'em up action has been packed into the cart, so much so that I'd say this is the best arcade game currently available on SNES – if not the best game full stop. And it's going to take some beating! It's not often that I enthuse this much over a game, but Star Fox really does deserve it. Did I mention the incredible atmosphere generated by the awesome pounding music and sound effects? No? Oh, I'd better do that as well then. What else can I say? Brilliant brilliant brilliant times infinity. If you don't have to buy a new pair of trousers after playing this game, I'll eat mine.

**GARTH SUMPTER**

## FLASH! AH-AHHH!

Along with your laser cannon (which can be powered up to twice its normal capacity), your Arwing fighter is armed with devastating Flash Bombs, which not only flash (although they perform that action very well), but also destroy most enemies within its radius. There isn't an unlimited supply of bombs, however; you begin the game with three and, if you're very lucky, you may be able to get your hands on one or two more throughout your travels.

Gleam at the pylons for big points!



It may look quiet now...



But things tend to get hairy atop the meteor!

## CONVERTER CONUNDRUM

Because the Star Fox cart is constructed differently to a normal SNES game, thanks to the all-new SFX chip, your bog-standard converter isn't going to let you play the game. Check with your local supplier for a converter which works. And if he doesn't know whether the ones he's got are the correct ones, or if he stands there, humming and haahing and generally trying to slaver his way into your wallet, don't even think about parting with your dosh.

## STAGE-1 CLEAR



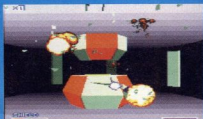
Don't gloat – there's far more to come!



What a stroke of luck! It's the command battle-cruiser! Let's go in!



This is strangely quiet.



That I've got to blast the core – bingo! Time to get out of here!



Phew! Just made it!

STRATEGY SKILL



ACTION REFLEXES

GRAPHICS	%	96
SOUND	%	95
GAMEPLAY	%	97
VALUE	%	95

CVG  
**96**  
HIT

# CHAKAN

## THE FOREVER MAN

### MEGADRIVE

PLATFORM

BY SEGA  
£39.99



In life, Chakan was a mighty warrior who roamed the Earth taking on all comers – a kind of slimmed-down version of Rab C Nesbitt on steroids! The sword-wielding hero got so good at killing he was approached by Death himself with an offer the scoundrel couldn't refuse; to take on the Prince Of Darkness in single combat for the prize of immortality! The two fought for hours before Chakan struck the finishing blow and defeated Satan. Although Chakan won his prize, there was a twist – and now he's doomed to wander the Earth forever, battling demons in a never-ending blood fest. Well, someone's got to do it!

It's hard to categorise Chakan. On the one hand it can be incredibly frustrating to play. On the other it's a delight as you get drawn deeper into the darkest realms of Chakan's world. Some of the graphical effects are brilliant, especially when our man disappears into a teleportation hole in a cloud of pixels. The biggest disappointment is the absence of any logical game progression. You can walk aimlessly around any number of locations without a clue where to go to next. A game that's a little different to the norm, but Chakan won't be to everyone's taste.

**STEVE KEEN**



MMM... NOT BAD!

GRAPHICS	%	87
SOUND	%	88
GAMEPLAY	%	79
VALUE	%	80

CVG 018

### GET TOOLED UP

Chakan is not short of the odd weapon or six. The emaciated assassin can carry all the armaments he collects; there's a double-handed battleaxe that can smash through walls – essential for getting onto other levels – and a scythe to rasp through spiders' webs and sever opponents' bones. Don't forget the dude's two swords either, which he flails round his body with the precision of an air traffic controller at Heathrow!

The beginning of your quest. The doors are worlds apart.



Under water or over ground? The choice is yours.



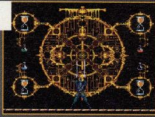
Meet the dreaded Octopi of Death!



### SOUL TO SOUL

The souls Chakan must collect come in all shapes and sizes, from the smallest wisps of shady ghosts to fully-fledged demons and lizard men. All disappear in a puff of smoke when killed, as their mortal forms are dragged back up to the heavens. Our hero can really find himself in the thick of it sometimes, but by pressing twice on the Jump button he turns into a whirling ball of dicing swords and destruction!

With Satan beaten, our man Chakan is ready to take on the world.

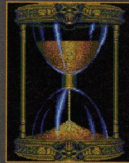


A SCORCHER GETS MOKED FIRST AND THEN GETS EVEN MORE MOKED. THIS COLOR MUSIC, AND THEN UNEXPECTEDLY POLAR.



A picture says a thousand words.

The first of many portals that take you to other planes.



Death stares you straight in the eyes once more, but this time he can hit back!



Sound the lizard warnings! Lizard man alert!



### ICI, EAT YOUR HEART OUT!

Not content with having more blades than a family Swiss army penknife, Chakan can extend his arsenal and improve their effects by collecting potions found at the brink of precipices and on ledges. There are four types, representing the elements Air, Fire, Water and Earth. These can be mixed using the ancient skills of alchemy to produce startling results. Flaming swords that shoot balls of fire, blue lightning bolts and other such spooky specials as Super Jump and Teleportation are all hidden within the villain's contents.

Just a sample of the many dastardly traps.



STRATEGY	SKILL
ACTION	REFLEXES





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## MEGA CD

ARCADE

BY SEGA  
£40-£50

Commissioner Stenchler, sitting all the way up there in Solar City, has assigned you to Sewer cleaning duties and paired you with the most obnoxious co-pilot ever - Ghost! All his previous pilots have a history of early retirement. Now it's your turn. The sewers are getting more and more overrun with every passing moment, and the people in Solar City are getting worried. There have been reports of strange things going in the sewers lately. Ghost's buddy, Falco is reported to have been last seen around the notorious sector 19. Luckily, your Sewer Shark is no ordinary machine, having been heavily customised by the manic Ghost, making it almost as deadly as your partner. Time to jump the tubes, boy - there's work to be done!

It's apparent that Sega has put so much effort into making the full-motion video in Sewer Shark look the biz, it's left no space for anything else. Sewer Shark resembles that other reasonably sad effort, Thunderstorm FX. All you do is move the cursor left and right to shoot the Ratigators that look more like brown blobs. That's another thing - the graphics are supposed to be incredible, but they just look so dodgy and fragmented that you can often get really annoyed with them. The live action scenes, as excellent as they may be, go no way to saving a game that is already a seriously long way down Skid Row. At the end of the day, Sewer Shark is not the miracle we were hoping for. In fact, it's not even the decent Mega CD game we were hoping for. This one's best left to the sewers until programmers realise just what this machine can do.

PAUL ANGLIN

Meet your co-pilot.

Listen up DogMeat.

One of the many Ratigators.



## TURN AND BURN

Although Catfish will give you directions, you will have to make the turns to get the Sewer Shark on the right track. Once you have been given your co-ordinates, the Shark will shoot down the myriad of tunnels at break-neck speed so it's important to remember the directions. The maze of tunnels also comes complete with huge doors that Catfish will open for you, but once you're off target you can't be sure that you won't crunch into one. If you do, at the speed that you're travelling the last thing that'll go through your mind is your ass. All these tubes will appear on your Tube Jump Indicator, but you should only take the ones that you have been instructed to follow. Before you can turn your Sewer Shark you have to engage the steering controls. This is achieved by pressing B and pushing the joystick in whichever direction you wish to turn.

You nailed the Ratigator but the Bat is still there.

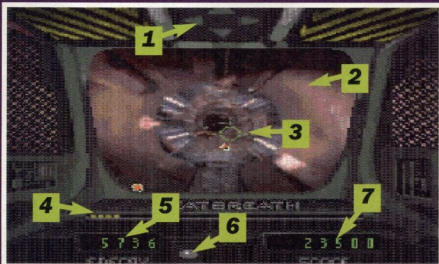


## WHAT'S THE CHARGE?

With the sewers so full of nasties of all shapes and descriptions, you can expect your Sewer Shark to take a bit of a battering. There are no energy pick-ups anywhere in the sewers. The only way to power up your Sewer Shark is by using the recharge stations that are scattered around the Labyrinth of tubes. When a recharge station is approaching, Ghost will tell you to look out for it. Just before you reach it, two Active Charge lights at the top of the tunnel will indicate which tube is active for recharge purposes (red signals mean inactive and green signals are active). If you go down the red tube you won't crash, it just means that the Sewer Shark won't recharge.



# HEADS UP



## 1 Tube Jump Indicator

As you approach any tube the arrows light up in relation to which direction the tube branches off in. DO NOT take a tube unless you have been told to do so in your jump data.

## 2 Display

This is where all the action takes place.

## 3 Targeting Crosshair

The Crosshair is the sight for your Gatling Gun.

## 4 Hydrogen Indicator

The deeper you go into the sewers the higher the Hydrogen level outside the Hawg will be. When the indicator reaches red, you have to find a flare to ignite the Hydrogen.

## 5 Energy Indicator

This displays your current energy level.

## 6 Com Line Signal

This will flash when you have a message. The screen will automatically switch to the Monitor.

## 7 Score Indicator

This is where you can see how many pounds worth of Sewer Rats you've wiped out.

# GONE FISHING

There are far too many intersecting tunnels and tubes down in the sewers for Ghost to be able to keep track of, so you have a second pair of eyes and ears, in the form of Catfish. The drone flies in front of you and gives you jump data which lets you know which tunnels to take. Your co-ordinates are given using clockface positions; twelve (up), three (right), six (down) and nine (left). And the poor thing gets no time for R n R - Catfish is also responsible for opening all the sewer gates to allow you through. If you go off course, Catfish will try to get you back on track - if he can!



The Sewer Shark means business.



I hope that's opening and not closing!



Commissioner Stechler tells you what he thinks.



Anything could be behind those doors.



Stencher and his lovely secretary.



Not much going on in this tube.



It's that fat get Stencher again.





1 Catfish will give you your co-ordinates via Ghost. The directions will appear on the directional indicator so if you don't hear them you can see them as they light in sequence...



2 Your indicator shows you when there is a turn coming up.



3 Once you see that a turn is coming up that'll keep you on course then you must turn by pressing the joystick in the requisite direction and then press the B button.



4 Turn successful. Hurrah!

## CUT! AND ACTION!

One of the major selling points of Sewer Shark is the inclusion of loads of cut scenes featuring full motion video sequences. These pop up very frequently in Sewer Shark to tell you the storyline and inform you of your progress (although the best of the lot is definitely the intro). The various characters all have different personalities and you'll have to learn who you can and can't trust before you make it to Solar City. Commissioner Stenchler shouldn't be trusted any further than he can be thrown (and he's a fat get so you can't throw him very far at all). But Catfish and Falco provide vital information that you'll need to make it to the scored place. Good luck and choose wisely.



He's in your sights, now blast him.

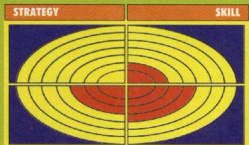


The perfect pair get out for a bit of sunshine in Solar City.

Falco's in trouble.

Don't pay too much attention to sad Anglin. He's just upset because he can't get past level two and make it all the way to Solar City like the rest of us! Sewer Shark's graphics will blow the nappies off all Mega CD virgins and the speech alone will keep you playing until the end. There really isn't much to the gameplay, but just what do you expect to be able to do with existing CD technology - control an entire film? Sewer Shark is hardly original, but stunning to look at and above all, pretty good fun to play. The acting from the characters is fairly plausible, which is perfect for this type of adventure; the constant goading and encouragement dished out by your co-pilot really adds to the excitement of it all. Is it worth the money? Well I doubt it, but it's one of the better games available at the moment on CD and I think you'll have to wait some time before a more in-depth CD blaster turns up. Remember, Operation Wolf was little more than a point and shoot game without the benefit of Full Motion Video and that was huge! A game that'll certainly impress your friends.

## PAUL RAND



ACTION	REFLEXES
<b>GRAPHICS</b>	% <b>95</b>
<b>SOUND</b>	% <b>94</b>
<b>GAMEPLAY</b>	% <b>48</b>
<b>VALUE</b>	% <b>32</b>

## GETTING RATTY



These sewers are absolutely crawling with mutations of all kinds. Bats are the most common and are very difficult to kill as they are fast and furious. Fortunately they cause you no harm if you miss them.

Ratigators are just what you would imagine - a mutation of a sewer rat and an Alligator. These are slightly easier to hit, and again they will cause you no harm if you miss them. The Scorpions are really nasty. They will attack the Hole Hawg on sight and if you don't kill them, they hang on to the side of the Sewer Shark draining your energy. Moles were originally used by the department to clean the sewers but now they've been reprogrammed by Stenchler to attack you. They attack all Sewer Sharks and, with their fearsome array of weapons, you'd better be on your toes. Zerks are the most dangerous of all sewer inhabitants. They feed on the hydrogen and power from the recharge stations. Contacts with Zerks usually result in a nice Cranial Lobotomy! Recently there have been reports of a "Crazy Looking Thing" deep in the sewers. There's been no contact with it yet, but all the signs are that it could be friendly. But until you know for sure, be careful!



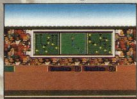
CVG  
46  
CVG



# WORLD CLASS RUGBY

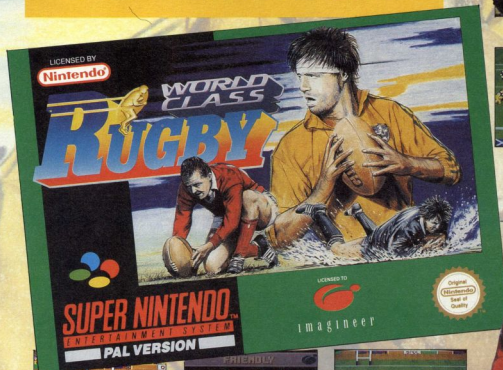


Join the pack as 16 nations to battle it out for the World Championship. Use your strength in the scrum or your speed on the wings to score a try. Feel the thrill of rising adrenalin when you tackle, drop kick, convert, drop out as 3D perspective brings the action



on the pitch to life. Full of options like change team names, player names, kit design etc. Instant ACTION REPLAY to savour the moments of glory or defeat.

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WORLD CLASS RUGBY

One Christmas Day many years ago, young PAUL ANGLIN found a PC Engine nestling in his Christmas stocking. Since then, the lad has been a devoted Engineer and, with loads of new machines on the horizon and CD drives here, there and everywhere, the CVG tyke takes a look at the one that got left behind and finds out just what it has to offer.

Way back in August '88, the PC Engine arrived on the home entertainment scene. Although only an eight-bit machine this five-inch white wonder took the console market by storm, making the already incredibly popular Megadrive look a little uneasy on its lofty perch. The little machine went on to sell bucketloads and was destined for stardom - in Japan anyway!

Shortly afterwards, the PC Engine was released in America and, although it had a large impact on the market, it didn't go on to anything like the success of its Far Eastern counterpart. This was mainly attributed to the fact that Nintendo's NES already had far too firm a foothold in the market to be even nudged out of place. By late 1990, the PC Engine had become quite a popular piece of kit in the UK. Although available only through importers (for a grand price of £175!) the machine made a regular appearance in CVG's console section, which was then entitled Mean Machines (ring any bells?)

The PC Engine was giving the Megadrive some serious stick for a number of reasons. Firstly, there was a stack more games out for the Engine with plenty of software houses developing games for the machine, and many others literally falling over themselves trying to get a developer's licence on both sides of the Pacific. By this time there was already a large amount of add-ons available for the Engine, including CD ROM. This was the first piece of CD games technology most of us Brits had seen, and it sent everyone absolutely completely gaga.

Then something terrible happened - the Megadrive was released officially in the UK and the Engine WASN'T! This was when things first started to go wrong for NEC's little wonder. The Megadrive was already in High Street shops and selling like hotcakes, despite its rather hefty price tag of £199.99! Then came the news that we had all been waiting for - the PC Engine WOULD be officially released. We all got very excited, everyone's palms got very sweaty and then suddenly, for no given reason NEC decided against the idea. What followed was countless release dates that always came to nothing, and ultimately all us Brits are still sitting here Engineless. Gumph!

