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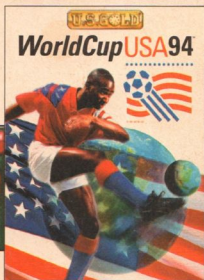


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# World Cup USA 94™

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## COVER STORY

## 20 THEME PARK

Build your own fairground then ride the attractions! CVG takes a look at one of the most original games ever, and talks to the creator, Populous and Syndicate programmer Pete Molyneux.

JUNE 1994  
ISSUE 151



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**CVG DISCLAIMER:** CVG cannot be held responsible for errors, omissions, misprints, mistakes, the rise in crime, unemployment, video nasties and Rik. **THANKS TO:** The man who designed our fab new space desks. **NO THANKS TO:** The sad man who put them together - mine's already falling apart. **Bah.**  
**COVER:** Silicon Graphics rendered Image from Bullfrog's Theme Park

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## ● FREE GAMES GUIDE

This month's free paperback completes the world's most comprehensive games guide. If you missed part one it's still available, priced £3.95, from Subscriptions Enquiries (see address on the left-hand side of this page).

## 50 WIN A JAGUAR IN THE CVG SURVEY!

Which machine do you own? How many games do you buy? What magazines do you read? How much do you love CVG? Here's your opportunity to tell us in the CVG Survey - and if you're lucky you could win a Jaguar!

WIN!

● 25 MILLION READERS SINCE 1982...



Lost Eden - one of the new breed of original games? Turn to pages 16-21.

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Shoot-'em-ups are the subject of this month's new-to-CVG genre round-up. We tell you the best — and the rest.

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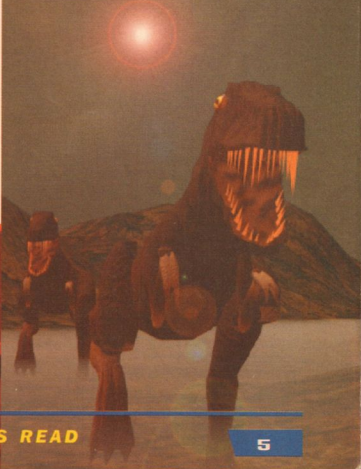
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Core's Universe. P32.

The return of T-Rex. P20.



# CD OR NOT CD?

I've just returned to my big chair after spending three days at ECTS – the European Computer Trade Show, where the big softcos air their wares for the coming six months. While not the best place to see brand new games (we've usually viewed them about two months before ECTS comes around), there was more than a handful of impressive-looking titles at the event, most of it CD-based at a time when consoles still rule the roost. Which gets me to the biggest issue this industry has ever had to tackle – compact disc. Is it going to happen?

Of course it is. The hard and software firms have invested far too much cash in the new formats already to pull out just because the games are generally sub-standard, FMV-laden affairs with little to no gaming worth. The task the companies are facing now is how to turn an overhyped storage medium into the ultimate gaming device. The obvious route is that which the likes of Sega and Sony are treading – filling their new generation consoles with all manner of graphics and sound gubbins to wow the prospective buyer into parting with the hard-earned. But the two tricky areas which really must be cracked are, first, the slow access times

of compact disc – which an increase in on-board RAM could combat – and second, the incorporation of full-motion video images into real gameplay – until then, the only use for FMV is for flashy intros which will, sooner rather than later, be found out for the con that they are.

It sounds depressing, but bear in mind that it's very early days for CD and companies understand that they've got to come up with software worthy of the £50-plus price tags. Let's face it, they can't use the 'price of chips' excuse which is so often tripped out to justify outrageous cartridge prices. And hey, once compact disc does start to sell in substantial numbers, then perhaps it'll convince the cartridge companies that they've got to bring their prices down to compete. Happy gaming.

RAND

◀ A familiar face for veteran games fans; Turrican dates back to C64 days. Catch the latest game on page 42.



Core Design: Take time out to program an adventure game for the A500. Turn to page 32 for more details.



▲ Original Ideas is what makes a good game, and Pete Molyneux's latest is full of them.

## OUR REVIEWS POLICY

Here at CVG we're totally independent of any hardware manufacturer, so we'll let you know whether a game is available on other formats, whether there are better examples of the game on that system, and much more. Unlike other magazines which just base their scores on the views of one particular person, our ratings are arrived at after lengthy discussion between the CVG team about each individual title's good or bad points, with the overall score being a totally separate mark based on the general quality of the game – NOT an average of the other marks. For the sake of those who want to refer to back issues, if we do

recommend an alternative game we'll keep its original score, bearing in mind that tastes in gameplay do change – however in the past five years alone we've reviewed around 1,000 games, so you can be sure that our recommendations come with an accumulated wealth of games playing experience.



If a game scores more than 90% we'll award it a sought-after CVG HIT!

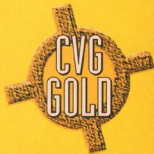
## WORLD BEATER

PC

- Doom
- Transcend/£37.50

This may be action-orientated, but as 3D games go there isn't anything better than this on any machine. The best in its class.

- Issue 148: 93%



Whenever you see one of these we'll be referring to the best game of its type, irrespective of which games machine it's on.

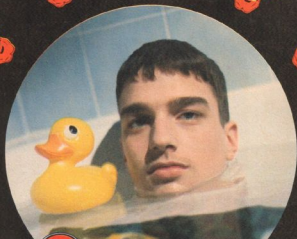
You won't be seeing many of these – only games scoring 95% or over will be granted this accolade.

# GREED,



Sue  
14

got one of our free Megadrive systems – then charged her kid brother a whopping £3 an hour to use it.

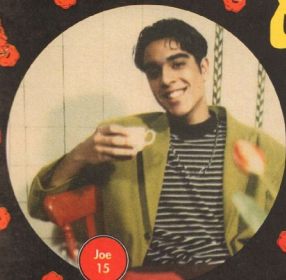


Steve  
17

wasted all his cut-price cinema tickets in blundering attempts to impress his sister's friends.

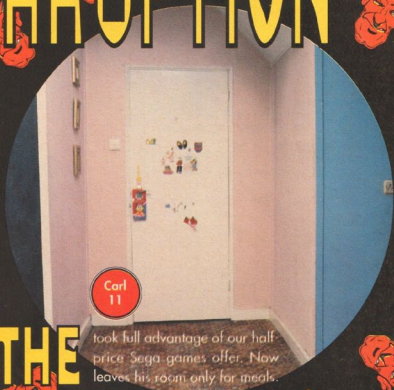
# CORRUPTION

# &



Joe  
15

ordered his "Pizza for a penny" pizza and then deceitfully asked his girlfriend to pay half the normal price.



Carl  
11

took full advantage of our half-price Sega games offer. Now leaves his room only for meals.

# THE MIDLAND LIVECASH DEAL

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# NEWS

## NINTENDO PROMISES SUPER NEW CONSOLE

**NINTENDO HAS ENTERED THE 32-BIT WAR AND PLANS TO RELEASE A STANDALONE CONSOLE WITH IN-BUILT SCREEN FOR UNDER £200...**

**N**intendo's as-yet-unnamed machine is earmarked for an early 1995 release, battling with the recently announced

Mega Drive 32-bit upgrade. The system can allegedly run VR games without the use of a headset. It's likely that the 'Super SNES' will be cartridge-based. The fact

that its screen will be built-in has fuelled speculation that it will either be handheld or run at too high a resolution for use with a TV.

Meanwhile, Nintendo's 64-bit Project Reality technology will be available for the first time later this year, with the launch of the first specially developed arcade machine. The game will be called Killer Instinct and will be developed by Battletoads producer Rare.

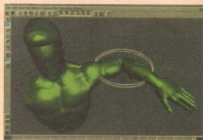
The development of Killer Instinct signals Nintendo's new willingness to allow more violence in its games. Project Reality in the home is now scheduled for release in late 1995, priced around £250. This

means next year both Sega and Nintendo are launching a dedicated games console and a higher-end multimedia

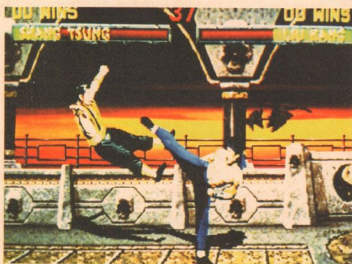


▲ The Project Reality coin-op deal seems set to lead to a more violent breed of Nintendo game.

system. And as the machine war heats up so does the talk – with a Sega spokesman dismissing this new announcement to Nintendo as a “knee-jerk reaction to the Mega 32”. Watch this space.



The number of SNES ▶ games being released is still fairly large – but the pressure is on for Nintendo to come up with a worthy successor to this.



### BRAVE CLAIMS

▲ Now that Nintendo has muddied the waters even further, players will be left to choose between no less than seven potential new games systems. If it happens as claimed, both Nintendo's Project Reality and Sony's PSX system promise stunning, silicon graphics-style games.