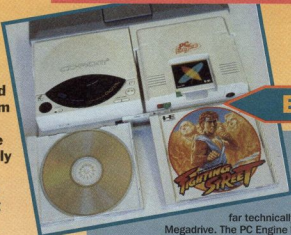
# PC EN

## THE ONE THAT

### HOUSE TRAINED



### BUNNY EYES



The original PC Engine was first released in Japan around August of '88. At the time it was one of the most widely supported machines around, even though it was far technically inferior to its biggest rival, the Megadrive. The PC Engine has come a long way since then, with a massive amount of software support - but unfortunately, only in Japan and the US. The PC Engine has often been referred to as THE machine for shoot 'em ups, and with flawless copies of such titles as R-Type, Side Arms, Nemesis, Salamander, Twin Cobra and loads of others, you can hardly argue.

#### TECH SPEC

**Graphics:** 16 colours on-screen from a palette of 512. The machine can handle up to 64 sprites simultaneously. **Sound:** The PC Engine has an excellent six-channel stereo sound chip from which the best results are achieved by hooking the machine up to an AV booster. **Processor:** At the heart of the machine is a custom 6502 LSI that runs at around 7.2 Mhz. **Peripherals:** Absolutely loads. Turbo joypads, AV Boosters, standard joysticks, five player multitaps, CD ROM, graphics pads, battery packed RAM (lets you save game positions) Karaoke - and there's more.

### BAD TO THE CORE

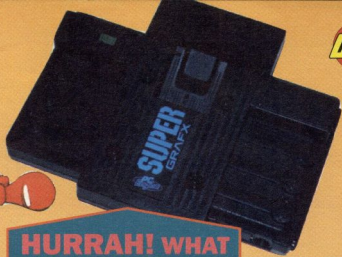
This is where things get a little complicated, so listen up. The PC Engine was developed by Hudson Soft but marketed by NEC. Then Hudson Soft decided to release their own version of the machine. The only difference is that theirs is black. Technically, they are exactly the same.





# GINE GOT AWAY!

CVG



## SHUTT IT!



Sega picked up on this idea with the Master System II – changing the look of the machine as a gimmick to sell more units! The PC Engine Shuttle is again from Hudson Soft, and is technically the same as the previous two.

## HURRAH! WHAT SUPER GRAFX

Hurrah! the first real advancement – well, sort of! The SG (Super Grafx) is a slightly upgraded version of the original machine, which originally appeared in Japan in late '89. The Super Grafx failed to take off due to it being far too similar to the original. True, there was a slightly upgraded processor in there and more fancy things were possible, but software support just didn't materialise in a big way and the machine only barely made it to the States. The most attractive feature of the SG was the Power Console – a huge joystick add-on, similar to the one on the Star Wars coin-op! Also attached to the Power Console was a yoke with top-mounted buttons, a gear stick/throttle, LCD clock timer, LED radar display and a numeric keyboard! Even with all these extra features, it unfortunately never saw the light of day.

### TECH SPEC

Processor: 6502 LSI +

Colours: 512

Resolution: 256x216

Sprites: 128 on-screen simultaneously.

Sound: Six channel stereo.

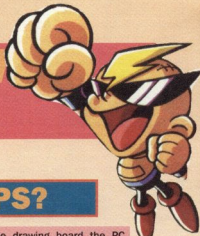
RAM: 128k with 32k video RAM.

Peripherals: The Power Console.

## COME AND SIT ON MY LAP



# ENGINES ON THE MOVE



This is probably the swankiest bit of kit yet! It's basically a PC Engine with a flip-top lid, and built into that lid is a little monitor five inches square, which provides perfect portable use – almost. The problem is that the machine only takes a power supply and not batteries, so unless you've got one helluva long lead you can only use it in the home. It's not cheap – the LT will set you back around £500! – and technically it's no different to the standard version.



## GT TIPS?



When it was on the drawing board the PC Engine GT was fighting it out with Sega's still under-construction hand-held, the MicroDrive (this was later to become the Game Gear). But when it finally emerged it blew the pants off everything available. The GT had the instant

advantage of being compatible with every available PC Engine cartridge. The machine measures 180mm x 100mm x 45mm and has a colour LCD screen three inches square. Technically, the GT IS a PC Engine squeezed into a smaller box. It has all the features you would expect from a hand-held, ComLink; a port for headphones and a TV tuner. Unfortunately, because the only versions of the machine are American and Japanese you'll only be able to use the latter in those countries! The battery life is a rather sad three hours, but the GT has a mains port. It's available from most importers costing anything from £175 to £220!



CVG 025

## COMPACT ENGINES



## CARD SOFTWARE

There are far too many games to list here, but here's five of the all-time greats.

## TWO BY TWO

The latest advancement in PC Engine-based CD technology is the Turbo Duo. Housed in a stylish charcoal case with black buttons and slick lines, lurking beneath the Duo's lid are a PC Engine and CD drive, but what makes the machine so special is its CD ROM2 disc management system (there's no external system card – that's been built into the machine), which allows some of the fastest disc access times yet seen. Unlike other machines which make you wait ages while the next segment of data loads, the Duo offers virtually instant play from any section of the disc, and of course in true Engine style all existing card and CD games are totally compatible with the machine. More CD titles are currently being developed using the machine's new advantages. The Duo is available from most mail order companies at the grand price of £350 – but think about it; for that you get a PC Engine, a CD ROM, a brand new system card AND £100 of software!

The most impressive feature of the PC Engine is its superb CD capabilities. Released about one year after the Engine, the CD ROM drive bolted onto the side of the machine via an interface unit. The drive was built with expansion in mind; insert a system card into the PC Engine and that drives the CD. This way, the machine is simple to upgrade – it's just a case of making a new system card for it. This advantage was exploited to its full numerous times by NEC, to bring the CD ROM kicking and screaming into the realms of current CD technology.

## THE TWO ROMS



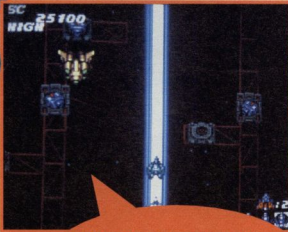
**Gunhed** - Quite possibly the finest blaster ever. Fly through horizontally-scrolling space levels, laying waste to everything. Unparalleled gameplay and some of the clearest speech you'll ever hear. **94%**



**PC Kid** - Every console has it's hero and PC Kid is the Engine's. Guide the slap head Kid around prehistoric landscapes, rutting dinosaurs to rescue your fair princess. One of the best and most original platformers to date. **93%**



**Dungeon Explorer** - Up to five players can take part in this Gauntlet-esque adventure. Dungeon Explorer mixes arcade adventure with some truly original puzzle ideas. Excellent! **92%**



**Soldier Blade** - Another superb Hudson Soft shooter. Gameplay is very much in the Gunhed mould with a few new touches and even harder gameplay. **94%**



**Devil Crash** - This is THE pinball sim. Devil Crash combines excellent graphics with superb sound and truly stunning gameplay, to deliver one of the most realistic pinball sims ever created. **94%**

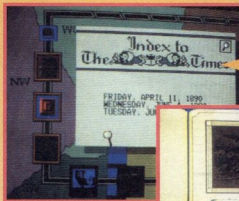
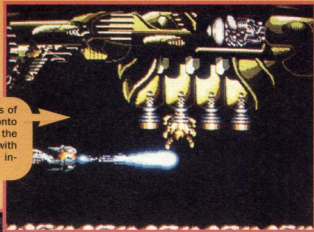




## CD SOFTWARE

The CD games library is huge and getting bigger. Here's five of the better titles.

**R-Type Complete CD** - All eight levels of Irem's classic blast recreated perfectly onto CD. The gameplay has been left alone, but the music has been dramatically improved with stunning cartoon intros and cut scenes in-between levels. **94%**



### Sherlock Holmes Consulting Detective

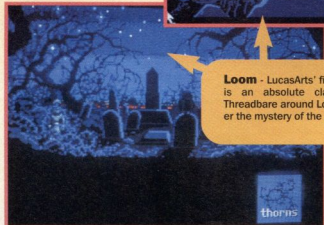
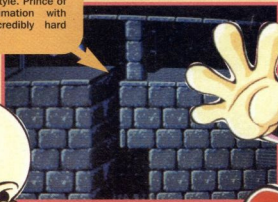
- Now this is what CD games are all about. The game features loads of digitised live action with sampled speech, and three tough cases to solve as the Baker Street-based detective. **93%**



### THANKS...

to Advanced Console Entertainment (071 439 1185) for the loan of the games used in this feature.

**Prince of Persia** - The classic platform game comes to the CD in true style. Prince of Persia boasts excellent animation with immensely addictive and incredibly hard gameplay. **93%**



**Loom** - LucasArts' first CD ROM adventure is an absolute classic. Guide Bobbin Threadbare around Loom Island and discover the mystery of the Elders. **95%**

thorns

### THANKS...

to Console Concepts (0782 712759) for the loan of the Turbo Due used in this feature.

## SUMMARY

Well there you have it, the complete PC Engine family tree. The machine has become a real living legend in Japan and the US, and with a vast sea of add-ons and tons of superb games, the Engine is definitely the gamer's choice. So it's a little annoying that we've been denied that choice by NEC's rather strange marketing strategies, but who are we to question - we're only the gamers! There's still stacks of stuff constantly appearing on the PC Engine (PC Kid 3 and Dungeon Explorer II spring instantly to mind) and with the Mega CD almost upon us NEC may be inspired to unleash the Turbo Duo on us Brits. We can only hope.

## THE FUTURE

As far as the standard PC Engine is concerned, I think NEC have missed the boat. But if they were to release the Turbo Duo and the GT on these shores I think we could see a real battle ensue between NEC, Sega and Nintendo. Especially when you consider that PC Engine games are generally a damn sight cheaper than those for the SNES or Megadrive.

There's been talk of one major advancement in the PC Engine world, but that one is enough to count for several. The next machine currently being developed by Hudson Soft is a staggering powerful 32-bit PC Engine! Very little is known about this machine at the moment; the only indication of its capabilities I can give you is this: have a look at the excellence of Star Fox on the SNES, achieved by a lot of very hard programming and the capabilities of the SNES' new SFX chip. Star Fox will sell for around £70 because of the added chip. The 32-bit PC Engine will be able to do all the fancy things that Starfox can - as standard! This not only means that the machine is more powerful and there's more room for similar upgrades, but it also means that games will be cheaper. Hudson Soft is rumoured to have said that, if all goes well, it should be able to sell games at £25 a shout! And that could spark off one hell of a battle between the big boys. There's no rumour of price or even a possible date for the machine yet, but the signs are that it'll be worth the wait. Make sure you're there - we will be!

**Riot City** - The first CD based beat 'em up is very much in the style of Capcom's classic Final Fight. Riot City features excellent graphics with the exact essence of gameplay that made Final Fight such a hit. Get it now! **94%**





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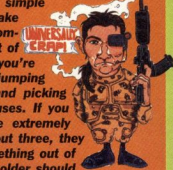
SNES

PLATFORM

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Chester Cheetah's the righteous kitty from the heart of the city, except this town's not too hip to the cat's ideas. Instead of living in a fully functioning penthouse pussy parlour, the poor feline's banged up in Four Corners Zoo. To make matters worse, the bogus zoo keeper Eugene has nabbed Chester's wheels, ripped his scooter-er to bits and hidden the parts around the enclosure. Mean Eugene's chosen the hiding places well, so you'll have to search high and low to rebuild the bike and make your escape. Chester's cool but the keeper's real mean, so he'll need just a little bit of help from his animal friends in order to make his great escape!

Chester Cheetah tries its hardest to fool you into thinking it's a really a top-notch platform adventure. The bright colours and big sprites look awesome in still shots but their true pedigree comes to light when they move. They're really nothing more than badly drawn and poorly animated failures. Most levels are just so simple they'll only take minutes to complete and most of the time you're reduced to jumping over objects and picking up a few bonuses. If you know someone extremely young, i.e. about three, they might get something out of it, but anyone older should keep away.



STEVE KEEN

GRAPHICS	%	79
SOUND	%	56
GAMEPLAY	%	68
VALUE	%	55



Come here and I'll box your ears.



Mean Eugene - the fun machine (not).



Spinning hedgehogs are the least worry.



We're half way home.

# CHESTER CHEETAH

## TOO COOL TO POOL

### CHESTER'S CHALLENGE

Yeah, you've gotta find the rad bike bits, but that's only half the problem! Every level takes place in a section of the zoo and is peppered with the kind of hazards that turn your hair white and your teeth black! Chester slinks off across the park and underground using the sewers in the first level and moves further afield to the monkey pits, hidden caves and through the 'gator valley. Huge, springing snakes get under your feet, but you can jump on their heads and be catapulted up to reach bonus tokens and extra lives. Tortoises on roller skates career into you and alligators snap at your heels. Pick off the paws and fruit to get you further through the park.



Your monkey pal and a hungry helper.



Don't flip out on me man!

### YOU NEED FRIENDS

Meet the gang of mates who'll help Chester escape heinous Four Corners Zoo. The Hip-o's a big-boned dude with a heart to match. He'll carry you across rivers in Gator Alley. Funky Monkey has to be found before he can help you out. There's no way out of his pit without the scamp, 'cos he can reach the higher parts Chester can't get to. Not everyone's hip to our cat and, apart from the cruel keeper Mean Eugene, there's his none-too-slick thick-as-a-brick sidekick, Grunt.



Hip-o's here to help, the croc's not!



Someone's got a score to settle.

### ENEMY JUNGLE

Apart from pesky pets to hamper your progress, there are collapsing bridges, disappearing logs, swinging vines and snapping crocks to deal with. Amongst the hoods are boxing kangaroos, smiling wallabies, flying vampire bats and huge mid-level contraptions controlled by your gaoler. You can't destroy these, even with your super fast Cheetah run, so you'll just have to avoid them as best you can until they disappear.

STRATEGY

SKILL



ACTION

REFLEXES

CVG

61

CVG

## MEGA-CD

CREATIVE

BY SONY  
IMAGESOFT  
£30-40

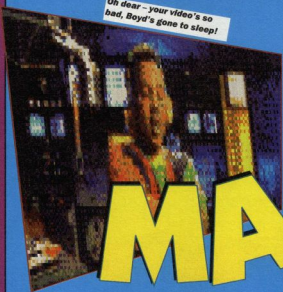
**YO!!!** Get fresh dude, 'cos we're totally krossed out! Or something like that, anyway. Having topped the music charts on both sides of the Atlantic and even jammed with Michael Jackson, those back-to-front prepubescent popsters Mac Daddy and Daddy Mac (collectively known as Kris Kross) have now set their sights on conquering the video game world. They've had themselves digitised and can now be seen starring in one of the first titles to be released for Sega's spanking new Mega CD system! You're cast as the VT editor of Make My Video, America's only live call-in video request show. Spin those tracks and create those vids - can you keep the viewers happy?

To its credit, *Make My Video* makes excellent use of the new CD technology, with bags of fun live-action video footage, some of which is hugely entertaining to watch (Boyd is almost too cool to be true when he's on form). Unfortunately, the actual editing is simply too restrictive and simplistic to have any lasting appeal, and it's difficult to create anything truly unique or different because you have so little control over the editing process - the main challenge is in creating something that the caller

will like, and that's not too hard to do. Fun for about a day, the novelty soon wears thin and, after that, there's little incentive to return to it, especially since the three Kris Kross tracks become incredibly irritating once you've heard them a hundred times. An impressive demonstration of Mega CD's capabilities to be sure, but not much fun, I'm afraid.

GARTH SUMPTER

Oh dear - your video's so bad, Boyd's gone to sleep!



## HANG THE VJ!

Meet the totally awesome Boyd Packer, the superfly Video Jockey and host of *Make My Video*, the rap request show with a difference! Boyd is the real star of the proceedings, chatting to the toonies who phone in with their wacky requests and generally chilling out in his supercool studio - all live on air. Boyd is as crazy as they come, with a strong line in rapid-fire banter and a knack for putting down any callers who don't reach his high standards of coolness. What a guy!

## MAKE MY VIDEO

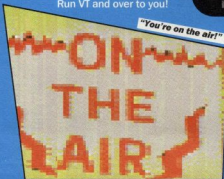
## YOU'RE ON THE AIR!

*Make My Video's* switchboard is always jammed with callers, desperate to get their fave track played on air. There are eight in all (they're always the same characters, so don't get carried away), with their own personalities and musical tastes. After a brief pre-request chit-chat with Boyd, the caller picks the Kris Kross track of his choice (selected from their three hits to date - Jump, Warm It Up and I Missed The Bus), and then tells Boyd what kind of images and effects they want to see (and not see) in the accompanying promo film. Then it's Run UT and over to you!