## MEANWHILE SONY...

...is doing its best to make sure its eagerly anticipated PSX-CD machine has the best possible selection of software available when it's launched.

Development systems for the machine have just been sent out to programmers and publishers, so that they can start work on producing a whole bunch of top quality games for the machine ready for the big launch.

Leading developers such as Argonaut, Probe, DID, BITS and Sensible are all keen to see how far they can push the system.





## MAD DOG TUCSON



◀ Watch out for Shoot Out At Old Tucson, the first CD-ROM arcade machine ever. The characters in Tucson are digitised film images of actors and stunt men. Expect squillions of frames of Mad Dog Meece-style action.

## JAGUAR DOOMED

One of the biggest games of the year – Doom – has been added to the list of Jaguar software. The complete versions of the shareware hit will be released in August, with Wolfenstein due out this month. The Jaguar version of Doom has been enhanced from the PC, containing texture mapped graphics and an



increased frame rate which means it should play faster than a 486 PC.

Atari says it expects the CD drive for the machine to arrive in the US before the

end of the year, priced at under £200. Two titles from Virgin, Demolition Man and Creature Shock and Activision's Return to Zork will be among the first CDs available.

## COOL SPOT 2

Cool Spot Goes To Hollywood, the sequel, promises better graphics and more frames of animation in the follow-up.

Meanwhile, the Game Boy and PC versions of the original are due out soon.

## CD FOR A1200

A price of £199 has been rumoured for the CD drive for the A1200.

However, it appears that, while it will be compatible with CD32 software, it will not have the FMV upgrade capabilities of the CD32. This problem may be overcome at later date. Meanwhile, the CD32 has been reduced in price from £299 to £249.

The new Spectacular Voyage pack will include six games with the CD32.



▲ The new A1200 CD drive will be compatible with CD32 software like Microcosm, Chaos Engine, Diggers, Oscar, Dangerous Streets and Wing Commander (the games bundled with CD32).



## VIRTUA ACCLAIM

Sega and Acclaim are teaming up to produce coin-ops like Virtua Fighting and Daytona USA. The titles will also find their way to MD-32 and Saturn. The first game will be a movie licence. Acclaim has signed the rights to sci-fi film Stargate and also True Lies – the latest from Arnold Schwarzenegger.



## NEWS IN BRIEF

## ■ SOARAWAY ■ SUNSFOT

With Aero the Acrobat just released, Sunsoft has Speedy Gonzales, Superman and Live and Kicking cartoon series Pirates of the Dark Water ready for release later in the year...



## ■ COMBAT CARS ■ ACCOLADE

Accolade has just signed a game called Combat Cars from developer Funsoft, and it's apparently not too dissimilar from the spiffing Micro Machines. It's only £29.99 as well...

## ■ PERKY PINKIE ■ MILLENNIUM

The CD32 version of Millennium's Pinkie contains more than just the game itself. Included on the CD is a full version of the single that accompanies the game and the video that goes with it...

## ■ BRUTAL SOCCER ■ MILLENNIUM

Still with Millennium, the firm has just released a deluxe version of Brutal Soccer which includes new sound and a team formation feature. It's on the A1200 at the very reasonable price of £19.99...

## I'D JUST LIKE TO THANK...

- Atari and Virgin scooped the top two awards at the Electronic Consumer Trade Show Awards in London recently.
- Atari's Jaguar, which is currently available on import, scooped the award for Best Hardware, while Virgin Interactive Entertainment was awarded Software Publisher of the Year.
- ID Games picked up gongs for Overall Game of the Year and Computer Game of the Year for Doom; Game Innovation Award completed the hat trick.
- Virgin added the Video Game of the Year award to its bulging trophy cabinet for Aladdin.

## AND THE WINNERS ARE...

- BEST HANDHELD GAME – Zelda IV (Nintendo)
- BEST CD GAME – Rebel Assault (LucasArts)
- GAME INNOVATION AWARD – ID Software
- MOST ORIGINAL GAME – Syndicate (Electronic Arts)
- DEVELOPER OF THE YEAR – LucasArts
- BEST HARDWARE – Jaguar
- COMPUTER GAME OF THE YEAR – Doom (ID)
- VIDEO GAME OF THE YEAR – Aladdin (Virgin)
- OVERALL GAME OF THE YEAR – Doom (ID)
- SOFTWARE PUBLISHER OF THE YEAR – Virgin
- USA GAME OF THE YEAR – Samurai Showdown (SNK)
- ITALIAN GAME OF THE YEAR – Mortal Kombat (Acclaim)
- SPANISH GAME OF THE YEAR – Streetfighter II Turbo (Capcom)
- FRENCH GAME OF THE YEAR – Zelda IV (Nintendo)
- GERMAN GAME OF THE YEAR – Syndicate (EA)
- JAPANESE GAME OF THE YEAR – X-Wing (LucasArts)
- BBC LIVE AND KICKING AWARD – Elite II (Gameltek)

## TURN ON, TUNE IN, DROP OUT

**F**or those who want to find out what all the fuss was about, Supervision brings us Rock 'n Roll Years: The Fifties. It's a CD-ROM title



which includes over 30 minutes of full motion video featuring all the big name acts of the Fifties, over 700 trivia questions and tons upon tons of interesting facts to feed your mind with. The Seventies and Eighties will follow.

## OH JOY!

The Ascii range of joypads and joysticks, including the Super Advantage and the Fighter Stick, will now be distributed by French publisher Infogrames. The firm will also be releasing a game featuring those squeaky blue gnome things, The Smurfs, across all Sega machines in September...



## FIRST SHOTS

- Jurassic Park 2
- SNES ■ Sony/Ocean
- Out: Autumn '94

Unlike the original, which featured two distinct styles of game - top-down view collecting and first-person 3D blasting - Ocean's sequel, which is to be published by Sony, is a more traditional platform romp. It's too early to say how it plays, but the dinosaur graphics certainly look promising.



- Pitfall: The Mayan Adventure
- SNES ■ Activision
- Out: Autumn '94

Oldie worldie video games are back, spearheaded by Atari's Tempest 2000.



Activision has revamped its VCS classic, Pitfall, expanding the gameplay and adding incredible graphics and sound to create an arcade adventure that's a real eye-opener.

## NEW ON CD-i

**P**hilips seems set to add Cluedo to its ever growing selection of games on CD-i. No doubt it will feature Carry On matriarch Joan Sims in the library with the piece of lead pipe (probably).

US Gold's arcade adventure hit Flashback is also set to be released on CD-i. The game will have some additional cinematic sequences added to it when it's released in the autumn on this format.

### EA CLUB

Phone 051-420 4831 to enter the EA Sports Tournament Club, a nationwide social and players league. The overall champion wins prizes totalling £2,000.

## THE WRIGHT STUFF

Arsenal star Ian Wright turned up at the recent ECTS show in London to put his seal

of approval on Imaginator's Kick Off 3 and to sign copies of CVG. Fighting back the crowds, and indeed the tears, Wright exclaimed that it was "the best games mag" he had ever read, and that man knows his stuff.



## OCEAN LANDS SHADOW

Ocean has shadowed the rights to The Shadow, a new adventure movie starring Alec Baldwin. The film is based on a thirties radio serial which was narrated by Orson Welles.

Ocean is also releasing a game featuring DC Comics hero Green Lantern in September.

- Sensible World of Soccer
- Amiga ■ Renegade
- Out: Autumn '94

Even if you've had your fill of soccer games (by the time the World Cup begins, there'll be around 30 footy sims available), you'd be daft to rule out the sequel to Sensi. The main game's much the same, but there's a whole new management structure built around it.



- Ultraman
- 3DO ■ Japan
- Out: Summer '94



The Japanese superhero will soon be making his 3DO debut! It's a beat-'em-up in Streetfighter style, but Ultraman's powers, along with those of his weird and wonderful opponents, may give this CD the edge over the other soon-to-appear 3DO brawler, the Mortal Kombat-inspired Way Of The Warrior.

# CIA MAN JOINS ACTIVISION



**A**ctivision has signed up Peter Lenkov, the author of Demolition Man, to create a new series of adventure games. This comes on top of the news that William Colby, a former director of the CIA, is also working with the firm on a series of interactive spy thrillers.

## DINC HEADS OFF

French publisher Ubisoft has just signed up Mev 'First Samurai' Dinc's Vivid Image outfit to produce a series of games. His first product will be an as yet unnamed racing game set for release in October on the Mega Drive and SNES. There's also a CD-ROM title in the pipeline for next year.



- Urban Strike
- Mega Drive
- Electronic Arts
- Out August

Part three in the Strike trilogy is well into production, and here's a screenshot of the skyscraper level to prove it. If you thought the first two were good, then you're doubtless going to be gagging for this one. If anything, the graphics look even better and the gameplay should be blast-tastic!



- Wolfenstein
- Jaguar ■ Atari
- Out: Summer '94

You've seen it on PC and SNES - soon you can catch this tale of canes and Nazis on Jaguar! The game should be the



same as the PC, as it's basically a straight port-over - but what that means is that, unlike the SNES game, there's buckets of blood and Nazi stormtroopers galore!

## STOCKISTS

### BUYING A 3DO OR A JAGUAR ON IMPORT

If you're looking to buy either a 3DO or a Jaguar, and you need software for them, here is the list of current importers. Expect to pay import prices until the machines are officially released; a Jaguar will cost around £329, a 3DO machine about £500 plus a £60 adaptor for UK use. Do shop around, though.

### JAGUAR STOCKISTS

Raven Games	Kent	081-663 6810
Ace Consoles	London	071-439 1185
TORC	Middlesex	081-893 2100
Video Game centre	Hampshire	0202 527314
Fun House	Cambridge	0223 212192
DWM	Scotland	0382 201971
Console Connections	Devon	0736 331131
Arcadia	Kent	0303 850410
Console Concepts	Staffordshire	0782 712759
View Point	Essex	081-551 7541
Micro Active	London	081-502 5200

### 3DO STOCKISTS

Raven Games	Kent	081-663 6810
Console Concepts	Staffs	0782 712759
Machine Shack	London	081-769 6401
Pro Games	Middlesex	0895 624 340
Fun House	Cambridge	0223 212192
Video game Centre	Hampshire	0202 527314
MD Consoles	West Midlands	0384 480047
Games HQ	Essex	0702 603800
OCS	Humberside	0850 799702
DWN	Dundee	0382 201971



- Sonic Spinball
- Game Gear ■ Sega
- Out: Summer

The next Sonic game to hit the Game Gear won't in fact, be Sonic Drift, because it's apparently been scrapped for not being very good, although our sister mag Sega Magazine has seen it and reckons it's actually quite tasty. Anyway, take a glimpse at Spinball, converted from the Mega Drive and looking good.

- FIFA International Soccer
- PC ■ Electronic Arts
- Out: Summer

After huge success on the Mega Drive, FIFA is making the trip over to PC. If you've never heard of this soccer game before you must have been living on a desert island for a decade. And as it's being converted to PC, it's likely that Amiga version will follow, possibly in Autumn.



- Itchy and Scratchy
- Game Gear ■ Acclaim
- Out: Summer



Just as we were going to press, what should pop through the CVG letter-box but the Game Gear version of Acclaim's Itchy And Scratchy game. Already previewed this issue on SNES and Mega Drive (check out page 36), the little Sega version is a close convert of the 16-bit titles - review in a month or so.

# CAN YOU TACKLE

**EA SPORTS™**  
P R E S E N T S



# FIFA

INTERNATIONAL

# SOCCER



Composite Sega Screenshot



# THE BIG ONE?

## NEW FEATURES FOR THE SNES

- 5 Player simultaneous play with Hudsonsoft Super MultiTap
- New pass power meter for inch-perfect passing
- Enhanced EA SPORTS StadiumSound™
  - Improved player graphics
  - 30 all new chants
- New reverse angle instant replay
  - New slow motion replay
- New Man of the Match award



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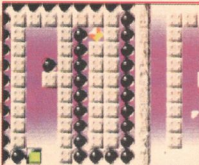
**if  
it's in  
the GAME,  
it's in  
the GAME™**

## COMING SOON

**CVG SENDS OUT ACE GAMES JOURNO MARK PATTERSON TO SEEK OUT NEW GAMES THAT ARE COMING UP FOR REVIEW REAL SOON...**

■ **CLOCKWISER**  
■ **AMIGA**  
■ **RASPUTIN**

Despite naming the company after a psychic, womanising alcoholic priest with no dress sense, Rasputin seems to have its head screwed on when it comes to software. The firm's next offering is a rather bizarre split-screen puzzle game, which, according to our sister mag The One for Amiga Games, is 'a cross between a Rubik's Cube, Tetris and Simon'. Yes, we didn't understand them either. What is guaranteed is that we'll all be a bit wiser when we get our review copy in soon.



▲ We haven't had a decent Amiga puzzler for a while, could Clockwiser be the one to watch?

■ **SIMON THE SORCERER**  
■ **CD32**  
■ **ADVENTURESOFT**

While many of us are still trying to crack the floppy version of Simon, Adventuresoft is about to unleash the CD version on us. It's essentially the same game, but now with the addition of character voices. Simon himself is played by none other than Chris Barrie who, apart from being an all-round top geezer, is the star of such smash comedies as the Brittas Empire and Red Dwarf. Every character has their own set of lines from a script which weighed in at a hefty 300 pages or 3.5 Harringay council trees, or something.



▲ CD32 seems to be getting all the conversions at the moment... and Simon the Sorcerer is no exception!

■ **WING COMMANDER**  
■ **MEGA DRIVE**  
■ **EA**

This is arguably the game which revolutionised PC entertainment software, setting the standard for titles to come. It's a space-based shoot-'em-up cum simulation which pits you against the dog-like Kilrathi in a bid to save mankind from death by neutering, or something equally horrible. To get around the fact the game features too much sprite scaling and rotation for the Mega Drive to handle, Electronic Arts is including an ASIC custom graphics chip in the cartridge - the same one that's in the Mega-CD. This could be one of the most technically impressive Mega Drive games to date. It's due out in autumn and we'll keep you posted on how it's coming along.



▲ Don't give those Wing Commanding Kilrathi an inch, otherwise they'll take a light year.



■ **ELF MANIA**  
■ **AMIGA**  
■ **RENEGADE**

Apart from Team 17's Body Blows, the Amiga is painfully short of decent beat-'em-ups. Renegade's Elf Mania looks like being a game to add to that list. Like most combat games, it's packed with special moves and bizarre characters, but the graphics are what will make the game. The characters are large and very well animated with a good range of moves. Best of all, it doesn't rip off Streetfighter 2! But the prof's in the gameplay, and you'll be able to find out just how good it is by sticking with CVG.



▲ Can the people behind The Chaos Engine bring something new to beat-'em-ups. Let's hope so!



■ **OUTPOST**  
■ **PC CD-ROM**  
■ **SIERRA**

The next offering from American-based softco Sierra doesn't have the happiest sounding plot ever. It's set 50 years in the future where the Earth is about to be destroyed and civilisation is doomed. You've

been given the job of tracking down new worlds to inhabit and hopefully rebuild human civilisation as we know it (Jim). There are all sorts of wonderful things to dabble in, including genetic engineering. It looks good and we'll have the review next month.



■ **EMPIRE SOCCER**  
■ **AMIGA**  
■ **EMPIRE**

It may be more of a World Cup temperature

▲ 'No not another footy game' we hear you cry. Well don't cry, since it's a very girly thing to do.

than fever for us Brits who are having to follow Ireland in this World Cup, but that hasn't deterred the software houses from releasing a glut of footy games. Empire is aiming to introduce a fun element in to its offering. Apart from the occasional burst of humour it also features Japanese-style graphics which should set the game apart from the other soccer releases when it shows up this summer.

■ **DELTA V**  
■ **PC**  
■ **US GOLD**

Have'n't you ever looked at Starwing on the SNES and wondered why something like that hasn't been done on the PC? Well at last it looks like US Gold has come up with the goods in the form of Delta V. As a head-on blaster Delta V will probably push the PC to its limits with super-smooth 3D polygons, 256 colour visuals and a Virtual Reality-type landscape to battle in. It's almost complete and, all things being good and well, we should be getting our mitts on a review copy soon.



▲ A Starwing looky liky on the PC. That's what US Gold reckons it's got with Delta V. Let's hope it's right!

■ **JUNGLE BOOK**  
■ **SNES**  
■ **VIRGIN**

The follow-up to the hugely popular Aladdin is well on its way for a release in the next couple of months. Jungle Book is programmed by the same team as the

former, and it features even better animation than its predecessor. Again it's a platformer, where the film's hero, Mowgli goes up against all the villains from the movie. If it plays half as well as it looks, this will be one excellent game.

Sierra has based its new space simulation on current NASA planetary research, apparently. And who are we to doubt them? ▶

Another Disney licence that animates as fluidly and as beautifully as its magical predecessor. ▼



# BACK TO BASICS

**SICK OF THE SAME OLD SOFTWARE? WELL SUPER KOMBAT PLATFORM FIGHTER NFL SPECIAL EDITION'S NUMBER COULD WELL BE UP. COULD THE TIME HAVE COME FOR US TO GET OUR HANDS ON SOME REALLY DECENT, ORIGINAL SOFTWARE?**

## meet mr ideas..

**W**ith the arrival of 32 and 64-bit machines things could it also be a time for more original software? OK, we'll still have beat-'em-ups, blasters and adventures, but hopefully unlike any you've seen before. Originality is making a comeback, with new concepts and fresh approaches to traditional genres.