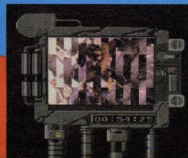


"You're on the air!"

You have to live by your wits if your video's going to make it to the top of the charts.



As Boyd Packer says: "The payback's in the pay-back!" Crank those SFX to the max.





## THE SPLICE OF LIFE

So how do you go about making your vid? Fortunately, it's not quite as tricky as learning the real craft of film editing. Here, in your super high-tech mixing studio, you're presented with three TV monitors, each showing a selection of Kris Kross clips (mixed in with plenty of cool images culled from elsewhere), and you splice the final video together by simply switching between the three screens, using the A, B and C buttons, to feed the desired pins onto the master monitor. You have to work fast though, because you're editing live as the record is being played. The tracks range from around three to four minutes in length, so you'll have to keep coming up with new ideas if you want your vid to stay fresh.



More editing frolics in the Mega CD on-line suite. Splice that tape, bro!

## BITCHIN'!

As well as splicing the raw clips together, as editor you can jazz them up with a variety of Top of the Pops-style special effects, including flips, strobes, colour washes, freeze frame, pixellation and other eye-blistering FX. Again, these are added as the record is played, and when the track is complete, Boyd plays back your finished masterpiece for the avid audience. Once that's over with, the original caller tells Boyd just what he thought of the video – if it's a hit, you might just storm to the top of the charts. If he didn't like it (which is what happens if you forget to include the images and features the caller asked for), Boyd slaps you down and it's back to the drawing board.



The man himself – Boyd Packer in the Make My Video studio.

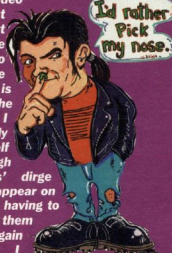
## DO THE RIGHT THING

If you don't like the idea of making videos to suit the whims of Boyd's dimwitted callers, you can always settle down in the editing suite and splice one together to suit yourself. The editing process and the clips available for each of the three tracks remain the same (although you are allowed to rewind and make changes to sections of the vid if you're not happy), but at least you don't have to listen to some half-brain dude slag off your creation at the end!

Yo! It's Mac Daddy in da house! (Or is it Daddy Mac?)



Make My Video is a brilliant concept, but the choice of group to exploit the medium is dire to the extreme. I can barely bring myself to sit through Kris Kross' dirge when they appear on TV, without having to listen to them again and again whenever I



want to play this game. There is some fun to be had as you create your crazy vid. The numerous special effects allow you to achieve results that wouldn't look out of place on MTV; whether they would further the artist's career is doubtful, but hey! The music industry's more about commercialism than talent anyway! There are more disks on the way, but if there's anything like this, only those with more money than sense need apply!

## STEVE KEEN

STRATEGY	SKILL	
		
ACTION	REFLEXES	
<b>GRAPHICS</b>	%	<b>88</b>
<b>SOUND</b>	%	<b>94</b>
<b>GAMEPLAY</b>	%	<b>38</b>
<b>VALUE</b>	%	<b>20</b>

CVG  
**52**  
CVG



## SPANGLES

Dear YOB,  
 Although your magazine is brilliant we'd like to complain about the coverage of eight bit Amstrad computers. OK, so the Super NES and the Megadrive are pretty good machines but their games cannot be compared to Amstrad's 128 games. Now could you imagine comparing Mario 4 or Sonic to the likes of Chuckie Egg 2 and Manic Miner? I have to agree that Streetfighter II is quite a good game but surely the Amstrad 128k could beat it graphic wise? Here are some questions we would like answered:  
 1) Will Sonic 2 come out on the Amstrad 128k?  
 2) Do Amiga games fit inside the Amstrad 128k disk drive?  
 3) When will Amstrad bring out a 16 bit hand held machine?  
 Long live Amstrad and CVG.

Ben, Steve and Vikas, Queensland, Australia.

YOB: You sad, sad men. You two have to be chin spinning. Surely there's no one that cretinously thick on this planet - or is there? Let's just hope that neither of you evolve past amoeba stage or ever develop reproductive organs - the world has enough problems without increasing the number of convicts populating it.

## JUBBLIES

Dear YOB,  
 CVG always raves on about how they get the first reviews of every game and how they put it in their mag first. But by the time we get it in Australia the games have been out a couple of weeks. Is there any way in solving that problem? I have a few questions: 1) What's your favourite console Megadrive or SNES?  
 2) Which has the better graphics?  
 3) What's the best action game on the Amiga?  
 4) Are Capcom bringing out a joystick for Streetfighter II on the Amiga?  
 Andrew Smith, Australia.

YOB: Just because you get the mag nine million years behind everyone else doesn't mean that we don't get the games first. You could try moving to somewhere less crap! Anyway, here're the answers to your particularly dull questions...  
 1) I've got both matey.  
 2) The SNES looks better but the Megadrive is faster.  
 3) Assassin.  
 4) I doubt it, seeing as Capcom had nothing to do with the Amiga version!

## DOUBLE AGENTS

Dear YOB,  
 After careful analysis of several of your more recent mailbags I (as a more than qualified psychologist) have come to the conclusion that you are in dire need of immediate Psychological aid. Due to some rather serious delusions you are becoming a dangerous threat to yourself and others' safety. Some of you activities (eg: assuming the identity of your older brother SNOB) point to the fact that you aim to hide a serious inability to perform vital interpersonal problems - both physical and social. Events from early in your life have obviously been major contributions to your problems, so, to help release these anxieties, tell me about your parents. Are they large hairy baboons or were you just mishapen at birth? As a child were you denied your fundamental needs, such as a slow death by drowning. Or upon failure of this, a water and sawdust diet? Your feeble attempts at abuse will serve only to highlight an unhealthy denial of your own condition and/or showcase your severe inferiority complex. You need to learn methods other than written abuse to let go of your inner tensions. As part of your therapy you should practice smashing your face onto active orbital grinders. Glad to be of some help in your quest for sanity.

Brian Langley, NT, Australia.

YOB: What is it with you bloody Aussies this month? Will you all just get out of here and get on with cracking the tops off a few tinnies or throw a few shrimps on the Barbi this arbo (that's this afternoon for all us English). As for you being a qualified Psychologist, I doubt you're competent to even question the sanity of mad Jack McMad the outright winner of last year's Mr Mad competition!

## PACERS

Dear YOB,  
 I am writing to ask for some advice. You see ever since I started reading your cool mag, I have wanted to be a YOB too. I have spiked my hair and got myself an earring. I walk everywhere wearing shades. Last week I walked into a shop to buy a really expensive pair of trainers (who do you think you are Argin? - YOB). The man in there thought he would try and insult me by calling me a YOB. I took this as quite a compliment. I need to know how I could be more like you so I can walk into more shops and be complimented. I hope you can help me!

PS. The plaster on your forehead looks really cool and I'm going to buy some armlets.  
 Matt Wilkinson, Camberley, Surrey.

YOB: I think this is quite disgraceful behaviour for one of your age. Good lord when I was your age I never walked around the streets terrorising people. Oh no: when I was a lad I used to enjoy such pastimes as Bird Watching and stamp collecting. Bird Watching involved selotaping bread crumbs to the window and watching our feathered friends nosediving into the window. I won't even go into the stamp collecting!



## TEXAN BAR

Dear YOB,

I own a Super Nintendo and am proud of it. There is one thing I dislike, the Scart Super Nintendo on a Scart TV runs at 60hz which gives no border for arcade look and it's faster. The Pal Super Nintendo runs at 50hz which gives you heavy borders and makes it 17% slower. What Nintendo didn't know is some new pal TVs can take 60hz. So they should have put Nintendo's 60hz switch on it but they didn't. I would like to know if Pal Super Nintendo can get a 60hz boost up.

YOB: Hmm. There's a few good points here but you're obviously not exactly Mr Electronics. If Nintendo had put a 50hz/60hz on the SNES it would have been considerably more expensive and would not be particularly reliable. However if you want to give your SNES a boost or do anything silly involving borders and 60hz then phone ACE Consoles (081 4391185). They'll be able to tell you everything you need to know about it.

## SPACE DUST

Dear YOB,

I'm writing in because I think your mag CVG is the best multi format mag out grovel, grovel, grovel. Also I hope you take the p's's out of my letter as I have a great sense of humour. What's green and spongy? A green sponge! Please, please help me in the game Lemmings for the PC. I am stuck on level 20 - taxing. Please help me with this problem but if you don't know 'cos you are so thick that you wouldn't think a green sponge isn't green and spongy then don't bother. Bye.

Chris Barbour, Worcestershire.

YOB: You certainly have a most pronounced sense of humour if you can get up every morning and carry on with your sad pathetic excuse for a life. I mean, level 20 of Lemmings! Is there any hope for you sad no life gets?

## RANCHEROS

Dear YOB,

Mr. Stoolhead here! Ear lobes are bigger than the month of June because Chicken Licking thought his chicken was being rode by a man with a matchstick. My arm seems longer on Tuesdays. Libba Libbal! from the dreaded foot muncher.

YOB: Are you completely mad? The month of June is enormous!

## WHAM BAR

Dear YOB,

I have a few questions to tax your tiny (even minuscule) brain. Answer them or you will be sharmanted.

- 1) Will there be a CD Rom for the Mega CD?
- 2) If so will it be better than the Mega CD?
- 3) Are the SNES game good value as they cost around £45 - £50?
- 4) How much will the colour Game Boy cost?
- 5) Is Prince of Persia on the SNES better than the Mega CD?
- 6) Did you know that the Dictionary description of the word YOB means an idle youth and a slob. A fitting description methinks.

Steven "the Sharmanter" Snarwan, Suffolk.

YOB: Well Steven, after consulting my book of name insults, I find that Steven actually stands for, 'Brainless git with no prospects, acne and . . .

- 1) Eventually you sad man.
- 2) We don't know until we see if you monkey's ass.
- 3) Depends how good it is you fop.
- 4) It's not available yet you sweat from a Baboon's armpit.
- 5) Yes you Take That CD buying soddie.
- 6) You just listed all my best features sad Suffolk farm boy.

## LUCKY BAGS

Dear YOB,

As you are thick and stupid you may not be able to answer these questions but try your best.

- 1) Has the Game Boy got better games than the Game Gear?
- 2) Is the SNES better than the Neo Geo?
- 3) Why do Game Boy carts cost so much?
- 4) Is your mum proud of you?

Robert Powell, Queensbridge, London.

YOB:

- 1) Dunno mate.
- 2) Dunno mate.
- 3) Dunno mate.
- 4) Dunno mate - I'm thick me.

## GOLDEN NUGGETS

Dear YOB,

I'm writing to complain about the review you did of Lemmings on the NES in issue 133. The floater was called a climber, the exploder was called a floater, the blocker was called an exploder and the builder was called a blocker. In your review of Road Runner it was a SNES review and there was a diagram of a Megadrive. I hope you get your reviews sorted out in the future. Now for a few quick questions:

- 1) Is there going to be a Streetfighter II joystick for the Megadrive?
  - 2) Is the SNES better than the Megadrive?
  - 3) Please could you settle an argument between my friend and me. Is the Amiga 500 better than than the Mega CD?
  - 4) What computer do you have?
- PS. Give me £100 or die, sad case.

Ian Woodcock, Leighton, Buzzard.

YOB: So I write the reviews now do I? If you knew anything about CVG, you'd know that these types of mistakes can be due to a multitude of reasons - but the single biggest reason is to give no-hopers like you something to talk about. Oh yes, and as you're such a despond, I'm not going to answer any of your questions.







# COMPUTER COMPETITION

Win 1 of 10  
of each of  
these amazing  
computer games



## WIN A SEGA MEGA DRIVE

**MEGA DRIVE** - The Sega Mega Drive is the ultimate computer game console, fully utilizing for the first time the awesome power of the latest 16 bit technology. **MEGA GRAPHICS** - The Sega Mega Drive reproduces the graphic quality of specially designed arcade machines costing many times as much. **MEGA SOUND** - The Sega Mega Drive even has real stereo sound, making the greatest games even greater.

**Question:** Finish this name - Sonic the .....

- Answer:**  
A) Hamster  
B) Horse  
C) Hedgehog

Phone **0338 422002**



## WIN A SUPER NINTENDO STREET FIGHTER II

Super Nintendo is the most advanced entertainment system with dazzling 3D graphics, spectacular colour and digital stereo sound; and includes the new game Street Fighter II, the world's greatest arcade hit.

**Question:** Where do Sumo Wrestlers come from?

**Answer:** A) America B) Japan C) Australia

Phone **0338 422000**

Children under 18 must seek parents' or guardians' permission before telephoning

No correspondence. No alternative prizes. The judges' decision is final. Winners will be notified by post.



## WIN A SEGA GAME GEAR

The portable, hand held Game Gear is in full colour, with an amazing 3.2" back lit LCD screen, which brings arcade style graphics to life in 32 brilliant colours. The Game Gear includes 4 awesome games.

**Question:** How many games come in this Sega Game Gear?

**Answer:** A) 40 B) 4 C) 15

Phone **0338 422022**

No responsibility can be accepted for entries not properly recorded. Calls are charged 36p a minute at cheap rate and 48p a minute at all other times.

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Name \_\_\_\_\_

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Signature of Guardian  
(If under 18) \_\_\_\_\_

My first choice of game is \_\_\_\_\_

My second choice of game is \_\_\_\_\_

My third choice of game is \_\_\_\_\_

I enclose cheque  Postal Order  made payable to Q&Q Ltd for £5 and one of my existing games for my computer system. Sega Mega Drive  Game Gear  Master System  Super Nintendo  Nintendo Gameboy

If you are not completely satisfied, we will send the game you exchanged back to you.

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Nintendo, Gameboy, Super Nintendo, Sega, Sega Mega Drive are all registered trademarks of their respective companies. Q&Q Ltd are not endorsed by or related to them.

**PC** (386SX OR HIGHER)

**CREATIVE**

BY INFOGRADES  
**£49.99**



Ever watched those American stuntman programmes which the telly people shove on when the normal show breaks down? Some of the things those fellers get up to are wild, to say the least! But what if you were sat in the cockpit of a stunt plane, gearing yourself up to perform a feat of unrivalled stupidity? And what's more, what if you then had to turn that stunt into a piece of cinematic action that'd leave the critics lost for words? Thanks to Infogrames and Disney, you can now do both on your PC with Stunt Island!

"Not another PC flight simulator" is probably what's going through your mind right now, but wipe that thought away immediately - the flying in Stunt Island is a tiny part of the overall package! In fact, ever since it made its way into the CVG games room, I've been hooked. Stunt Island isn't a game as such - it does have a basic flight sim element but it's really a creative package allowing the player to design, fly and film his own stunt movies from absolute scratch. What impresses me most, apart from the great presentation and fast, Gourad-shaded graphics, is Stunt Island's ease of use. Although there's a useful 178-page manual included in the box 1, being an impatient so-and-so, simply leapt

right in - and came up with a minute-long movie after half an hour! Okay, so my creation was crap, but the point is that you can be up and away within a very short space of time. If all you're interested in is blast, blast, blast, you may tire of Stunt Island, but if, like me, you've got a creative streak running through your veins, this is something that'll permanently take up room on your hard disk!

**PAUL RAND**

# Stunt Island

## COME FLY WITH ME

Before you can turn your masterpiece into a stunning movie spectacular, you've first got to create the stunt. And who's the man fool enough to fart in the face of danger? Yourself, of course! Decide on the particular stunt you want to have a pop at, then jump into your plane and perform it! Should you muck it up, you can always have another try - but if you're taking part in the competition, each 'take' costs cash, and every time you fail at a stunt it'll cost money.



Post-product for the boys!



D.K. Ace, congratulations, you made it to the show.

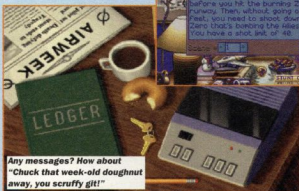
The stunt coordinator. He's the lad who gives you your assignments.

Piece of cake.



Look at the lovely Gourad shading on that 747! There are another forty or so craft to choose from.

POSTER PLUMP WEL!



Any messages? How about "Chuck that week-old doughnut away, you scruffy git!"