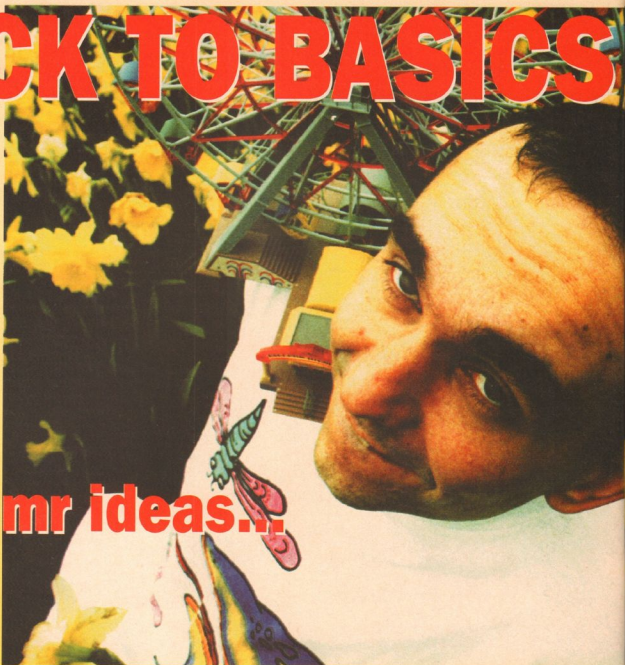
If you haven't done so already, check out our tip for original game of the year, Theme Park, on page 28. The brains behind this highly complex yet simple to play business sim, Peter Molyneux, is no stranger to software innovation. He also created one of the most original games

ever - Populous: the first ever god game. Plus he was the man behind Syndicate, one of the best and most violent, strategy games of last year. So where does he come up with the ideas?

The answer is Guildford, in tranquil Surrey, home to Bullfrog, one of Britain's most successful software development teams. Since the company was co-founded by Molyneux and Les Edgar in 1983 it's gone from strength to strength, with a com-

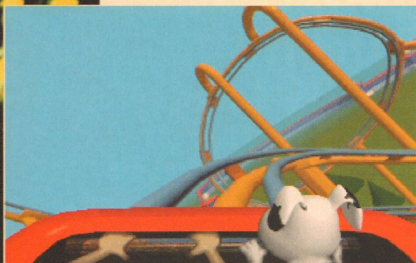
bination of original software and rampant enthusiasm. We dragged Molyneux out of bed (literally) for a few words.

Fresh from a marathon Theme Park coding session which ended at



Just to prove our point, Syndicate - a violent strategy game - was winner of the ECTS Most Original Game of the Year award 1992 and the work of Mr Ideas himself, Pete Molyneux.





LEFT Peter Molyneux, *Big Wheel* fan and creator of original software. ABOVE: His new project - Theme Park.

7am that morning, the last thing you'd expect Molyneux to do four hours later is to actually want to play the thing.

"I always believed a business sim would work. So much so I wrote one 10 years ago, convinced it would make me a million. In fact I rang up the post office and warned them they might need extra help when the orders flooded in. I had two replies to the ad."

It was at Disneyland that he realised just how big the whole theme park business is. "It's amazing, really. They employ almost as many

staff as they have visitors, but still make a massive profit and that's how I hit upon the idea for Theme Park."

If you've read the Theme Park preview on page 28 you'll know the game is coming on CD, floppy and cartridge. But as for the future Molyneux says "CD is the way forward, as long as people use it right."

Even before the game is complete, though, the follow-ups are being planned. "I'm not entirely sure what we'll be doing yet, but I'd like to do a Theme Hospital, maybe even a Theme



risky stuff...

One reason why original games struggle to appear in the mainstream is the reluctance of software houses to invest in potentially risky titles. This is understandable when you consider the large production costs, especially for cartridges in the form of duplication. That said, it can be taken to an extreme. *Populous*, one of the few British games to make a real impact in the Japanese market, was initially rejected by all the major software houses until EA finally accepted it. It went on to sell 3,000,000 across all formats. It just goes to prove that sometimes it's worth taking a risk in this business rather than depending on the same old stock products.

## back in the past...



A few crusties might remember some of these, but if you don't then here's a CVG history lesson on a few of the games we think set the pace of things to come...

- Elite
- Acornsoft/BBC

Regarded by many as one of the greatest games ever. The free-form gameplay meant you could go anywhere and do anything. There's never been anything quite like it.

- Little Computer People
- Activision/C64

Basically, you loaded the disk, a house appeared and your computer person moved in. Then it was your job to feed him, look after his dog and maintain a nice life for him.



- The Bard's Tale
- Interplay/PC

Paved the way for modern RPGs, spawning clones such as *Eye Of The Beholder* and *Dungeon Master*.

- Sentinel
- Firebird/Spectrum

Surprisingly, puzzle games were few and far between in the olden days. So Sentinel came as a breath of fresh air. A completely original concept which would do well on today's machines.

- Sim City
- Maxis/PC

With *Sim City 2000* now with us, let's not forget the original which triggered the whole series.



- Kung Fu
- Bug Byte/Spectrum

All genres have to start somewhere, and this is where beat-'em-ups began. *Kung Fu* was hardly the *Streetfighter* of its time, but it certainly deserves recognition as the first beat-'em-up.

# BACK TO BASICS

## the next big

— **gameplay revisited?**

**ORIGINAL GAMES ARE STILL ALIVE AND KICKING, BUT HOW DO YOU SPOT THEM? CVG SHOWS YOU HOW TO SORT OUT THE WHEAT FROM THE CHAFF; THE PITFIGHTERS FROM THE STREETFIGHTERS...**

Producing original software isn't difficult, providing the original concept is strong enough to stand up when faced with a full blown development team. An original game doesn't have to be a unique concept in the way the first beat-'em-up was, or be as startlingly different as Populous was, but at the very least it should take a different approach or incorporate some element which will leave people thinking that some creative effort's gone into the production. It sounds like stating the obvious, which doesn't account for why so many games are like so many others — only with different graphics.

So who do we blame for the way things have turned out? Consoles? Lack of developer investment? Ourselves for not kicking up enough of a stink about it? To be honest it's probably a combination of all these factors and more. If you look at the recent ECTS award winners it encompasses practically all the innovative games of the last 12 months, and even then some of them have had the past to thank.

**DOOM:** While being a follow-up of sorts to Wolfenstein, it took action games to the next dimension.

**SYNDICATE:** Bullfrog's tactical game of futuristic death and mayhem. Still very much in a league of its own.

**REBEL ASSAULT:** Probably the most playable, and innovative shoot-'em-up yet on CD.

**ZELDA IV:** One of the best ever Game Boy games, but, again, owes much to

the SNES version, which is still one of the best games on the system.

**APART FROM THAT WHAT HAVE WE HAD?** STREET FIGHTER 2 TURBO (SNES)

Spot the difference between this and the last Street-fighter. Hard, isn't it? £60 for four more characters and a quick bit of code-tweaking to boost the speed.

**ETERNAL CHAMPIONS (MEGA DRIVE)**

Not Street Fighter, but still very much like it. A good game in its own right, but owes a lot to Capcom's classic. **MORTAL KOMBAT (MULTI-FORMAT)** Different in some

respects, but not much of a progression from the typical combat game. That's not to single out one genre.



Recently, compare Marko's Magic Football in this issue to Soccer Kid. Similar, aren't they? How about Man United on Amiga bearing more than a passing resemblance to Sensible Soccer. Whoever said you can't have too much of a good thing obviously wasn't paying for it at the time.

**IT'S NO GOOD HARPING ON ABOUT LAST YEAR'S ORIGINAL GAMES, WHAT GAMES ARE WE GONNA BE TALKING ABOUT THIS TIME NEXT YEAR?**

**T**he future's not as bad as the past. Fair enough, we'll see plenty of derivative software, but with companies having to rely less on consoles as the 32-bit and CD markets expand, we're in for some real treats this year. Already we've had the likes of Twisted appear on 3DO and Gabriel Knight taking adventure games to a new level on PC. But the best is yet to come. Just check out these gems which you'll be seeing in the run up to Christmas.



style with stunning graphics, that don't break up into a mass of pixels when you see them up close. If Cryo manages this it'll be well on the way to creating the kind of virtual world game many other companies have attempted, with only limited degrees of success. The French company's other major release is Lost Eden, which you can read about on page 20.

### ACCLAIM

Acclaim has started up a new programming division for the specific purpose of writing games for CD platforms. Working on state-of-the-art equipment, its first release will be the Allen Trilogy, a game based on all three films. It's slated for release early '95.

### CRYO

Although its has been quiet of late, Cryo is about to burst back on to the scene with a number of very interesting titles. The first is Dragon Lore, which is coming through Mindscape. It's an attempt to marry the first-person perspective

### SEGA

While Sega isn't pushing back the boundaries of gameplay on the Mega Drive, there are certainly things afoot on the MD32 and Saturn which look very interesting indeed. Virtua Fighter, which should be one of

# thing...



the first games available, is the most significant step forward for beat-'em-ups in recent years. The moves are extremely realistic and the swooping camera



views put it in a class of its own. If the home version turns out to be as good as the coin-op, it will spell the end for conventional combat games such as *Mortal Kombat* and *Streetfighter 2*.

### SILMARILS

Robinson's Requiem can be best described as Robinson Crusoe meets Blake's Seven in a party held in Jurassic Park. Basically you've been dragged away from your



hi-tech home on an alien planet and dumped on an even more alien world. From there the object is to survive by out-witting the planet's inhabitants. It follows a pretty free-form game-style, similar in a way to *Elder Scrolls* on the PC (reviewed on page 90).

### US GOLD

Apart from the usual excellent quality Lucas Arts software, US Gold is itself branching out with *Under A Killing Moon*. It's an adventure which uses a similar combination of ray-traced graphics and filmed action to 7th Guest, but the programmers have tried to make this fully interactive. The result: a game which just about fits onto three compact discs. You can find out more next month.

### VIRGIN INTERACTIVE

The renamed Virgin has pulled out the stops with several very original looking titles on the development rack...

### CREATURE SHOCK

Developed by Jez San's Argonaut Software (creators of the Nintendo FX chip and top-rated shoot-'em-up

*StarWing*) the screenshot below shows you this is going to be something special. Believe it or not, the game's actually a shoot-'em-up. It's



going to be for 32-bit plus machines including PC CD-ROM, 3DO, CDI and Jaguar. It really has to be seen up and running to be believed. A definite contender for the Christmas number one slot, even at this relatively early stage.

### I11TH HOUR

The follow-up to 7th Guest will be a two-CD extravaganza. Virgin is building on the success of the original by studying just what it was that worked and what didn't. The follow-up will feature more characters, a bigger play area and the one thing they needed to get sorted - interactivity.



WORK IN  
PROGRESS

PC CD-ROM

PLATFORM

£29.99 OUT JUNE

CD32 AND MAC CD VERSIONS PLANNED  
NO OTHER VERSIONS AVAILABLE

IT'S DINOSAUR  
FEVER AGAIN,  
ONLY THIS  
TIME WE'RE  
IN FOR A  
REVOLUTION...

# LOST EDEN

Looking at these pictures you'd be forgiven for thinking that this game is nothing more than the usual borderline non-interactive advert for Silicon Graphics. In fact, what French developer Cryo has come up with is possibly the first successful marriage between gameplay and state-of-the-art visuals.

The plot's as bizarre as the game is good looking. It's set in an alternate universe where the dinosaurs manage to keep one jump ahead of extinction and have survived to witness apes become humans and

develop the ability to talk. Everything's cushy at first, until the Tyranns (who are the T-Rexes) decided the world would be a much better place with them in charge.

The actual gameplay is a peculiar mix of adventure and strategy. When you've made it

through the first adventure portion of the game it changes tack, and you then have to start constructing giant citadels to help defeat the might of the Tyranns. But first of all you've got to win over the trust of the dinosaurs...



▲ Eden's graphics are among the best we've seen in a CD game. The key factor is that they're interactive. Like many normal adventures, you have a cursor which changes when it passes over a part of the screen you can affect.

▼ This isn't like Jurassic Park, where the dinosaurs blunder around eating or being eaten. These have developed a language which, coincidentally, is the same as yours.

# DINO-MANIA

## WHO DOES WHAT IN EDEN

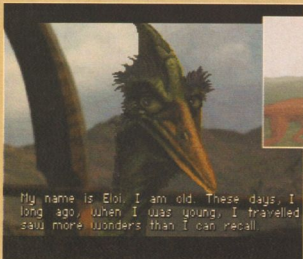
The game may be called Eden, but this is no workers' paradise. Humans and dinosaurs alike still have to graft if they want to overcome the Tyranns. Here's what jobs are open to an honest dinosaur prepared to learn a trade.

**Brontosaurs:** These are the JCBs of the world who are used to construct citadels.

**Velociraptors:** Guess what? These boys are used to fight off the Tyranns.

**Mesosaurus:** These brainy dino-dudes know how to kill the Tyranns.

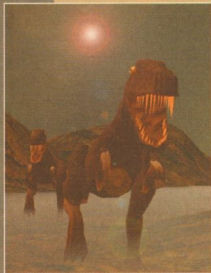
**Tricerotops:** Built like tanks, these guys are used to reinforce the citadels.



My name is Eloi. I am old. These days, I long ago, when I was young, I travelled saw more wonders than I can recall.



▲ As well as looking good, the dinosaurs are also very well animated. Particularly excellent are Tyrannosaurs, although if you see one animating nicely towards you the best policy is to turn around and run real fast.



...in my son, this plotodactyl is named Eloi and he has some fine tidings from the north.

▲ Before you can do anything you have to work out how to get out of the citadel you live in. The only thing stopping you is your dad, who's convinced that anyone who leaves the place will be eaten alive by rampaging dinosaurs. Well, he's half right...



▼ No matter how well you keep your wits about you and how many allies you have, you could still end up as a flailing human kebab skewered by a Tyrann's tooth.

### THEY CALL HIM JOHN ROBERTS

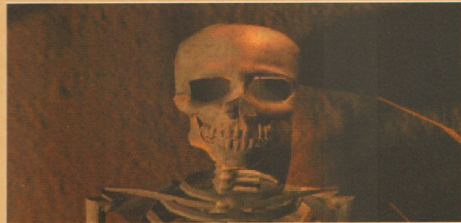
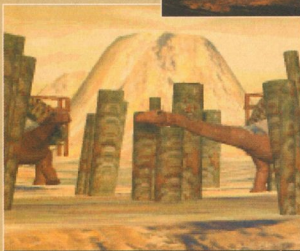
At the British end of the operation to bring *Lost Eden* to our screens is Virgin Interactive software producer John Roberts. Using no small effort of will, we dragged him away from his keyboard to find out just what he thinks of CD technology.

"The problem with CD is that it crept up on the industry too quickly, and many people failed to react quick enough," he explains. "The other problem is budgets. Many CD games use real actors and expensive locations. And not many producers can afford that... with the new game styles we need to start bringing people in from outside the industry, in the same way we hired Steve Jackson (co-author of the *Fighting Fantasy* books amongst other things) to write the story for *Eden*."

▼ Apart from the graphics, which are the best we've seen in any PC game, it appears *Cryo* has managed to chisel away most of the problems that have affected the kind of graphically-intense low-playability output in these kind of games. The strategy element should add depth, especially if *Dune CD* (also by *Cryo*) was anything to go on. Watch out for the full review soon.



▼ The aim is to force the Tyrannus into submission and bring peace to the world. This is no simple task as there are four dino inhabitant continents.



▲ As with many CD games, a full cast of actors has been employed to help bring *Eden*'s characters to life, resulting in almost 100 different voices.

■ SNES

■ ARCADE

■ UNCONFIRMED

■ OUT SEPTEMBER

■ NO OTHER VERSIONS AVAILABLE  
■ MEGA DRIVE VERSION PLANNED

WORK IN PROGRESS

## VIRTUAL BART

IT'S A SIMPSONS SPECIAL THIS MONTH, AS CVG GRABS AN EXCLUSIVE LOOK AT ACCLAIM'S LATEST BART CART.

It looks as though Acclaim has obviously gone Simpsons silly this month; not only is the king of the licence putting the finishing touches to its Itchy & Scratchy game, but at the same time work is ploughing ahead on the latest title starring Bart and co. In Virtual Bart, young Simpson has built a Virtual Reality machine for his school project. Unfortunately, because Bart isn't all that bright, it's prone to going haywire and, whenever he puts the virtual helmet on, there's no guessing where the star of

Springfield is going to end up.

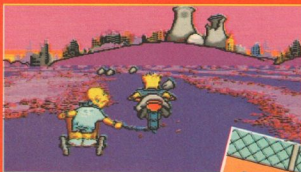
Virtual Bart follows on from Bart's Nightmare in as much as the game consists of a number of different sub-games, each of which you must complete to finish the whole game. The cart which CVG has exclusively got its hands on is not complete – the levels are all in there, but baddies need to be included on many and there's still that all-important game-play tweaking yet to be done – we'll tell you what we think of the finished version in the definitive CVG review in a couple of issues time.



▲ It's Jurassic Bart! Our hero is transformed into a prehistoric beast and must battle his way through countless hazards, including dinosaurs and caveman versions of your favourite Simpsons characters.



Naughty Bart must throw tomatoes at his friends, aiming for nerdy kids such as Milhouse and Martin, but avoiding Ms Krabapple and Nelson Muntz.



▲ Springfield nuclear plant has turned the town into a wasteland. What this translates into is a Road Rash game.