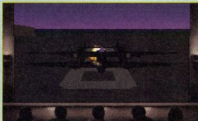
## PLANES, TRAINS AND AUTOMOBILES

There's a massive variety of different craft to fly - around fifty, in fact - and they don't all have engines, or even wings for that matter! Take on the Jerries in the legendary Spitfire, or leap into an F-15 and cause all manner of havoc! Alternatively, you could turn your hand to big, Die Hard 2-type stunts in a massive Boeing 747, and even pilot a mega-expensive space shuttle! My current favourite though, has to be the mock motor, which I used to create the visually incredible action adventure, Meteor 2 - The Return, which basically sees said lump of space rock crashing into a hotel!





The cinema-goers watch *Intently* as the hero makes his way down the runway, while bombs explode all around.



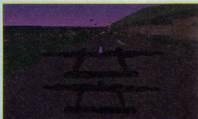
The enemy has chosen his timing well - it's much harder to dogfight in the dark.



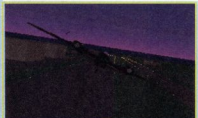
That's the enemy, flying over the wreckage of one of his downed compatriots.



Pull up! Before you hit the trashed enemy plane!



Hurrah!



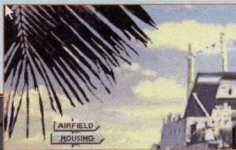
Pity you couldn't stop the baddy blowing up your base!



## OBJECTING STRONGLY

If you don't want to attempt any of the pre-programmed stunts included in the package, or if you've completed them all (which should take a considerable length of time), why not build your own complete sets using all sorts of objects, from fences and pubs to Big Ben and Alcatraz Island! It's possible to build the smallest set in ever or the largest, most sprawling mock-up you can think of - whatever you do, it's a simple case of picking a free spot, working out which of the eight hundred-plus objects you wish to use, and letting your imagination run wild! And to allow you to film your newly-formed stunt, there are eight cameras available which you can position anywhere you wish; on the ground, on top of vehicles, behind your aircraft, all there to capture the action so that, when it comes to editing your movie, you've got everything you need to come up with a flick that Arnie would beg to star in!

Build your set! Select your plane!



Create your masterpiece in the editing room!

'Scuse me mate, do you cross the Mersey? Do you do dough, don't dey? Ey, calm down!

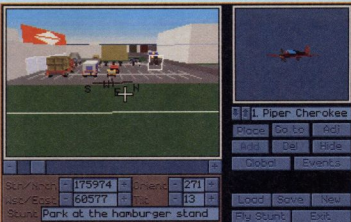
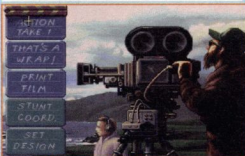
## MOVIES! MOVIES! MOVIES!

Right, the film's been edited so well that you can't see the joins. It's packed with perils, sound effects are spot on and the tunes are terrific! The audience is waiting to see the latest from Stunt Island, so get yourself into the theatre and show it to 'em! As in the editing room, you can view any part of your movie by using the VCR controls at the bottom of the screen; which if right to the beginning, watch the film and see the crowd go wild at the end!

## COMPETITION TIME!

It's all very well being a seat-of-the-pants flyboy, but there's other aspects of stunt-making to get involved in. The movie now revolves around cash, and you can become a figure-juggler in Stunt Island! Play in competition mode and you'll have to balance the budget as well as perform all the other functions that go into making an all-action visual spectacular! Each take costs money, and if you foul up you'll lose a large amount of your wedge! Turn in a completed movie on time and the men in suits will give you more cash with which to create a brand new cinematic stunner!

Why do directors always wear stupid baseball caps?



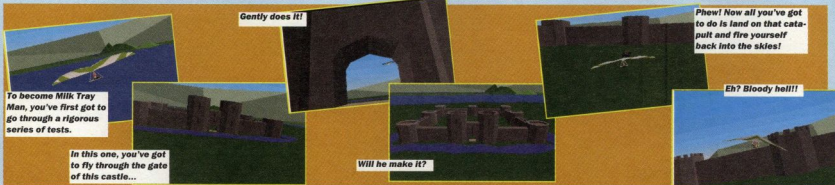
Take a closer look at the set using the oh-so easy zoom controls.

It'd be a good idea to avoid that large structure just up ahead!



Oops! Too late.





## CLOSE TO THE EDIT

Where Stunt Island really comes into its own is its editing facility. After you've flown your stunt, the film from the cameras you had set up (there can be up to eight!) is taken to the editing room, ready and waiting for you to splice and dice to your heart's content. A very simple yet incredibly effective feature, editing is controlled by a bank of video recorder-like controls which allow you to fast forward and rewind, advance or backtrack frame by frame, pause the film or play. The screen is split in two; one half for the unedited footage spool and the other for the completed movie spool. When you've chosen a piece of footage to include in your film, hit the Start Marker to indicate the beginning of the piece and the End marker where you wish to stop. Then just record your snippet onto the second spool; it will be pasted into whichever position you have chosen it to be added. Continue the process, using all your reels of film, to build up a complete film packed with clever camera angles, not to mention sound effects and music (there's a library of both to delve into), credits, swanky fades and the like, et voila! Your movie is ready for viewing!

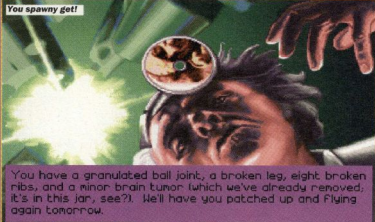
This one's quite smart.

See the large barn there?

And those rapidly-approaching combine harvesters?

The trick is to fly through...

Without hitting anything. Just like that!



You spawny get!

You have a granulated ball joint, a broken leg, eight broken ribs, and a minor brain tumor (which we've already removed, it's in this jar, see?). We'll have you patched up and Flying again tomorrow.

## MAKE SOME NOISE

There's nothing like a stirring soundtrack and in-movie ditties to add to a film's atmosphere, but think what it would be like were it totally silent – dull, probably. So why not add a tune and effects? Shove in a sound card and you're given over two dozen tracks to choose from, ranging from car chase tunes to country ditties. If it's sound effects you're after though, you're going to need a Soundblaster or Thunderboard card. With either of these plugged in, you have access to a wide array of noises and speech which can add greatly to the overall atmosphere of your production.

There are some noises included which play through the bog-standard PC speaker but, as you can guess, they're not the highest quality ever.



Da-daah! It's Parachute Man!

## ISLAND HOPPING

Stunt Island is located on, strangely enough, a large island! Owned by a movie production conglomerate, it's a fairly desolate place, but that's no bad thing because, by using the vast assortment of different props at your disposal, you can create an array of sets! Build the City of London, complete with Big Ben and Tower Bridge, or construct an entire WWII setting, full of Nazi planes and trucks to blow up – the only limit is your imagination!

Because of the unusual nature of this software package, we felt it inappropriate to give Stunt Island the normal Graphics, Sound, Gameplay and Value ratings. What you get out of Stunt Island is what you put into it, which is why we've given an Overall rating only.









## MEGADRIVE

PLATFORM



BY SEGA  
£39.99



The townsfolk are calling on you.

# BATMAN

## REVENGE OF THE JOKER

All is not well in Gotham City. Precious metals are mysteriously disappearing from mines around the city. One of these metals has a highly toxic content used to build missile warheads. The Police are baffled and the City's resources are getting lower by the day. There's only one thing for it, call in a professional - Batman. The Caped Crusader instantly recognises this as the work of the evil Joker (he's clever like that you see). Somewhat peeved at getting his monkey ass kicked by the Caped one some time ago, the Joker has returned for some serious revenge. But it's up to you to get out there and stop him, or the whole of Gotham City will suffer.

What a pile of old cack! *Batman: Revenge Of The Joker* looks cheesy from start to finish. The main character sprite is acceptable but all the rest of the graphics (especially the backdrops) look as though they've been lifted straight from a Master System game! The game itself is just so frustrating. The

levels have been so badly designed and put together, that it's a real effort to get through any of them. Things like. Not being able to hit a baddie when you get too close to him, and having moving platforms the same colour as the backdrops. All of these problems make the game too irritating to bother to play even with some good in-between level stills!

### PAUL ANGLIN

GRAPHICS	%	72
SOUND	%	68
GAMEPLAY	%	60
VALUE	%	58



Your bullets cannot harm me...

## WHO'S THE BOSS

Batman is dead famous for, having a considerable amount of foes, and there's a fair few super-villains in this cart. In the first level you'll come face to face with Ace Ranger. Although he's kitted out with a pretty large gun, he's no problem to beat, provided you've got your Batarangs. The Minedroid is blocking your way to the fourth level, and it doesn't stop there - you've still got the Master CPU, the Joker himself, and the surprise end-of-game bad guy to beat. I'm not going to tell you about him, but he's dead hard!

What exactly is that behind you?



The evil Joker plans his mischief.



Not much going on here is there?

## THE BAT'S BACK

Batman has been a little quiet as of late. With only one appearance on a sad Saturday morning cartoon, and one NES game to his name, things aren't looking good for the Caped Crusader. *Batman Returns* on the NES is due out in a couple of months, but the biggie is *Batman Returns* on the Mega CD! This is due out any day now on import. This game-of-the-cloaked one looks as though it could be the first decent Mega CD game. We shall see.



Oh I'm a little teapot

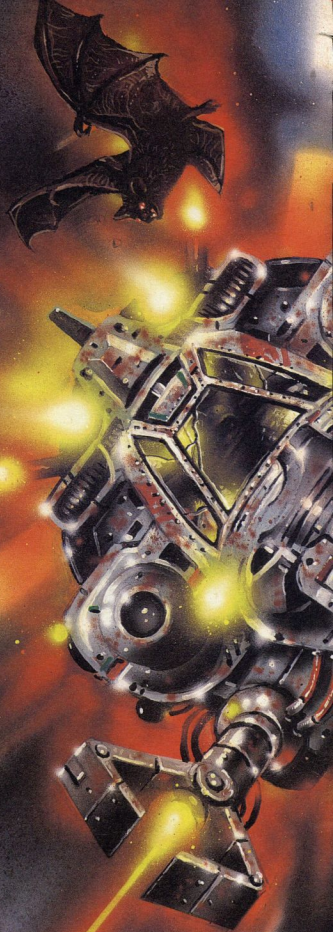
STRATEGY	SKILL
ACTION	REFLEXES







# SEWER SHARK







## SNES

ARCADE  
ADVENTUREBY SONY IMAGESOFT  
£40.00

**S**NES owners are spoilt for choice when it comes to top blasters, but if you crave something that'll make you think a little, you're less than well catered for. Until now, that is. Enter Equinox, the 3D sequel to Solstice. You take on the wizard Shadaal, who has been imprisoned somewhere in the vast underground dungeons of Galeodonia. Entering the fray completely unarmed, you must fight your way through a dizzying maze of battle-zones. Stuffed to the gills with a bewildering array of traps and terrors, this isn't a place for the faint-hearted. Let's hope the old fart's worth it!



It's about time a game like *Equinox* came out on the SNES! Sony has taken some of the best aspects of

adventure gaming and dumped them slap-bang in the middle of a gorgeous 3D extravaganza! There's no denying that the perspective is hard on the eyes, with objects looking like they're directly in front of you when in fact they're several paces away, but you do get used to it. The great thing is that, unlike standard RPGs, with isometric adventures you can see everything that's going on and, with some stunning Mode 7 rotations on the map screens, the whole thing is spectacular to control and play. The variety of monsters, puzzles, weapons and potions is staggering and, if you can get over the initial irritation of being fooled by the 3D projecting an image that isn't really there you won't give up until you've finished the game. Brilliant!

STEVE KEEN

## IN THE THICK OF IT

**TROLL** - One of the bigger ghouls that stop your progress across the island. Trolls drop from the sky and annoyingly jump up and down whilst lurching toward you. Keep a safe distance and jump and fire to hit them in the head. Defeat the bald giant and you'll be rewarded with life tokens.



**BAT** - These giant, purple blood-suckers swoop in low and straight at you. They become increasingly difficult to kill the further you travel. At first, simply shoot them in the head as they come for you. On later levels, repeat the process but move to the side and shoot again. If you manage to destroy them you can expect to receive any number of goodies, including keys and health-giving apples.



**GHOSTS** - Looking like refugees from Pac Man, ghosts come in three colours and take between five and fifteen shots to kill. Wipe out all the ghosts in a room to open an exit or collect a token.



**SPINNING DEVILS** - Chase you around the room and are invulnerable until they stop to catch their breath. Pummel away at them in short bursts.



Take to the high ground and pick 'em off.

## SO WHAT'S THE RUB?

Glendaal must travel through every kingdom in the eight level world, braving the hordes of monsters that run amok throughout. In each kingdom you must descend into the dungeons below to unlock doors, use retrieved objects and collect spells that'll help you make your journey to Shadaal's prison a little less of a nightmare.

## EQUINOX

## MAPPING IT OUT

## GALADONIA

Your home. There are three villages here and the underground dungeons that you'll find are relatively small to begin with.

## TORI

The forest kingdom to the south of Galadonia. Here you'll find four villages that are the starting point of a rough network of dungeon caverns.

## DEESO

This barren desert kingdom lies to the east of Galadonia. Its eerie dungeons are littered with the remains of ancient civilisations and so it's predictable that they are haunted by all manner of spooks!

## ATHENA

This town consists of a handful of villages supported by wooden platforms that float above the murky dungeon world of a sunken castle.

## QUAGMIRE

This location hides yet another swampy dungeon underneath it's marshes. It's hard to navigate and the only way in is through the five villages above.

## AFRALONA

A huge kingdom engulfed by the sea that conceals a sprawling tomb. With an impassible mountain range to the east you'll have to come in via the south-eastern corner, across the sea, if you want to get to the final stage.



## DEATH ISLAND

The frozen isle provides the entrance to the last giant dungeon below and can only be reached by sea. It's the resting place of the evil sorceress Sonia, as well as your father's prison.

The secret of teleportation is yet to be discovered.





**BLOBS** - The most intelligent of the lot. Their bouncing movements are very hard to predict. Just keep on the move and bide your time.

**KNIGHTS** - These guys are heavily armoured and can only be taken out from behind! Their metal suits are rather like hospital smocks, in that when they swivel round you get to see their exposed rumps! The best tactic is to follow behind them, shooting frantically as you go.



Good timing and fast reflexes are what you need here.



## BARE ESSENTIALS

Glenda! begins the game with just the clothes on his back and a turban on his head. The first thing to do is find a suitable weapon - and there are a lot to choose from. Our man can chuck up to three projectiles at a time, from daggers, shuriken, axes, twin daggers, swords, scimitars, maces and twin swords. What! You want more? Well, the lad is quite a magician in his spare time and collects spells like they're going out of style! He can heal himself, slow the enemy down, freeze them, destroy an entire room, deplete an opponent's energy, reveal any movable objects and unlock doors - now that's what I call magic!



Let's hope you have more luck than this sucker!

The first guardian takes some killing, but it's worth it!



## BAD BOYS

At the end of every dungeon you'll be tested by a huge guardian. These guys are some of the toughest you'll encounter, so don't even dream about beating them first time round. Here's what you can expect to be faced with:

**BONE HEAD** - Scuttles around very quickly and tries to run you over whilst throwing ghosts at you.

**DUNG DUNG** - Hides out in the soil and springs up from out of nowhere to hurl boulders at you.

**QUETZALCOATL** - An enormous living statue with more than a few surprises up his concrete sleeves!



A few quick daggers in the bum and he'll see things your way!

**PINCHA** - The only parts of this beast that can be touched are his eyes, which he protects with his huge claws. Time your shots correctly when he swings at you.

**DOLLPOP** - A big blob of slime that'll waste no time in throwing globules of goo at you!

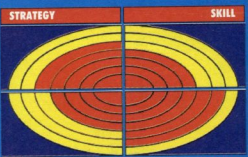
**EYESIS** - Another tough one. The spinning pyramid's only soft spot is the very peak of its structure.

**BILLY BONES** - The last villain on the circuit. He's the nastiest ghostly galleon captain who never stops shooting his exploding cannonballs at you!



Equinox is a treat from beginning to end; not that we've seen it completed - yet! The graphics are dead smart and I can't recall seeing a better-looking isometric game ever. Even the monsters seem to jump right off the screen at you! Every aspect of scrolling arcade escapades has been included, with huge exploding guardians and pick-ups galore to please the hack and slay fans, along with the plethora of moving blocks, locked doors and tricky puzzles for the more sedate among you. There's a plot within a plot, too; although the main objective is to find the five strings to your magical harp, the only way you can do this is to collect the twelve tokens scattered throughout the levels. In short, a cart for all the family! This will grow and grow on you and for anyone who liked Actraiser and Soulblazer, this is a combination of the two, so buy it as soon as you can!

**GARTH SUMPTER**



ACTION	REFLEXES
<b>GRAPHICS</b>	% <b>90</b>
<b>SOUND</b>	% <b>80</b>
<b>GAMEPLAY</b>	% <b>88</b>
<b>VALUE</b>	% <b>88</b>







# COMPETITION

## WIN A WIDE-SCREEN TV WORTH OVER £1,000!!

**S**o you've got all the latest games for your machine, but you've got to play them on a nasty little portable telly 'cos your mum won't let you plug into the 22" set in the living room. Do you get all annoyed and storm around the house until she gives in? No - enter the CVG Hotline Comp and you could be blasting away on the latest in Wide Screen television technology!

Worth well over ONE THOUSAND POUNDS, you'd have to be rather an unfortunate case to miss out on the chance to waltz off with this truly amazing bit of kit - and there couldn't be a simpler way of entering! Just phone the special Hotline Number and answer the oh-so easy questions, then leave your name and address and, if yours is the correct entry which we pull out of the draw, the telly's yours! Good luck!

### SPECIAL NOTE

This competition runs from February 15th, 1993 until 14th March, 1993. Your call will cost 36p per minute (cheap rate) or 48p per minute (all other times). Your call will last no longer than four minutes. Make sure you have the permission of whoever pays the phone bill before you call.



0839  
500  
842

PHONE NUMBER

## MEGADRIVE

SPORTS SIM

BY VIRGIN  
£39.99

Boxing games have, by their very nature, not been the most impressive titles ever to hit computers and consoles. There's been the very odd success, such as Mindscape's 4D Sports Boxing on the 16-bits, but other than that, they've all been crude conversions of limited gameplay coin-ops. But when Virgin decided to tie up the rights to use heavyweight legend Muhammed Ali in a game, they didn't want to waste the license. Muhammed Ali Heavyweight Boxing has been hailed as one of the greats of the genre; is the game a knockout? Or does it end up on the ropes, a shambling, Michael Dokes-like failure, in the first round?

The problem with the majority of fight games is that they're purely arcade action-based, allowing for little in the way of strategy.

Muhammed Ali Heavyweight Boxing, on the other hand, gives the player the option to play either Arcade or Simulation mode, increasing the longevity of the package instantly.

This really is a good-looker; while the characters are sprite-based, the ring is constructed of polygons allowing for fast, fluid movement and impressive camera effects. But it's the gameplay that ultimately makes Muhammed Ali one to watch for; you need to think strategically, even in Arcade mode to a degree, if you want to get to the top and, because you can select any of the ten fighters to control, you can basically make the game as easy or difficult as you wish. I reckon this is just what the British Boxing Board of Control doctor ordered; take a look and you'll agree.

PAUL RAND

CVG 048



He's the greatest!

## PICK A PUNCHER!

Muhammed Ali Heavyweight Boxing features ten pugilists, each possessing their own particular skills and strengths. One fighter may be tops when it comes to fast punching but could tire easily, while another might be ahead on points in the strength department but be a bit of a slowcoach. The ten are placed in order of excellence, with the worst at number ten and the undisputed heavyweight champion, Ali himself, at the top of the pile. You can control any of the characters – yes, even Muhammed himself – which allows for a large variety of difficulty settings.



Hey! That's a witty play on Frank Bruno's name – NOT!

# MUHAMMED HEAVYWEIGHT BOXING

## ARCADE OR SIM?

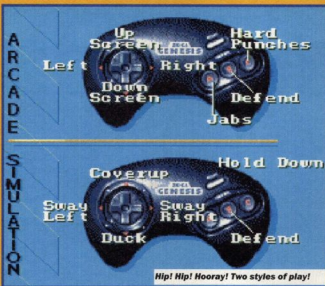
Some boxing games are straight arcade beat 'em ups, while others, like the aforementioned 4D Sports Boxing, lean more to the simulation side of gaming. Muhammed Ali Heavyweight Boxing, on the other hand, features both types of gameplay! Select the Arcade option and you control your boxer using the direction pad for movement around the ring with the fire buttons acting as punch and block controls. Opt for Simulation, however, and the entire control system changes totally, with the various punches being thrown using a mixture of both direction and fire button presses.

And a kiss from a lovely lady – hurrah for everything!



## POWER EXTREME

These boxers aren't invincible – the game would be pretty boring if the two battlers just stood and slugged it out forever. Each fighter has two power bars; one for strength and the other for punching speed. The more punches you throw, the faster your speed bar decreases, making it more difficult to both let loose with effective attacks and put up your guard quickly enough to block your opponent's blows. Come into contact with the opposing fighter's fist and your power bar will go down – if it hits rock bottom you'll be out for the count! Obviously, the same applies to the other bloke in the ring with you, should you hit him. And, if you're running low on power, it's a good idea to do a Chris Eubank-esque run around the ring, dodging the opponent's attacks while you regain lost energy.



Hip! Hip! Hooray! Two styles of play!



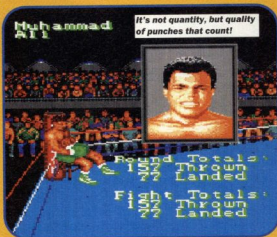


And that result just makes the form book invalid!

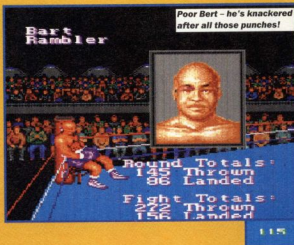
# ALI BOXING

## ALL THE OPTIONS

If it's game-tailoring options that you crave, then you won't be disappointed with the list available to you in *Muhammad Ali Heavyweight Boxing*! Alter the number of maximum rounds which you've got to fight; change the length of recuperation time between rounds; listen to all the different tunes and sounds (even the rather fine speech at the start of the game from Mr Ali himself!). In short, you can set-up *Muhammad Ali Heavyweight Boxing* to suit your needs almost exactly!



It's not quantity, but quality of punches that count!



Poor Bert - he's knackered after all those punches!

No-one messes with Muhammad!

## SAMPLE THE EXCELLENCE!

One of Virgin's hallmarks in recent offerings is the high quality of presentation, and *Muhammad Ali* doesn't disappoint. Power-up the cart and you're greeted with a digitised animation of the great man himself asking you "Who's the Heavyweight Champion Of The World?". To which the sampled crowd erupts into cries of 'Ali! Ali!'. There's a mountain more digitised speech included in the game, as well as other little touches such as the facial damage inflicted on each fighter showing up on-screen. Great stuff!



Like we said; he's the greatest.



The only boxing game I ever enjoyed was that old coin-op classic, *Punch Out*. Since then I've been looking for a decent console version of 'the noble art' without even a whiff of success.

But *Muhammad Ali Heavyweight Boxing* reeks of a quality that hasn't been apparent in most boxing games. The perspective of the ring gives loads of freedom of movement, which means you're not forced into situations where you're hammered by a constant barrage of punches with nowhere to run to. Play the game in *Arcade* mode and you'll be in an all-out scrap to put Bruno Franco on the mat for good, but switch to *Simulation* and you'll have to worry about every little aspect of the fight. The tournament mode is a real challenge, and thankfully there's a password option included. We've been waiting a long time for a decent boxing game - it's here at last!

**PAUL ANGLIN**

STRATEGY	SKILL	
ACTION	REFLEXES	
<b>GRAPHICS</b>	%	<b>92</b>
<b>SOUND</b>	%	<b>92</b>
<b>GAMEPLAY</b>	%	<b>90</b>
<b>VALUE</b>	%	<b>88</b>

CVG  
**91**  
HIT

## SNES

PLATFORM

BY OCEAN  
£44.99

The magic is back! Riggs and Murtaugh hit the SNES in their first console adventure! Ever since Mel Gibson and Danny Glover teamed up in the original Lethal Weapon movie, gamers the world over have been crying out for a version on their machines - and now they've got one! Lethal Weapon - The Game isn't actually a conversion of any one of the three films, more an original adventure based around the concept of the movie series. The lethal lads have got to crack a number of different cases to win the game - a difficult task considering there seems to be a city's worth of scum trying to stop them!

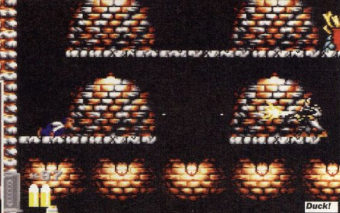


Give Ocean a perfectly good license such as Lethal Weapon and what does it do? Turn it into yet another platform game! What's more, it isn't a particularly good one at that. Graphically the game's a non-starter, with laughable sprites (if Mel Gibson ever sees what Ocean has done to him on the SNES screen, he'd probably turn up at the offices with a big gun!) and backdrops that are flat and uninspiring. There's absolutely nothing new here; just bland, although to be fair, challenging, platform action. I may be in the minority, but if companies insist on churning out endless platformers I at least want snazzy graphics and something perhaps a little out of the ordinary (even a vertically scrolling shoot 'em up section - just SOMETHING!). What I don't expect is a SNES game that looks like it was programmed in 1987 and had a big license stuck on the end to make some easy cash.

PAUL RAND



Baldies with flamethrowers - whatever next?



Duck!

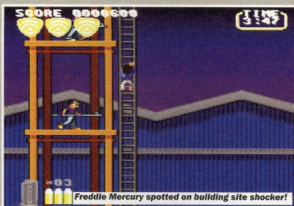
## LETHAL WEAPON

AS IF BY MAGIC,  
RIGGS APPEARED!

The action starts at police headquarters, with each mission being undertaken by walking through one of the doors in HQ. The player can decide to control either Riggs or Murtaugh, by walking over to the left of the screen where the locker room is situated. As if by magic, you emerge as the other copper, leaving your partner-in-crimebusting behind. Beats the clothes-changing scene in Mr Benn into a cocked hat, doesn't it!



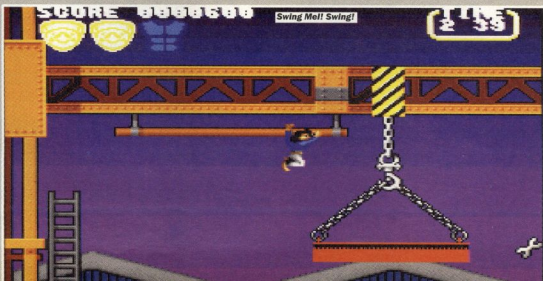
Yes, that is supposed to be Mel Gibson!



Freddie Mercury spotted on building site shocker!

LOOK AT THE CLIP  
ON THAT!

Lethal Weapon wouldn't be Lethal Weapon without a lethal weapon with which to shoot people, and both characters carry with them a police-issue revolver that wipes out those baddies in a three! The trouble with guns, though, is that they tend to run out of ammunition at the most inopportune times, so it's a good job that your enemies have left a load of ammo clips lying around each level - and phew! They're the same calibre as your guns!



Swing Me! Swing!



## LETHAL LADS

If you go into the missions today, you're in for a big surprise. If you go into the missions today, you'd better go in disguise. Or at least with a massive big gun and a load of bullets, 'cos each mission you take on is absolutely packed to the gunnels with a wide assortment of nasties who'll not think twice about filling you full of lead – or worse! Terrorists planting bombs in shopping centres, hoodlums wielding large flamethrowers and pieces of metal, and even massive alligators living in the sewage system are ready and waiting to give you a run for your money!



Oh no! Shark attack!

## NEVER BE WITHOUT A VEST

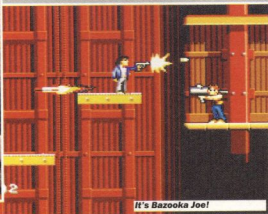
Being a copper in America is a dangerous job, so it pays to look after yourself. In Lethal Weapon, you're equipped with a suit of body armour which is damaged with each enemy hit; should you be attacked wearing no armour, you lose a life. Keep your eyes open throughout the stages, though, and you will notice spare suits – just walk over one and it'll repair the armour you're wearing!



Down in the sewers with Murtaugh.



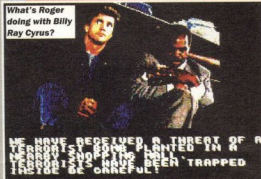
Sod the bullets; just keep out of the way of that baddy!



It's Bazooka Joe!

## MOVIE MAGIC

The Lethal Weapon series of movies is up to its third instalment now, and again stars Mel Gibson and Danny Glover in another story of guns, killing and mayhem. This time around, they've got a couple of helpers; Joe Pesci stars as Leo Getz (who also made an appearance in Lethal Weapon 2) and is a right good swearing laugh, while the love interest is supplied by a well-hard lass, played by Renne Russo, who's a dab hand – and foot – at kickboxing! The best of the trilogy in our opinion, Lethal Weapon 3 is available on video now and if you didn't see it at the cinema, here's your chance!

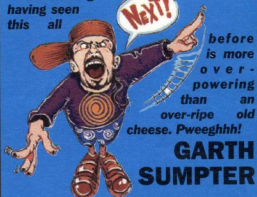


What's Roger doing with Billy Ray Cyrus?



"Okay? Okay?"

No, no, no, no, NO! This is not what the doctor ordered and it's not the sort of thing that Ocean should be palming the punters off with. It's just another example of your cash on a licence and then knock together a pile of old cack with the thirty bob left over, using no variety and a few old ideas found in a corner. Lethal Weapon calls time on the genre. There's a bit of muzak, a few spot effects, the bare minimum of background detail and well-iffy sprites. A bit of let-down really, as the puzzle element of the game can be quite challenging at times. When it comes to the crunch, the overall feeling of having seen this all



before is more over-powering than an over-ripe old cheese. Pweeghhh!

**GARTH SUMPTER**

STRATEGY	SKILL
ACTION	REFLEXES
<b>GRAPHICS</b>	% <b>56</b>
<b>SOUND</b>	% <b>74</b>
<b>GAMEPLAY</b>	% <b>73</b>
<b>VALUE</b>	% <b>60</b>

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## AMIGA

PLATFORM

BY THALION  
£25.99



Vladyn was a feared warrior who spent all of his spare time quaffing ale and getting into scraps. One particular night a couple of the king's guards ran in and carted him off to the royal palace, by order of the king himself.

The problem was that the great mystical symbol, known only as the Lionheart, had been stolen by the dreaded Norka, and Vladyn was the only man brave enough to get it back. On top of that, Norka had also carted off Vladyn's girl - our lad was understandably upset, and quickly set off on his quest...

Thalion has gone and turned in an extremely challenging variation on the old theme, with excellent graphics which almost make you believe that you're in a world full of flying nasties and huge, eight-legged monsters, all after your blood. There's enough depth in Lionheart to keep you going for weeks - the Ark, for example, will have you absolutely ripping your hair out as you try and work out how to kill the damned thing! The only slight niggle I have with Lionheart is that some parts of the game are so frustratingly hard that it takes ages before you can even see what you're supposed to do, let alone actually be able to do it! The double ending gives the player extra incentive to play the game beyond completion - Lionheart is excellent stuff!

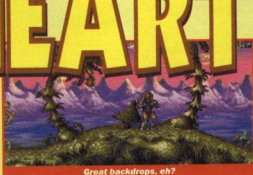
**PAUL ANGLIN**

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

# LIONHEART

## A TOKEN GESTURE

Yes, that most famous aspect of platform based games, be they hack 'em ups or cutesy orientated, makes an appearance in Lionheart - the coins! Well okay, they're actually arrow-shaped tokens, but they're much the same thing. The handy little pick-ups can be found dotted all around the screen. Rather than give you an extra life, these tokens will replenish one life heart to maximum capacity. Who said originality was dead?



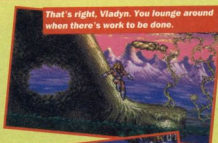
Great backdrops, eh?

## THE SKY AT NIGHT

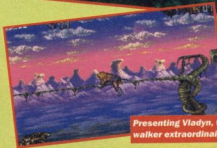
Thalion is having something of a god run of late. Its previous effort, No Second Prize, was reviewed just a few issues ago and rolled in with a creditable 88%. And watch out for a potential stunner by the name of Ambermoon. This is, as you might have guessed, the sequel to the ever-so-successful Amberstar. It'll be a little while before this one is ready for the CVG treatment, but come the time we'll make sure it gets just that.



Now that's what I call a death slide!



That's right, Vladyn. You lounge around when there's work to be done.



Presenting Vladyn, tightrope walker extraordinaire.