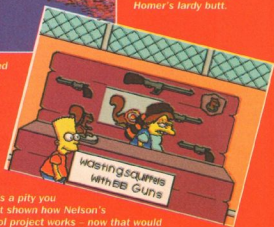
▲ Bart's gone to Mount Splashmore, the famous water-based theme park, and he's got to negotiate his way through the most exciting of the rides, H2-Whoah!, by choosing the correct route and avoiding the hazards such as bouncing balls and Homer's lardy butt.



▲ Baby Bart has escaped from his crib and must swing through the trees to escape. Hitting the ground means one of your three lives lost, so make sure you don't miss a branch.



► It's a pity you aren't shown how Nelson's school project works – now that would be a sight to see.



## MEGA DRIVE

Hot on the trail of the Super Nintendo game will be a Mega Drive version of Virtual Bart. The game is expected to be exactly the same as the SNES title, apart from the sections where SNES Mode 7 has been utilised.

# WARIO LAND

SUPER MARIO LAND 3

If the hat  
fits, **NUT**  
**SOMETHING**  
with it



Smash bang Wario's back. Yes, that short fat evil guy from Super Mario Land 2 is back with a scheme of great scheminess.

To steal all the treasure from the Kitchen Tool pirates, to pay for a castle so 'appenin' Mario will be gutted.

There are 40 levels to get through, so even with a battery backed memory and a pile of hats that give him new powers, you'll still find it a hard nut to crack.



Ninfamous  
Ninsane

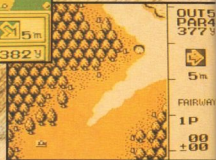
**Nintendo**

The latest release on  
Game Boy price £24.99.

# KONAMI

# GOLF

**FORE!** The ultimate professional golf challenge is here! With two courses, 36 holes, and a whole host of features Konami Golf will leave you feeling trapped, soaked and very roughed up. You'll need a keen eye and a steady hand if you're going to take on the pros at their own game. "...with great control, plenty of challenge this is an essential purchase that ranks up there with Tetris as a game that you'll come back to again and again."  
**CVC, March 1994.**



# GAME BOY



# KONAMI



**3DO****ARCADE ADVENTURE****UNCONFIRMED****OUT SUMMER/AUTUMN**

AMIGA, PC, MEGA DRIVE, AND SNES,  
ALSO AVAILABLE

NO OTHER VERSIONS PLANNED

### 3DO GETS READY FOR ITS OWN VERSION OF THIS CLASSIC ADVENTURE ROMP...

**A**fter a shaky start as far as software releases are concerned, the future for 3DO is looking far rosier. Quality titles such as Twisted and John Madden (both reviewed last issue) have graced the RISC-based super console, and established hits, such as Interplay's Another World, are set to appear later in the year.

Another World puts you in the shoes of molecular scientist Lester Chaykin, whose latest experiment goes wrong, blowing up his office and ripping a hole in the fabric of space and time which catapults him to

At the start, Lester finds himself zapped into that swimming pool, which he must first swim out of. ▼

an alien planet on the brink of revolution. Grabbing a laser gun and befriending an alien rebel, you've got to battle across the planet looking for an escape back to your own world.

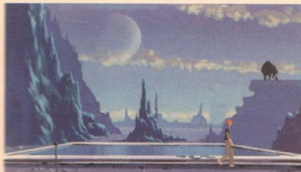
Graphics have been changed to take advantage of 3DO's visual capabilities; Interplay has added hand-painted backgrounds which have then been digitised, giving the game an eerier look than the 16-bit versions. Gameplay wise, there seems little difference between this and other versions - a few extra screens would have been appreciated. All in all, though, it's looking good; completion date permitting, expect a full review next issue.

WORK  
IN  
PROGRESS

# ANOTHER WORLD



No wonder the aliens from Another World aren't taking too kindly to Lester's antics; would you show kindness and sympathy to someone who was trying to kneecap you with a laser gun blast? ▼



▲ Lester's first meeting with Buddy, the friendly alien who assists you throughout the game. As you can see from these shots of the 3DO and Mega Drive versions, the 32-bit graphics have been enhanced considerably.



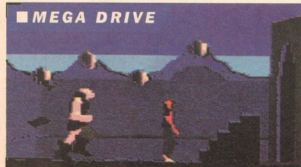
◀ That's one leap that's about to be timed to perfection, as those stalagmites look mighty sharp from where we're looking.

**COMING SOON****MEGA-CD**

■ Another World 2: Heart of the Alien

While Interplay readds itself for success with the original Another World on 3DO, Virgin is gearing up to release the sequel on another CD format, namely Sega's Mega-CD. The graphics have been improved, the game is four times bigger than the prequel, and you even get the first Another World game thrown in for free! Sounds like it's going to be a treat.

■ EXPECTED RELEASE:  
SUMMER

**MEGA DRIVE**

- PC-CD ROM
- UNCONFIRMED
- OUT OCTOBER
- CD32 VERSION PLANNED
- NO OTHER VERSIONS PLANNED



WORK IN PROGRESS

# CYBERWAR

**GRAPHICS TO DIE FOR - THAT'S WHAT SCI HAS IN STORE FOR LAWMOWER MAN 2...**

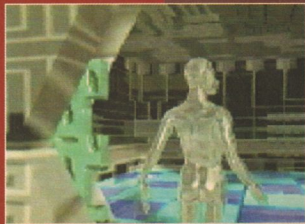
**T**he Sales Curve rounded off a very pleasant 1993 with The Lawnmower Man, the game that was based on the Virtual Reality movie starring Pierce Brosnan, Jeff Fahey and some damn fine special graphic effects.

The most impressive of the versions which were released had to be the CD-ROM game, produced in The Sales Curve's brand new studio in Southampton and incorporating the most impressive 3D graphics

we've seen outside of a Silicon Graphics workstation. Flushed with success, The Sales Curve - which, by the way, has changed its name to SCI (Sales Curve Interactive) is well into production of CyberWar, the sequel to the CVG Hit! rated original Lawnmower Man game.

This new game is not a conversion of the in-production movie sequel, but is in fact SCI's own original game design. The first Lawnmower Man game was criticised in some quarters for its lack of true interactivity.

We didn't agree, although the gameplay could hardly have been called the title's strongest point. SCI aims to up the level of playability in the sequel, with more control over the main character and more sub-games to tackle, with increased emphasis on arcade action than the puzzle orientated gameplay seen in the original.



▲ SCI's design team, based in Southampton, created the humanoid characters in the game by filming actors and then converting their movements into digitised form.

▶ It's difficult at this time to comment on the game play (since SCI is keeping it very hush, hush) but we're promised more action, and less puzzling this time around.



▲ Travelling down to the depths of dungeon in this well animated sequence. The effect of light and shading on your character's virtual body is simply amazing.



## LET'S FIGHT

One of the best graphical sequences we've seen in the game is a superb combat scene in which CyberJobe gives the main character a right good scudding.



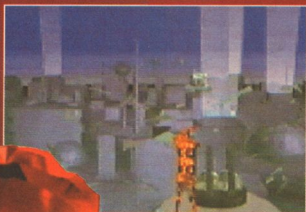
As if by magic, the shopkeeper appears. Actually it's CyberJobe, who materialises (very impressively) out of nowhere.



Silly old you. Instead of legging it like any sensible Virtual Reality person, you decide to stand your ground and slog it out...



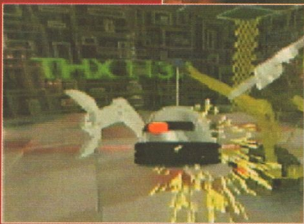
# LAWNMOWER MAN'S



▲ In this section of the game you've got to blast Cyber Jobe (that's him, at the bottom-centre of the screen) off his pedestal, before he does the same to you.

▶ If you think these graphics look something special on these pages, wait until you see them moving.

We were quite per-  
turbed at witnessing this  
act of wanton violence,  
especially since we  
thought that little robot  
was quite cute.



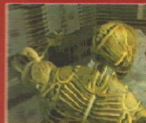
## COMING SOON

### The Lawnmower Man MegaCD ETBA

The Mega-CD version of CyberWar is not even in the planning stages, so if you can't wait for your slice of CyberJobe action, don't worry! You won't have to wait too



long because SCI is all set to release the original Lawnmower Man game on to Sega's CD machine. Bar the 256 colour graphics, The Lawnmower Man on Mega-CD is exactly the same as the PC CD-ROM version, which received a respectable 88% in CVG 148.



...which wasn't the world's best idea because, as you can see, CyberJobe is about to smack you right in the gob.



The editing of this sequence has been really well done, with the camera view switching between various positions all the time.



Oof! Jobe catches you right in the virtual guts, lifting you off your feet and hurling you into the virtual air. You're virtually knackered.



As you slam into the wall and slide pitifully down to the ground, you get the impression that perhaps you made the wrong decision.