A nice stroll down by the riverside.



There's tokens-a-plenty on that platform to your left.

## MOVE ON UP

Vladyn didn't get where he is today by being a nabby pambly old softy. He's trained long and hard to become the warrior he is. There are a load of long vines along the landscapes that Vladyn can swing from, Prince of Persia style, as well as climb up and walk along them. The lad is also a dab hand at using the many platforms that are dotted around the landscape. The secret to success in Lionheart is to look for all the platforms, some of which cannot even be instantly seen. But these ones usually lead the way to the tokens, or even the odd secret level!



Excuse me, I'd like to get past now.

STRATEGY	SKILL
ACTION	REFLEXES

CVG

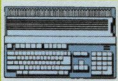
# 92

HIT

CVG 053

## AMIGA

SPORT SIM

BY GRANDSLAM  
£24.99

Golf must be the second most popular sport simulation subject on home computer, nestling just under football. Any software house who sticks out a golfing sim must be either extremely confident or very stupid, as the competition's stiffer than the audience at a Sam Fox wet T-shirt contest! Nicky boy's hardly short of a few skins, so quite why he's put his name to yet another golfing extravaganza is a bit of a puzzler, but endorse one he has. So what has 'the greatest golfer in the world today' got to offer on the humble Amiga? Read on and find out!

NFCG is graphically stunning – a good walk has never looked so good on your Amiga. The lakes and water obstacles ripple realistically, and the character animation is spot on. However, things are not as good as you might at first think. It's really easy to get disorientated when you're taking a shot out of the rough; the cursor on the map is tiny and if you land in a bunker, god forbid, you could be there all day hunting down your position on the course. Nick Faldo's Championship Golf is brilliant to look at and incredibly fast, considering the immense detail, but at the end of the day gaming is all about fun and, with this game's sluggish learning curve produced by the difficulty of control, you won't have much of that. Still, it's worth taking a look just for the smart graphics.

STEVE KEEN

GRAPHICS	%	90
SOUND	%	80
GAMEPLAY	%	70
VALUE	%	70

CVG 054

## NICK FALDO'S' CHAMPIONSHIP GOLF

## WHAT YOU SEE IS WHAT YOU GET

The programmers of Nick Faldo's Championship Golf

have gone for ultra realism graphics-wise, with the most stunning renderings of lush green courses and detailed surroundings ever seen on the Amiga. Keeping up appearances, there's a barrel-load of digitised sound effects including thwacking noises, birds in the trees, water splashing and ricochets. When balls hit trees, groups of leaves flutter to the ground and whenever you land in the rivers, there's an almighty spray of water – a great effect!

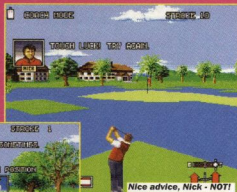


## WHAT'S ON THE MENU?

Before each shot, you'll be expected to adjust stance, direction, angle, club, power and top spin/backspin – that's even before you've checked the wind speed and direction! Fortunately, the menus pop up instantaneously whenever you move the cursor towards the far edges of the screen making it not quite the chore that it sounds. On the other hand, it's not much fun either! If you get a ball to go down in under fifteen shots on your first round you'll be lucky, so don't expect to finish the two courses for a good few weeks



Only the best will do.



## PRACTISE MAKES PERFECT

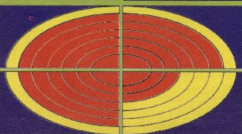
Picking up the skills needed to get a few birdies is not easy, but there are a whole series of pros on hand, to pass comment on your shots in the training mode. They're not very helpful, but at least you can get a few holes in before being dumped in at the deep end. There's an endless amount of clubs to choose from, and if you don't know your five-iron from your sand wedge you'd better learn fast! The computer players are ranked in skill levels right up to Faldo himself – even Joe Average is a bit of a huster, so don't be too proud to go for the dope!



Right on the edge of the rough!

STRATEGY

SKILL



ACTION

REFLEXES

CVG

76

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SNES

PLATFORM

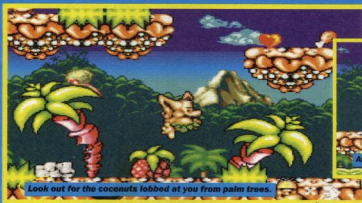
BY SONY IMAGESOFT  
£39.99

Life at the beginning of time was certainly no bowl of cherries – just ask poor old Chuck Rock. Generous to a fault, loving husband and all-round nice guy, the granite-jawed caveman hero of Sony's latest platform romp has had his beautiful wife Ophelia kidnapped by the spiteful villain of the piece, Gary Gritter (ho ho). Never one to take matters lying down, our Chuck has stuffed himself full of fattening dino-snacks to achieve maximum flab-factor (don't worry, it's all explained in a minute) and set off across five stages of prehistoric madness to give the evil Gazza a good hashing and re-unite himself with his loving spouse. He may be a lumbering troglodyte with a body odour problem that could strip paint at fifty yards, but Chuck knows that a man's gotta do what a man's gotta do. The only question is, can YOU do it?

Having been converted from an Amiga game that is now getting on in years somewhat, Chuck Rock can't help but look a little dated when held up to similar titles. It's not that it's badly designed; it's in the execution that the problem lies. The game's just too sluggish and slow for any real sense of fun to develop and, because the sprites are quite large and chunky, there's never much room to move around, which soon becomes frustrating. Of course, if you're willing to learn all the pitfalls and baddy attack patterns you'll succeed, but I honestly couldn't find any incentive to do so. Chuck Rock is by no means one of the worst platform games available on the SNES, but it doesn't really contribute anything to the genre, and so unless you're a die-hard platform fanatic, I can't see you getting much fun for your forty quid.

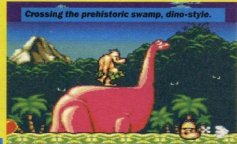
GARTH SUMPTER

## CHUCK ROCK

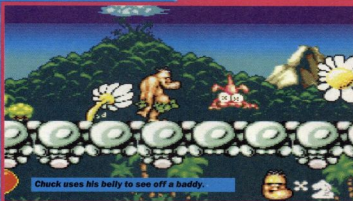


## STAGES OF EVOLUTION

Each of Chuck Rock's five stages has a distinctly prehistoric theme and is broken down into a number of sub-levels, each of which must be completed in turn. Starting off in the Jungle, Chuck must also battle through an erupting volcano, a primordial swamp, a frozen ice-age wasteland and finally a dinosaur graveyard. The objective of each level is simply to get to the exit at the far right of the landscape as quickly as possible, with a big boss dinosaur or other such fearsome guardian to battle at the end of each stage's final level. Nice.



## BELLY LAUGHS



Chuck Rock isn't the brainiest of lads, and he's forgotten to arm himself with a club or spear prior to setting out to rescue Ophelia. It's a bit of a stroke of luck, then, that Chuck is such a fat git, because his wobbling belly acts as the ideal defence against the multitude of assailants. When an enemy gets within range, all Chuck need do is shake his hips to lash out with a lethal quivering stomach blow. Unfortunately, Chuck's belly isn't quite THAT big, so an enemy has to get very close before he's within striking range.



# CK

## CHUCKING ROCKS



Ouch! Tumbling rocks bounce off Chuck's cranium.

One of Chuck Rock's most remarkable skills is his ability to... chuck rocks! In these prehistoric lands, there are big boulders lying scattered all over the place, and with Chuck being the beefy feller he is, it's no problem for him to pick them up and carry them around. Armed with a giant rock, he can then throw it to squash baddies or use it as a mobile platform from which to gain extra height for tricky jumps. One word of warning though - these boulders are heavy, and control over Chuck is much more sluggish, with slower walking speed and shorter jumps when he's carrying one.

Some helpful birds can pick you up and carry you over dangers.



## BAD BAD BOYS

Putting aside the glaring prehistorical inaccuracies for a moment (cavemen and dinosaurs living in the same time period? I don't think so), there's a weird and wonderful array of enemies just itching to snuff out Chuck's life. Dinosaurs of all shapes and size comprise the main threat (although some can be helpful, with the big brontosaurus carrying Chuck across rivers), with fish and birds all helping to hinder your quest. The latter are particularly pesky with their aerial attacks, so Chuck also has a jumping kick in his armoury to deal with these.



Duck to avoid the rolling stones.



Chuck needs all his skill to get past these big boulders.



## YUM YUM!

Points can be accumulated by bashing the belligerent baddies or by collecting the many different prehistoric pick-ups. For reasons which no palaeontologist could possibly fathom, these can be found scattered just about everywhere. There's a special set of goodies for each level, ranging from orange slices that award a measly 200 points to big bones (phwoar) worth a spanking 10,000 pointeronies. In addition, hearts can be collected which will top up Chuck's energy supply.



Chuck demonstrates his amazing rock picking-up skills.

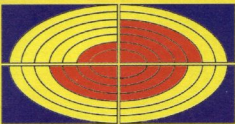


Urgh! A stagnant slime swamp!

Chuck Rock is a strange game to convert to SNES. Even though it received impressive reviews and sold in none-too-small quantities when it was released on Amiga, we're nonetheless talking about a title that's well over eighteen months old. Its age shows; Chuck comes from a time when the cutesy style was king, whereas these days, games just seem that much 'harder'. Graphically it's blocky and far too gaudy, making it difficult to follow exactly what is going on in some of the levels. And on the subject of levels, they're just too similar to one another; there's little in the way of variation and, although they can be quite tricky, you gradually tire of doing the same thing over and over again. Poor Chuck - he was a bit of a cult hero in his day, but that day is long since past and, while you won't feel ripped off if you buy this cart, you'll definitely feel as though you could have made a wiser purchasing decision.



PAUL RAND

STRATEGY	SKILL	
		

ACTION	REFLEXES	
GRAPHICS	%	76
SOUND	%	60
GAMEPLAY	%	72
VALUE	%	66

CVG  
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# BEST OF THE BEST

## SNES

BEAT 'EM UP

BY LORICIEL  
£39.99



As a bit of a martial arts expert, another marks me more than inaccuracy in fighting games. Best Of The Best was originally released as Panza Kick Boxing, named after the famous French fighter, Andre Panza — but for the SNES it's all changed. Although the cart retains all the garb, pads and dress of the kick boxing game, you've now been thrown into a karate championship. Kick boxing is nothing like karate; if the big bods at Loriciel had wanted to swap names that badly, they should have made the content authentic! The game caused quite a stir on PC and Amiga due to the sheer number of moves: there were tons of them, produced by digitising Panza's fighting techniques and drawing over them. How does this system fare on the SNES? Read on.

Best Of The Best has huge potential that's never fulfilled. Digitised footage of real kick-boxers, using scores of moves, should mean an incredible fighting experience. The animation is amazing and knocks the stuffing out of every other beat 'em up around, SF2 included. However, BOTB takes a severe nose-dive in playability. Each movement determines a different

attack pattern, but the time taken to execute one can last for up to two seconds! Also, the fighters tend to be drawn together too often, making it impossible to make contact. Very frustrating. If you can work around these bugs you'll find the game a treat, but fast action freaks beware — progression and combat are sloooow!

STEVE KEEN



Take it like a man, on the chin!

## WORK IT OUT!

To be the best you've got to train hard, like a third division footballer and then claw your way to the top. A quick trip to the gym should sort you out. To take on the rock-hard skull crackers you have to considerably boost your vital attribute percentages by pummelling gym equipment. Whacking away at the bag with the 'B' button increases strength, sparing with a foppish opponent pushes up resistance and, to bolster your reflexes, kick one of three pads when they pop out towards you.



The reverse spinning back-hander, my fave!



Get that strength built up!



If you can't take it to the body try the happy sacks!



Customise to your heart's content.



High fliers, watch out!



Roll up! Roll up! Get your hits here.

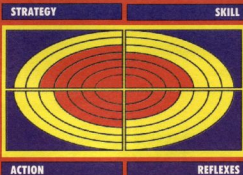
## THE PERFECT COMBINATION

Eat your pixels out. Streetfighter 2! BOTB has no less than 55 (gumph!) kicks and punches to choose from. They're all stored in the hit list, so skim through them, pick 13, and position them around the joypad to be used wherever needed. Some tactics will work on some opponents better than others — but once you've found a couple of really awesome combinations, stick to them: you won't be beat.



Down but not out!

GRAPHICS	%	90
SOUND	%	78
GAMEPLAY	%	79
VALUE	%	79



STRATEGY

REFLEXES

CVG

# 80

CVG





**H**ave you ever heard that there's a smidgen of rivalry between CVG and its sister publication, Nintendo Magazine System? Yes? Well, you of course must also know that the CVG boys are the best gamers on the planet, but those prattling praneets at NMS still beg to differ! So, with the acrid smell of battle (and devoured odour eaters) in our nostrils, we decided to throw down the gauntlet. The mother of all magazine battles was arranged, with one nominated player from each team to go head-to-head playing a single game in a tough-as-old-boots sudden death wipe out!



## 2 PURE ATMOS!

With the contenders chosen, the atmosphere at CVG Towers was electric. All that remained was to find a game that neither of the boys had played. Luckily enough, those generous chaps at UBI Soft came to the rescue. They came whizzing over from their London offices with a spanking new copy of their latest game, Jimmy Connors' Tennis, and a whopping magnum of La Champagne for the victor!

After a few choice tips from the UBI professionals, the two boys knocked up for a few minutes before the game declared open.



## CHARACTER PROFILES



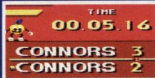
NAME: Steve Keen  
AGE: 24  
WEIGHT: 13st 10lbs  
HEIGHT: 6'2"  
BEST GAME EVER:  
Super Mario Kart



NAME: Steve Merrett  
AGE: 22  
WEIGHT: 11st  
HEIGHT: 5'10"  
BEST GAME EVER:  
Sensible Soccer

## 4 SAD CHEATS AHOY!!

As the third game began the NMS toady just couldn't keep it to himself any longer and blurted out that he'd received an imported copy of the game the day before and had perfected his incredible services at home! It was no good complaining now. Steve M battled on, pulling back two games before losing the third. Keen knew he was really up against it, and decided that the situation called for a few well-timed coughs and chokes in order to try and put Merrett off his deadly serves. It worked! The NMS bozo completely lost his concentration, allowing Keeny to equalise. Three all! The ball was firmly in Keen's court now the lad had truly found his Wimbledon legs, smacking a few well-placed scooters of his own at Merrett and taking the next two games.



# The CVG INTER-MAG CHALLENGE

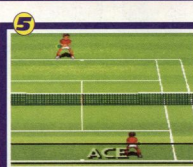
## 1 FIGHTING TALK

After much squabbling as to who was going to have the honour of representing the CVG crew, Steve Keen was shoved forward; partly because he says he's a games playing demon, but mostly because he weighs fourteen stones and has a black belt in judo. Lumme! His clued-up opponent was to be none other than Mr Sizzle - NMS's deputy editor, Steve Merrett. Merrett is not entirely new to competing in games championships; last year he won the Butlins' Streetfighter tournament - but only by lying about his age!



## 3 THE BIG FIGHT IS ON!

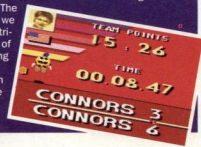
Both players opted for the skills of Connors himself and selected traditional Wimbledon grass for the combat zone. Steve M began as he meant to go on by delivering a string of blistering chalk dust serves. These inert tactics seemed to work though, as the best Steve Keen could muster were a few aimless swats at the highly polished balls that were coming towards him. (Eh? -Ed) Two games down and the CVG boy began to smell a very large rodent! NMS' champ was just too classy, a trait that anyone who knows him would realise is well out of character!



## 5 HOT STUFF

Steve M was beginning to feel the heat and, as the rest of the CVG boys began to chant 'LOOOOSERRR!' at the sad NMS' cheat, Keen realised that his home crowd advantage was beginning to pay off. Merrett was now five-three down and fluttering all over the court in desperation, as he tried to scrape back a point or two. But Steve 'Giant Killer' Keen was having none of it, kicking the ball as he hit the final killing stroke to

young pretender into the middle of next month as he beat the NMS sad lad by an incredible 6-3! The war was over, the champagne flowed and we were left to reflect on yet another fine CVG triumph, won against all odds. What a bunch of heroes eh? (And what a bloody cheating slimeball that Steve had to play too!) If you think you're good enough to take on the CVG boys at their own games, fill in the form below and hey? Who knows!



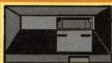
Name: \_\_\_\_\_  
Address: \_\_\_\_\_  
  
Tel: \_\_\_\_\_  
My best game and score is: \_\_\_\_\_

# SPEEDBALL II

## MASTER SYSTEM

SPORT SIM

BY VIRGIN  
£29.99



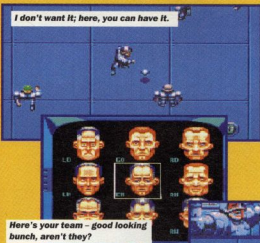
In the 21st Century, the big spectator sport is Speedball, a futuristic mix of American Football and our own beloved Soccer. The rules are simple: two teams of nine people battle it out in a massive arena. Hurl the ball around the park and attempt to hit into the opposition's goal, while injuring as many of the opposition as possible in the process. If you don't have the ball, don't worry; just break someone's legs and get it off them! It's just pure violence, and it's time to take a swing at it.

Speedball II is one of the all-time classic sports sims - and I've never played it until now! Speedball II has appeared just when Master System software was beginning to look a little worse for wear, but this triumph should get gamers the world over dragging their Master Systems kicking and screaming from the cupboard. Graphically, Speedball II is nothing amazing, with big and bold sprites running around the screen at quite a nippy pace.

There's a lack of presence in the sound department too, but the gameplay is excellent. You'll get into Speedball II far easier than you'll get out of it - it's just sooo addictive. You'll spend absolutely ages trying to progress to the top of the first division and, once you're there, there's plenty left in the two-player game to keep you occupied for ages. The best sports sim on the Master System - Period!

PAUL ANGLIN

GRAPHICS	%	86
SOUND	%	79
GAMEPLAY	%	91
VALUE	%	92

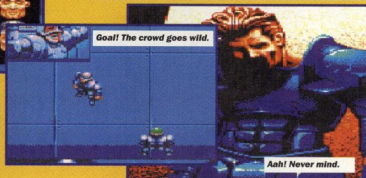


## CAN YOU MANAGE?

As well as controlling the team's playing styles, you also get to lord it over all the boys like a latter-day Bill Shankly. On the manager screen you have the task of preparing the lads for their next match. To bring your team up to scratch, you must buy and sell players, as well as train up your current bunch of thugs. There are eight different attributes for each player. Some, like the Bitmap Shades, are completely useless, but others like the brain boosters (that'd be a good idea for Keen), go a long way to helping out your players on the pitch.

## THREE WAYS TO PLAY

Speedball II gives you three different styles of play to choose from; Knockout, League or Cup. In Knockout you play a series of Exhibition games against increasingly tough opposition until you lose. The Cup tournament is an elimination competition involving all sixteen teams in the WSL. The League is where the real men compete. You're placed in a fourteen-game season against every team in the league. You begin in Division Two and if you win promotion to the next division you are given a password so that you can continue your progress.



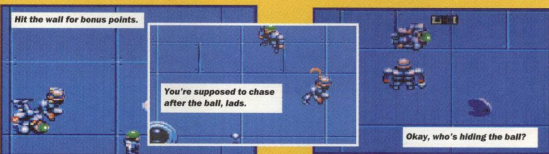
## WELL... IT'S A BONUS INNIT

There are many ways to tot up your points in Speedball II. A goal is worth ten points, but if you want to win the World Speedball Cup, you'll have to master all the different ways of scoring.

**Bounce Domes:** There are two of these on the field (one at each end) and are worth two points each time you hit them.

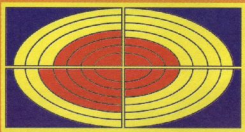
**Stars:** These are situated on the walls and act in exactly the same way as the Bounce domes. If you hit all five of the stars you gain a ten point bonus.

**Score Multiplier Ramp:** Now this is how to really score points. If you throw the ball up the ramp you'll activate the score multiplier. Then, each time you score, (including bonus points) your points will increase by 50 per cent. Roll the ball up there a second time and all points will be worth double.



STRATEGY

SKILL



ACTION

REFLEXES

CVG  
**92**  
HIT



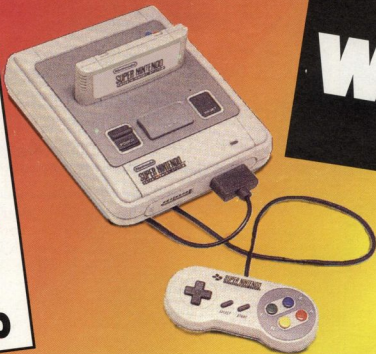


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## THE MAN OF STEEL

MEGADRIVE/ MASTER SYSTEM  
BY VIRGIN  
STBA

## SUPERMAN

It seemed an ordinary day at the Daily Planet. Clark Kent was doing nothing in particular, Jimmy was taking pictures of the water dispensers and, of course, Lois was off chasing a hot exclusive – and that was the problem! Lois had been gone all of the morning, without so much as a word from her. People were getting concerned, not least of all Sup..I mean Clark. So, come his lunch hour, the man Kent dived into the nearest phone booth for some telephonic tomfoolery. Then, out of the seemingly-innocent call-box, came Superman!

He knew his love needed rescuing, and there was no time to spare.

## IS IT A BIRD?

Superman is split into two different types of game; there's the bog standard platform-based fun, and the flying sections. On the platform levels you can defend yourself by kicking and punching your enemies. You can still fly in these sections, but you'll probably miss most of the things that you were supposed to look for! The real flying stages take place solely in the air and Superman is equipped with laser-beam eyes to deal with his foes.

## IS IT A PLANE?

Some of you may not recognise all of the bad guys in Superman. That's because, rather than the enemies Supes faced in the movies, he's up against his foes from the original Marvel comic adventures. The comic book Superman has been doing the rounds since the dawn of time, having faced some of the most evil super-villains ever seen, such as Brainiac, Lex Luthor and even the three super-baddies seen in the second of the Superman films; General Zod, Non and whatever the other one was called. Best of all, you even get to give some of these guys a bit of a kicking in the cart!

## NO IT'S A...

With the release of Superman on both Sega formats, the question everyone is asking (or at least should be) is – how different are the two versions? Apart from the obvious graphical differences, there's not been a huge amount of change between the Megadrive and Master System games. The object of your mission is the same; rescue the lovely Lois Lane, who has been hidden on a spacecraft way up in the clouds. Both versions feature flying and platform sections with plenty of death and destruction – excellent! So, expect the full review first in CVG – soon!



**Blimey! The man of steel is about to touch down on Megadrive and Master System in his biggest adventure yet! Superman has been out of the limelight recently, but Virgin are readying themselves to unleash the crimebuster on an unsuspecting public. The game should be available on import at any time now, and an official release date is currently being decided on. Read on; this is gonna be big!**

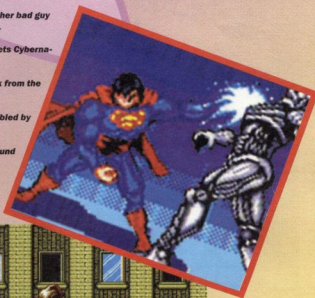
**TOP LEFT:** Supes collars another bad guy in one of the many cut-scenes.

**BOTTOM LEFT:** Superman meets Cybernator!

**TOP RIGHT:** A great right hook from the man of steel.

**CENTRE:** Superman gets nobbled by a flying saucer-type thing.

**BOTTOM RIGHT:** The Underground gets worse and worse!



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# HIGH SCORES

## Dear Wimps...

Right creeps! The boys and I can hardly contain ourselves this month 'cos we know how incredibly brilliant High Scores is going to be! Yeah, you should have heard by now that your favourite mag is about to go BALLISTIC with an incredible 164 pages of reviews, news, features and more games than you can fit inside Cyril Smith's trousers! So it's only natural that the world's most respected High Scores pages are to get a total revamping. But we're going to need your help.

Every month you'll be able to check out the biggest and hottest scores from around the world, but in addition we want every entry to be accompanied by a colour photo of the scorer and about 20 words describing yourself. The top contenders will then be sifted out and thrust into the all time Hall Of Fame to show who the greatest lads and lasses are in the world. Not only that but every month some lucky punters will be selected to spend the day at CUG Towers with the crew. They'll nosh down at the local food emporium and then get dragged back to the Games Pit to challenge each other and their heroes on a selection of the latest and most exclusive video games in the Western Hemisphere. To show you what we've got in store here are a few of the boys' scores, if you can do better, Sadie wants to hear from you, NOW! So send off those scores and pics to:

**YOU'RE CRAP, YOU ARE! CUG OFFICIAL HIGH SCORES, CO SADIE, 30-32 FARRINGTON LANE, PRIORY COURT, LONDON, EC1R 3AL.**

### PAUL RAND

The world's fastest one-eyed joystick Goodie, is happiest when kicking balls.



**KICK OFF 2 - 21 - 0**

### GARTH SLUMPER

Part man - part ferret, his mouse amongst men has his second home in a sewer.



**SEWER SHARK - 855,050**

### GARY WHITTA

Chingford's only chinless wonder, breaks games as regularly as he breaks wind!



**PARADROID - CLOCKED**

### PAUL ANGLIN

Paul's natural looks prove that video games are not a hazard to good looks.



**CONTRA 3 - 18,450,230**

### STEVE KEEN

Steve wings his joystick around most of the universe when he's off planet.



**SUPER STAR WARS - COMPLETE**

### JOH BILLINGTON

Jon sez he's the best at Maniacat but the boys say that he's spinning his chin.



**MARIOKART - ALL RACES WON**

### JENNY AYBROOK

CUG's very own pin-up likes anything that's visually stunning and you can see why!



**MARIOPAINT - PRETTIEST PICTURE**

# NEXT ISSUE!

# NEW LOOK

# CVG

**CVG** has been around for almost 12 years now so kickin' other mags' ass is almost second nature to us now. But how does a magazine stay at the top of the heap for so long? Well, it changes, it moves with the groove and next month, CVG will moving into the next generation of Computer and Video Games.

## BAZOOKA GIRL COVER

She's tough, she's mean, (she's an old drag queen!). Seriously though, we've always given you the best cover artists available, and next month will be no exception.

## SO WHAT WILL CVG GIVE YOU?

- A FREE 96 PAGE TIPS BOOKLET!
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NEW SECTIONS!  
including...

## STEVE SEZ, "WHAT'S YOUR PROBLEM?"

Send us your gaming and technical problems and we'll do our best to answer them. Keep the questions brief and you're sure to get an answer or two!

## FREE TIPS BOOK

Yes! Completely free! A whole throbbing 96 pages of mega tips for all the latest games on both console and disk! No player should miss this - it's the most earth shattering publication since CVG and it's fit to bursting point with tips on all the latest and greatest games!

## COVERLINES

CVG is never at a loss for a cover but some are certainly better than others. Here's a selection of some worthy of note... for whatever reason!



**AUGUST 1984**  
A real stinker of a cover I think you'll agree. But still CVG is covering all the latest in games software; on the ZX Spectrum 48K, BBC, something called a VIC 20, the Commodore 64 and that well known Welsh invention, the Dragon.



**AUGUST 1992**  
Big is beautiful, as our Final Fight cover proclaimed seven months ago. Poison, the young woman in question, managed to get quite a few people hot under the collar including the staff at WH Smiths.



**NOVEMBER 1991**  
This particular issue saw Mad Mike's Moonwalker moon-walk onto the cover with Dragon Breed taking pride of place as the front page.



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If you need to know the characteristics of your confederates, we tell you.

**Become the Best**

The best players start here with step by step action sequences, showing you how to get past some of the trickier bits.

Within the pages of the May issue, you'll discover video game heaven. A magazine packed to the gills with all the very latest news, features and over 40 of the latest games reviews. We'll also be packing more information into a page than ever thought possible whilst keeping to the award winning, CVG style.

But rather than just thrust our new bits under your nose next month, we're giving you an exclusive preview of the new look that all our competitors will have to adopt to survive. If we sound confident it's because we know what you want. The new look is based on a survey of CVG readers!



**The Best of the Best!**

You've got to be the best to beat CVG gamers. And they will show what the best controls are show you how to play to win!

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We've played just about every game there is so when we say something is worth buying, you know that you're not wasting your money.

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Maps complement the text so that you know where you're going and how to get there.

**Tricks and Tactics**

Weapons, special moves and such are all explained, giving you a real fighting chance to get struck right in from the beginning.



**Reasons to Buy.**

It's very rare that a game doesn't have some drawbacks and if a game has no good points then we won't review it!

**Get the Full Picture**

CVG's scoring system is the best! It's been copied by others time and time again and now we'll be giving a short description for each mark.

**Make the Right Decision Every Time**

Want to play a cart with a particular recipe of game qualities? Once again, we show you what a game's 'mix' is.

# CHEAT MODE

Super Mario Kart has quickly become a real office hit, with everyone queuing up to smash sad Rand off the face of the earth. There has been much cussing as the boys battle it out for supremacy on the tracks. Well thankfully you don't have to go through all this malarkey, 'cos fresh from causing mayhem on the roads of Canvey Island is that young fop, Paul Anglin, with part one of the complete guide to Nintendo's latest and greatest racer. Take it away, Angers!

# SUPER MARIO KART

## GUIDE



## FAVE RACERS OF THE BOYS

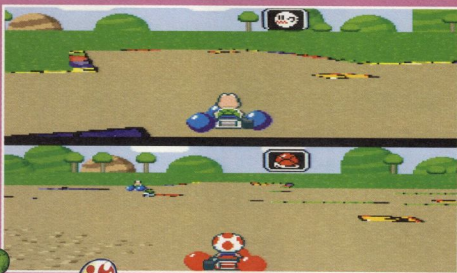
Everybody has their faves and here's ours:

### Paul

Koopa's the greatest in my books 'cos he's dead fast and has big eyes so he can see old people on Zebra crossings unlike me.

## SLIP SLIDING AWAY

When you see what looks like a load of grit on one of the bends on the track, this denotes a skid pan. These are very slippery, so you should try to take the corners wide to try and avoid them, or if you have to go through them, tap the joy pad round rather than do the corner all in one go.



## THE PERFECT START

The best way to move up the field quickly on Mario Kart is to get off to a flying start, and there is a way to get a real fast one. Here's how to do it: The secret is to press your accelerator sometime after the first light goes, and just as the second one lights. The exact time is different for all the racers so you'll have to practice it, but it shouldn't take you long.

	Acceleration	Top speed	Road holding	Road handling	Overall
Koopa	3/5	4/5	3/5	4/5	4/5
Bowser	2/5	4/5	4/5	2/5	3/5
Luigi	3/5	3/5	3/5	3/5	3/5
Toad	3/5	4/5	3/5	4/5	4/5
Princess	4/5	3/5	2/5	3/5	4/5
Mario	3/5	3/5	3/5	3/5	3/5
Donkey	2/5	4/5	4/5	2/5	3/5
Yoshi	3/5	3/5	3/5	2/5	3/5

### Extra Info

Probably the best all round Karter in the world.

Only for people who don't crash - ever!

Too average to bother with.

Second only to the great Koopa.

Very nippy, but she doesn't grip the road too well for a thin lass.

No abilities to set him apart from the rest.

Fat boy's worth using if you're patient.

Pretty fiddly to control.



# CHEAT MODE



**Garth**

Princess Toadstool is a real babe. She's fast, slinky and has lovely long hair even though it's not as long or lovely as mine.



**Rand**

Donkey Kong does it for me as he has unlimited Paunch power. Paunch power, paunch power.



**Steve**

I think Yoshi's great, me 'cos he has real firey breath just like me when I wake up in the morning.



**Jon**

Toad's top boy 'cos his huge head wobbles all over the place when he turns. I have a large head and I wobble a lot when I walk as well.

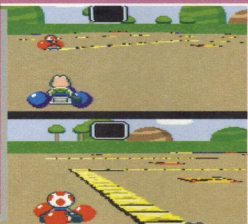


**Jenny**

Bowser's just dreamy 'cos he wears these big studded things round his wrists and he's just one big stud - just like Jon really.

## JUMP YOU FOOL JUMP

From time to time yellow strips will appear on the track. These are jump bars. Simply drive over these and your Kart will jump into the air. How high depends on what you're jumping over. If there is something you want to pick up on the other side of the jump bar, but you can't because you keep jumping it, simply use one of your little jumps to clear the jump bar.