# SECOND COMING

■ PC/PC CD-ROM/3DO/  
 MACINTOSH CD & DISK/  
 AMIGA 1200/500/JAGUAR/  
 SNES/MEGA DRIVE

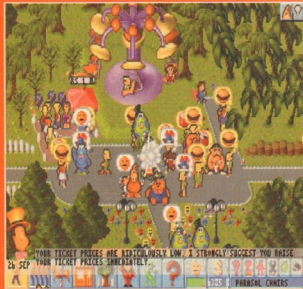
■ STRATEGY  
 ■ UNCONFIRMED  
 ■ FIRST VERSIONS OUT JULY

FROM THE BRAIN THAT  
 BROUGHT YOU THE FIRST GOD  
 GAME COMES ANOTHER  
 ORIGINAL CONCEPT...

**T**he last great upheaval for games came with the advent of 16-bit technology, now we face another with the arrival of 32 and 64-bit home machines. One man instrumental in some of the most innovative games of the last few years is bridging the gap between generations with yet another groundbreaking product.

Peter Molyneux, co-founder of Bullfrog, the creator of god games and purveyor of ultra-vio-

lence in his excellent Syndicate is at it again. His latest brain-child, Theme Park, is a multi-format extravaganza, and is probably by far his most ambitious project yet. The aim, quite simply, is to build the world's best theme park, with all the whizzo rides you can think of and enough amenities so that the patrons don't starve between rides. It sounds like a simple concept, when in fact it's actually one of the largest and most complicated programming



▲ In the cut-throat world of Theme Park management, no quarter is spared. The network play versions of the game will let you send in the thugs to do-over entertainers and smash up rides. If you really want to stich them up you can report them to consumer groups who'll happily close them down if they find anything wrong.

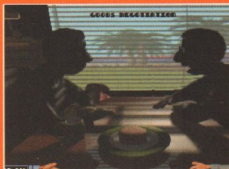
WORK  
 IN  
 PROGRESS



# THEME PARK

tasks ever in a computer game. All this and it's spanning 16, 32-bit and CD technology.

So far Theme Park's sucked up a year-and-a-half of Molyneux's life and countless months from graphic and sound artists. Even though the first versions aren't quite complete, it doesn't take an IQ the size of a national insurance number to work out that this is going to be very big.

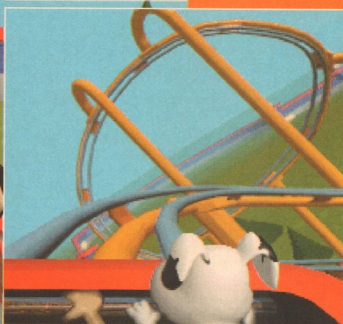


turn they have pay demands, some might not pull their weight and if things really get bad they can strike.

◀ It's one thing building your park, it's another keeping it running. Entertainers, mechanics and cleaners are just a few of the people you need to employ. In

## ALL THE FUN

Unlike games such as *Sim City 2000*, where you're stuck with the city you've built, in *Theme Park* if you get bored with your creation you can flog it and move on. This is a good way of earning capital to build your next super-park, but you'll have your old park and its new owners as rivals.



### 3DO

#### RELEASE: END OF YEAR

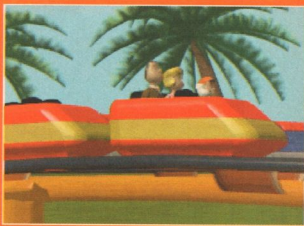
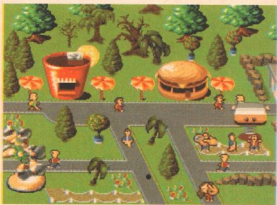
Like the PC CD-ROM version, 3DO *Theme Park* will feature a first-person ray-traced sequence for every ride in the game. In fact, apart from a few cosmetic differences, this is going to be just like the PC CD version in every way. The release date depends very much on when the first 3DOs go on official sale in this country.



### SNES

#### RELEASE: AUTUMN/WINTER

*Theme Park* on SNES will make a nice change from the seemingly never-ending crop of action games. It's being programmed from scratch rather than being ported from another version. This way Bullfrog hopes to retain as much of the original PC game's speed as possible.



As your park grows and, hopefully, makes you some money, cash can be invested in researching new rides and better facilities. Best of all, on the CD versions, you'll also be able to try the rides out thanks to a stack of excellent ray-traced sequences.

# THEME PARK

## ■ AMIGA 1200

RELEASE: JUNE

In terms of playability, the A1200 version is going to be just like other 32-bit versions, although it runs in 32 colour mode rather than 256. The biggest challenge for the programmers is getting the game running at the right speed, and from what we've seen it looks as though they've cracked it.



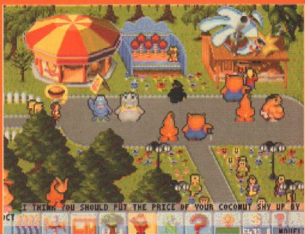
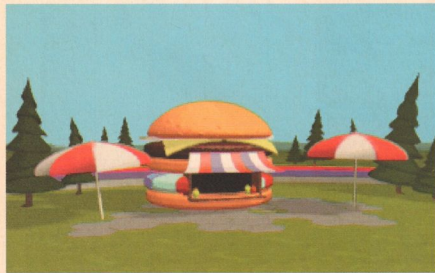
Once the opposing park owners see your haven of entertainment is in serious danger of actually making some money, there's every chance they'll start buying shares in it. Likewise, you can buy shares in their parks, buying them out completely if you've got the available wonga.

The design of certain rides, such as the roller coaster, is entirely up to you. If you've got the cash you can create the most hellish ride on Earth, although make it too much of a whiplashing whirligig and your patrons could end up injured.

## ■ PC/PC CD-ROM

RELEASE: JUNE

This is the most complete version of the game we've seen. Almost all the features are in place, with the CD-ROM version just needing the ray-traced sequences added. It's going to hit the shelves first along with the Mac and Amiga versions this summer.

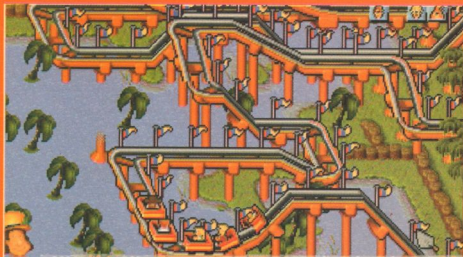


The various difficulty levels mean you can play the game by just setting up rides, or go the whole hog and take responsibility for everything from hiring and firing to ordering supplies for the shops.

**A STUNNING  
RAY-TRACED  
INTRO IF YOU  
PLEASE...**



If you're really doing well, your park might be awarded trophies for such things as most attractions, or biggest roller coaster. Get one of these and people will flock to you from miles around.



▲ When you're bored with your current park, you can sell up and move on to another part of the world. The most challenging country is the US. No doubt 'cos they're such budding capitalists

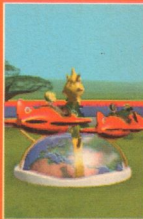
### THE INTERCONNECTEDNESS OF ALL THINGS FUN

The core of the gameplay is based around how things affect each other. For instance, if your bouncy castle is too springy, the people on the ride are liable to be sick over it. While adding too much caffeine to the coffee at the cafe makes the punters spend around the park, trying out even more rides.

This creates a delicate programming balance that can be easily upset by the smallest addition. Deciding it would be rather nice if the people getting on to the bus outside the theme park waited for the passengers to get off, Pete Molyneux added a simple two-line routine. It worked, but it also had the knock-on effect of making the bus take up to six months to complete its journey.

There's already a lot of interest in this game. CNN recently used it to demonstrate why the EuroDisney theme park can't succeed and staff at EA (the company releasing the game) and Bullfrog are hooked. It doesn't stop there, though; Theme Park is just the first instalment of Bullfrog's new Designer Series, which will feature a whole range of business sims based around a similar engine.

◀ By watching the little thought bubbles over the heads of the punters you can find out just what they reckon to your park and, if you feel like it, listen to the recommendations and make a few improvements.



■ AMIGA  
 ■ ADVENTURE GAME  
 ■ UNCONFIRMED  
 ■ OUT JUNE

■ CD32 AND PC VERSIONS PLANNED  
 ■ NO OTHER VERSIONS AVAILABLE

WORK IN  
 PROGRESS

WITH THE DELUGE OF NEW MACHINES YOU'D THINK THERE WASN'T ANY HOPE LEFT FOR THE A500. WELL CORE IS ABOUT TO PROVE THERE'S LIFE LEFT IN THE OLD DOG YET...

**E**ver since Monkey Island reared its beautiful head on the PC around three years ago, humorous point-and-click adventures have been all the rage on home computers. One of the early attempts at this type of



▲ Universe will be packed with diversions from the main adventure. There'll be an amusement arcade where you'll be able to have a quick blast at Space Invaders.

adventure on the Amiga (along with Monkey) was Curse of Enchantia and now, over two years later, another adventure from two of the original Enchantia team is soon to be released.