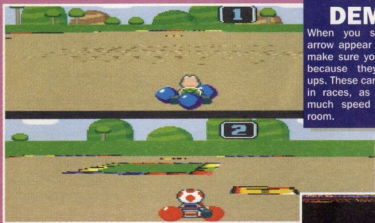
## HE'S BEHIND YOU

It's split-screen action for two players, but if you're playing in one player mode, the bottom half of the screen is a map of the track with all the racers on it. If you tire of this, simply press select and the bottom screen will be turned into a rear view mirror. This can be very handy when placing banana skins on the track, as you can see exactly where your opponents are in relation to you. The map is also very handy for checking up on what is coming up next. The best solution is to stay on the map screen, but switch to the rear view when you need to dump a banana skin or some other weapon.



## SPEED DEMON

When you see a yellow arrow appear on the track, make sure you head for it, because they are speed ups. These can prove critical in races, as they give as much speed as a Mushroom.



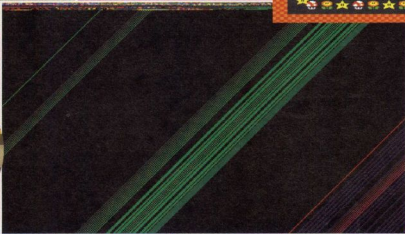
## C&C SPEED FACTORY

When you begin the game, you're given the choice of 50 or 100cc races to compete in. When you eventually win the gold in every league on 100cc, you will then be able to move up into the real games players league, and race at 150cc. Wait there's more, come first in every league on 150cc, and you'll get another league to race in and that's for the CVG boys only.



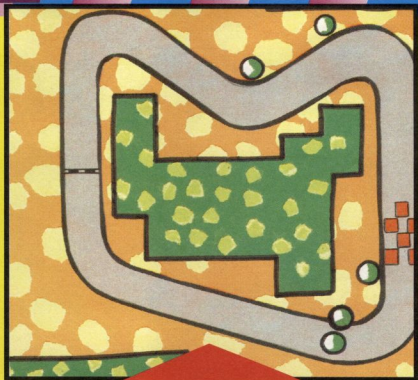
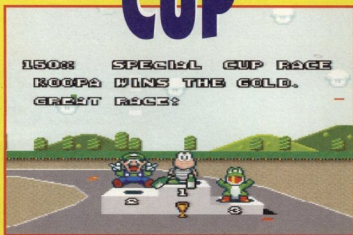
## MR. MOLE

When you start to get into the big boys league of Mario Kart, you'd better get ready to encounter the dreaded moles. The easiest way to deal with these critters is to try and drive around their holes, but if one attacks you the only way to get rid of it, (unless you have a weapon) is to use your small jumps which as you should know, are operated by using your L and R buttons.



# CHEAT MODE

## THE MUSHROOM CUP



### Mario Circuit 1

This is the ideal place to use a mushroom  
if you pick one up.

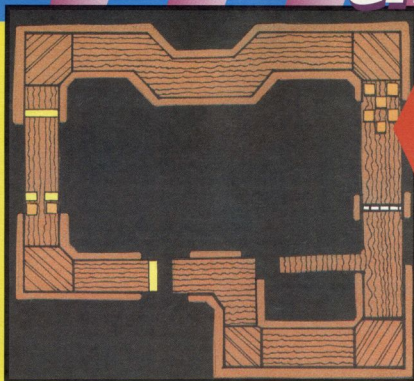


### Donut Plains 1

- 1) The bridge is a good place to use banana skins.
- 2) Take the corner with the skid pan nice and wide.



# CHEAT MODE

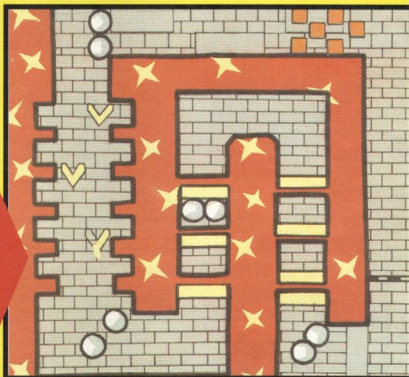


## Ghost House 1

Use a feather here to cut the corner. But slow down at the end or you'll go over the edge.

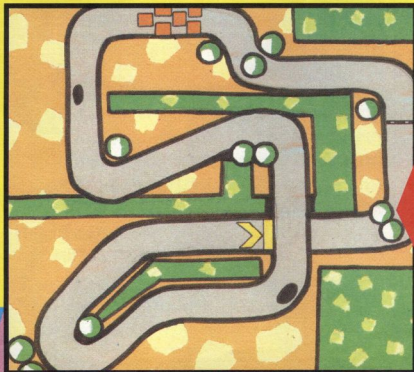
## Bowser's castle 1

- 1) Try to keep to the left on this corner as you will be able to hit both speed ups.
- 2) Try and line yourself up in-between the heads before you get there.
- 3) Don't use any shells on the jumps 'cos you'll waste them.



## Mario Circuit 2

- 1) Line yourself up between the pipes before the jump
- 2) This is the perfect place to use a Mushroom as it will give you a mega high jump.



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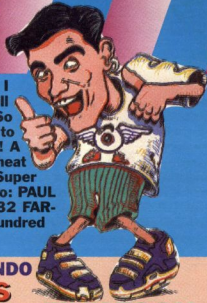
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# CHEAT MODE



Greetings, and welcome to this collectors' edition of Cheat Mode. "Why collectors'?" I hear you cry. Well, as from next month Cheat Mode, along with the rest of the mag, will be undergoing a facelift more dramatic than anything Michael Jackson has ever seen! So get ready for some of the things that are coming your way. We're talking a player's guide to something every month! Pages of Action Replay and Game Genie codes every month!! A packed Question Corner and maybe even more!!! So, get ready for the mother of all Cheat Modes. Until then, enjoy this month's brief smattering of cheats and the start of **The Super Mario Kart** guide. Once you've managed to calm down a bit, post all your top cheats off to: PAUL ANGLIN'S "IT MUST BE MY LUCKY WEEK" CHEAT MODE, CVG, PRIORY COURT, 30-32 FARRINGTON LANE, FARRINGTON, LONDON. EC1R 3AU. And remember kids, there's one hundred and fifty sows worth of software for the best cheats, map or solution! So get playing.

## ECCO THE DOLPHIN

Amrik Sohal from Stratford has given up on trying to breathe underwater and has taken to sending me cheats for the classic Ecco. By the way, I've worked out how to say that now (it's pronounced EEEK-Oh and not ECK-Oh like some sad pds do). Anyway, go to the level start screen using the password system. Hold Start and A. Keep them held down until the level begins. The game will pause; release A and unpause with Start, now Ecco is invincible.



## SONIC 2

James Munro, who comes from a rather strange place known only as Kincardineshire, has sent this top cheat for all you Game Gear owning Sonic fans. In the introduction when Tails runs away from Sonic, wait until he reaches the middle of the screen, then press 1, 2 and start (keep them held down). When Sonic is wagging his finger, still pressing the above buttons in order, start to go round and round on the control pad until you hear a ping noise. Let go of the button and there you have a level select.



## NES/SUPER NINTENDO BATTLETOADS

Hurrah! This month's first token Aussie comes in the form of Joel Tranter from West Perth. He may be a cork hat wearing soddie, but he certainly knows a good cheat when he sees one. Here are a couple of warps for Battletoads. On level four there is a warp that takes you to level six. It is just above the first falling platform near the end of the level. Keep jumping up and down on the first falling platform and it will appear! On level six there is a warp to level eight which lurks in the second snake section. Just run to the end of the first snake in the second section and then fall onto the far right platform.

## TINY TOON ADVENTURES

We may have only just reviewed the game but the fax machine of that Nikolaj Rokke has made good yet again. This time it's sent us all the codes for this top Konami cart:

Looniversity:	Pluc Babs Gree
Wild West:	Road Max Elmy
Ghost House:	Gogo Shir Swee
Football:	Gree Pluc Babs
In the Sky:	Gogo Cala Road
Space:	Max Babs Swee
Menu with all the bonus games:	Elmy Shir Cala

## STREETS OF RAGE II

David Briefly and Robert Tan (what an odd couple of surnames) have combined their efforts to come up with this little snippet for Sega's superb beat 'em up. On the options screen, use the player two joystick and hold down A and B and use C to change the skill settings. If the cheat has been activated properly you can now play the game in very easy mode or mania mode.



MEGADRIPE

## GAME GEAR PC KID II

Hey Paul, was it your idea to enter this PC Engine cheat? "Yes it was my idea." Go to the option screen and press button II and run at the same to see all the bonus games.

## PC ENGINE TURRICAN

Another of MY Engine cheats. Go to the options screen and move the arrow to exit. Press the buttons in this order: I, II, I, II, I, II, I, II, I, II. Then press Start and you'll get an alternative menu screen that allows you to select an invincibility cheat.

## ADDAMS FAMILY

Oh dearie me. Your Engine owners have let me down this month - not a single bloomin' cheat! Get to it. Until then here's another of mine. In the graveyard at the beginning of the game you'll hear Gomez say "Tully my good man, how about playing a round of golf?" While he's talking, push the control pad as follows: Up, Up, Right, Down, Left, Up. You now have 79 lives.

## QUESTION CORNER

Just a quick hello this month 'cos as you can see we're running out of space. Remember if you're stuck on any game just jot down your prob and send it to: I'VE GOT A POSER FOR QUESTION CORNER, 30-32 FARRINGTON LANE, FARRINGTON, LONDON. EC1R 3AU. Anyone addressing their entries to just Cheat Mode will be ignored and those sending their entries to Randy's Question Corner will get a good slapping. See you next month!

Dear Paul, I've completed Dracula on the Lynx but I can't seem to get an end sequence. Is there something I should have collected that I missed or what?

Ben Williams, Adelaide, Australia.

Paul: If you're not getting an end sequence it's possibly because when you spoke to Dracula you didn't use your notebook immediately afterwards. YOU MUST use your notebook immediately, whenever instructed to do so.

Dear Paul, Argh! Please help me - I'm going mad! I just cannot kill the Ice Skating Pete in Mickey's Magical Quest. How the hell do you do it?

Emma Allman, St Ives, Cornwall.

Paul: Bit hard this one, isn't it? Here's how it's done: Start on the left ledge, jump the skater's fireballs and then he should skate over to you. Before he reaches you, jump on his head and wait in the middle of the pit. As he launches his fireballs, run up to the right ledge. Turn and jump on his head and repeat the previous



sequence. By the time you get to the right ledge again, Pete will have changed his tactics. Change into Fireman Mickey and wait until Pete skates over again. If he tries a loop-the-loop then fire him to death. If he doesn't then just use your bottom bomb. Keep using these tactics and you should finish him.

Dear Paul, I can't seem to do Palace Five on the game Zelda 3. Is there an easy way to do it?

Johnathon Willis, Hearne Bay, Kent.

Paul: This is just what I hate. You're not very specific are you? Well the only thing that I can think of is that Palace Five is easier with the Red staff which can only be obtained by going through Palace Six first.



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COMMODORE PC ATARI

## KING ARTHUR'S WORLD

SNES • BY JALECO • £44.99

**K**ing Arthur's looking for new followers to join his crusade, presumably because the previous lot trotted out for a big knight out and haven't returned yet! The dozy king needs archers, swordsmen, engineers and foot-soldiers as well as specialists in explosives and magic. King Arthur's World boasts 23 levels and three different realms combining incredible strategy and action with some great 3D graphics. The game's in the mould of Lemmings, with you picking followers to perform specific tasks and thus progress through the game. In addition to the scores of puzzles, there are some disgusting enemies to contend with, including ogres, trolls, goblins and demons, each of which must be faced in hand-to-hand combat. Jaleco's cart is the first to include Dolby Surround Sound, which can be enjoyed by anyone with compatible stereo equipment for brilliant sound effects that echo and swarm around your bedroom! Look out for this one in the next issue of CVG.



*If you thought this looked like Lemmings, you'd be, erm, right! King Arthur's World seems like fun, though.*

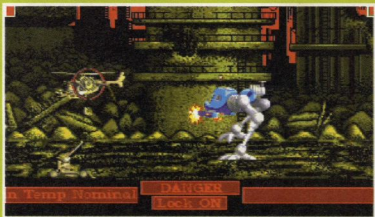
## WALKER

AMIGA • BY PSYGNOSIS • £29.99



**G**et behind the controls of a thirty-foot tall metallic killing machine with Psynosis' latest mammoth creation,

Walker AG-9. The massive mechanoid resembles something straight out of a Robocop movie or a mutated Star Wars flick! The aim of the game is to travel through time and wipe out your technically inferior enemies before they have a chance of smacking you about in the future. You'll be travelling through four different time zones, coming up against a horde of different military equipment that must be riddled with bullets and destroyed so that in the future it doesn't get the chance to do you in. The Amiga graphics look great; the scale of the towering Walker is kept realistic by the size of the tiny tanks, helicopters and other armaments that constantly come toward you. There are even groups of tiny soldiers, who try to lassu your pod before climbing up the outside and blasting it to bits! Looks great fun and we'll have a full review for you in the very next ish!



*Big and bad. If you're in a AG-9, you never have to say sorry!*



*Hut, hut hut hut hut, haurt*

# CAPTAIN AMERICA AND THE AVENGERS

MEGA DRIVE  
BY DATA EAST • £39.99

**T**he dreaded Red Skull is using a mind-control device to unite the world's most evil super-villains and place them under his command! Can you foil the Skull's fiendish plans for world domination? Find out with Data East's newest venture into Marvel territory. Captain America and The Avengers is a direct conversion of the multi-player coin-op. You can control any one of the heroes - Captain America, Iron Man, Hawkeye and Vision - and you don't have to take on Red Skull alone as you can drag in a buddy to play alongside for double arcade battling! The four characters are thrown into a whole host of different scenarios and pitted against more villains than Sherlock Holmes at a kleptomaniacs' annual convention! All the super-dudes have their own attack methods and characteristics, so pick whichever one you fancy. The game will be available for all Marvel fanatics in April - and we'll tell you all about it soon!



# NIGHT TRAP

MEGA CD • BY SEGA • £39.99

**N**ow this is more like it! Full motion video in real time with nearly two hours of constantly-running video footage provided on two CDs! Five beautiful, and we do mean BEAUTIFUL, teenage girls are being stalked inside an eerie house by strange creatures. As the main operative for the SCAT (Sega Control Attack Team) force, you must get inside the house and capture all the bad guys using a series of cunningly disguised booby traps. Monitor the action in eight different rooms and try to keep up with the turn of events as you frantically switch cameras in a bid to find out the real secret behind the dark figures and the girls' mysterious hosts. A massive full review in the very next issue! This is fab! And it's got the fit one from 'Diff'rent Strokes' in it!



*Tacky zombies, bad acting and lovely ladies all come together in Night Trap—the CVG boys can't wait to get their sweaty little hands on it!*



*For arcade fun and frolics abound in Captain and The Avengers, coming soon!*



*don't have to be only one character. Here, brainstorming cheerleading for the Capt.*



# ROAD AVENGER

MEGA CD • BY RENOVATION • £39.99

**C**artoon graphics? We got 'em! Any Akira fans out there will be championing at the bit when they get a load of this game. Produced by the team that brought you Thunderstorm FX, the heat is once again on as you trade in your armour-plated attack 'copter for an armour-piercing hot-rod! Road Avenger crams in over thirty minutes of full-motion animation, the like of which is usually only seen on the big screen! Be amazed by stunning close-ups, death-defying crashes, a scorching race through a crowded shopping precinct and head-spinning 360-degree scrolling! These are just some of the amazing effects – get CVG next month to see the rest!



*It's cartoon action all the way in the Manga-influenced motor-mashing extravaganza, Road Avenger. There doesn't seem to be a mass of game in there, though.*

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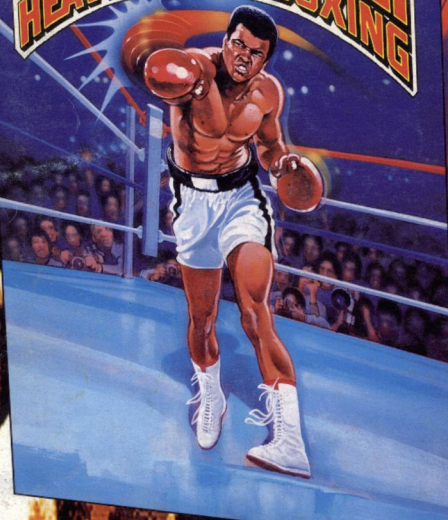
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