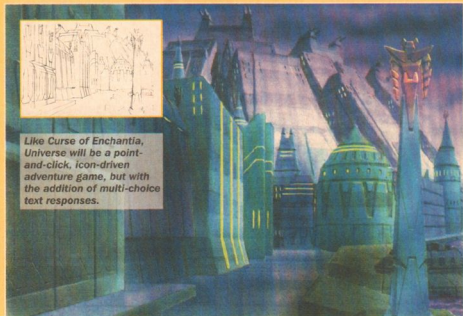
Universe looks and plays like a number of current releases such as



▲ The SPAG system allows all the richness of the original drawings to be incorporated into the final screen.

# UNIVERSE

Flashback, Simon the Sorcerer and Beneath a Steel Sky. With its innovative SPAC system, decent puzzles and wicked English humour it's shaping up very well. Keep an eye out around June time to see just how big this Universe is going to be.



Like Curse of Enchantia, Universe will be a point-and-click, icon-driven adventure game, but with the addition of multi-choice text responses.

This was one of top sci-fi artist Rolf Muhr's creations before he started work on Universe, but Core liked it so much that the team put the background scenery in the game.





▲ This is what a typical sketch in the game looks like in its early stages.



◀ After an injection of talent and a lot of sweat a working illustration is ready to be scanned...

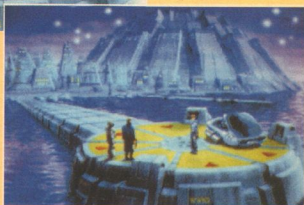
...once scanned and touched up the main game sprites are added, et voila, a finished screen... ▼

### COMING SOON

#### PC & CD32

A PC and CD32 version are in the pipeline and these will feature 256 'proper' colours rather than using the SPAC system. Digitised speech will be used if it can be incorporated before the deadline.

■ **RELEASE DATE UNCONFIRMED**



# GRAPHICS FROM ANOTHER GALAXY

Through the hazy glow of the alien atmosphere you see a littered asteroid which appears to be crowded with strange looking dwellings. There are lights in an array of the buildings and your craft can be seen flitting incessantly to and fro.

Keep reading the text because there's a lot of useful clues to be gained here, although be warned because some of them are a little patronising!

There'll be a number of arcade-based games throughout *Universe* to encourage fans of other game genres, but the team have kept them simple so as to avoid annoying hard core adventurers. ▶

### SPAC!

Ho-ho, programmers are a witty bunch! *Universe* uses a revolutionary, and rather clever, process called Super Pre Adjusted Colour (SPAC for short). This enables 256 colour backgrounds to be displayed on a standard 500 Amiga.



■ MEGA DRIVE/SNES/MEGA-CD  
 ■ PLATFORM  
 ■ UNCONFIRMED  
 ■ OUT AUTUMN

■ NO OTHER VERSIONS PLANNED  
 ■ NO OTHER VERSIONS AVAILABLE

SCI COMES UP WITH A PLATFORMER THAT'S A LITTLE BIT TUFFER THAN THE REST...

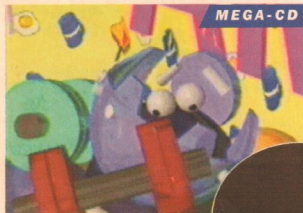
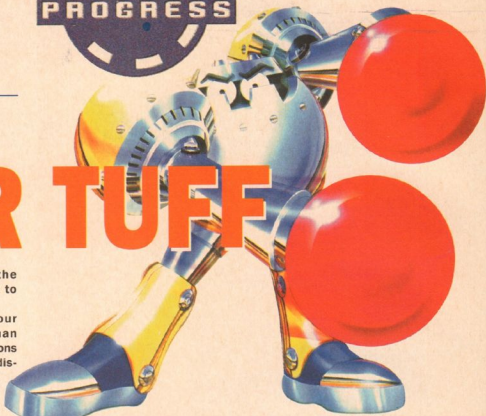
**H**ad your fill of cutesy platform romps? Want a character who's that bit, well, harder? Look no further than SCI's latest offering, then! Mr Tuff's his name, and being tough's his game. He's been left on Earth to destroy the derelict buildings while the humans have nipped off to a nicer planet. Unfortunately, all the other robots inhabiting the planet have gone haywire and turned on Mr

# MR TUFF

Tuff, which is not the best state of affairs to be in, let's face it.

Luckily, our metal demolition man has a variety of weapons and vehicles at his disposal, such as trucks, hoverboards and flame throwers, which will enable him to blast

WORK  
IN  
PROGRESS



MEGA-CD

▲ Part of the superb-looking Mega-CD introduction, Mr Tuff's been trying something a little too tuff, even for him.

SNES



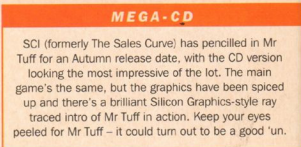
▲ Mr Tuff's a bit of a dab hand at driving all kinds of vehicles. Like this JCB with the demolition ball attachment, which is used to smash through walls and pillars.

his way through the 40 levels of this six-island Earth. Mr Tuff's got to enter the buildings and smash away the seven support pillars in each one before he can reach the final building and take apart the main security droid.

SNES



▲ It's all well and good having lots of axes to hurl, but if you're as tough as Mr Tuff, they really aren't going to do much damage.



MEGA-CD

SCI (formerly The Sales Curve) has pencilled in Mr Tuff for an Autumn release date, with the CD version looking the most impressive of the lot. The main game's the same, but the graphics have been spiced up and there's a brilliant Silicon Graphics-style ray traced intro of Mr Tuff in action. Keep your eyes peeled for Mr Tuff - it could turn out to be a good 'un.

SNES



MEGA-CD

▲ Uh-oh. Half-way through the horizontal level, Mr Tuff is accosted by a most unpleasant-looking droid on a similar style of hoverboard.



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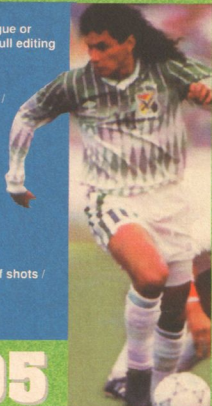
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## MEGA DRIVE/SNES

PLATFORM

UNCONFIRMED

OUT AUGUST

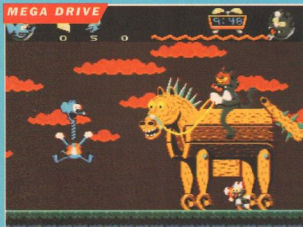
NO OTHER VERSIONS AVAILABLE  
GAME GEAR VERSION PLANNED

**TOM AND JERRY, TAKE A BACK SEAT; THE FUNNIEST – AND DEADLIEST – CAT 'N' MOUSE ON TV ARE COMING TO CARTRIDGE!**

If you've ever watched The Simpsons cartoon, on either Sky One or on one of the many videotapes available, then you'll know exactly who Itchy and Scratchy are. If you've never seen The Simpsons before, then you're a very sad person and for your information this cartoon duo on the Krusty The Clown show are Springfield's answer to Tom and Jerry; Scratchy is an unfortunate moggy who's forever being

stabbed, shot, garrotted, beheaded and generally abused by psychotic mouse, Itchy. And now you can take part in their antics in this, the latest Simpsons licence from Acclaim.

Itchy and Scratchy made their videogame debuts in a sub-level in Acclaim's best Simpsons game yet, Bart's Nightmare, and their appearance was so successful they've gone on to get a cart all of their very own. The game promises to be ultra-violent and ultra-funny – whether or not Acclaim manages this remains to be seen, but in the meantime, take a look at these shots of the Mega Drive and SNES versions, the latter of which is EXCLUSIVE to CVG!



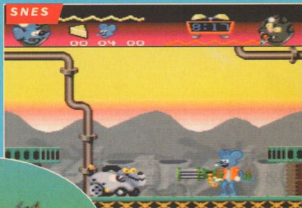
▲ We thought we'd show you Itchy getting a hard time, since he's usually the one dishing it out on the TV show. Doesn't look like much competition here, as Scratchy goes after Itchy in a Trojan horse.

WORK IN PROGRESS

## ITCHY AND SCRATCHY



▲ (MEGA DRIVE) Scratchy electrocutes his arch-rival on the 16-bit Sega version of the game.



▲ One of the first rules of tag – don't give one of the protagonists a Gatling gun. Things could well get hairy for Scratchy here.



▲ (SNES) The dangerous duo get ready to start the Mutilation On The Bounty level.



▲ (MEGA DRIVE) That's hardly fair! Scratchy, ICB at the ready, prepares to get his own back for years of maltreatment.

## GAME BOY

While handheld Sega owners will get the opportunity to play the 16-bit game on their machine, Game Boy fans may feel left out because this title isn't being converted for you. But don't cry just yet, for Acclaim is producing Itchy and Scratchy: Miniature Golf Madness especially for your system!

## SNES

## SIMULATION

£59.99 ■ OUT OCTOBER

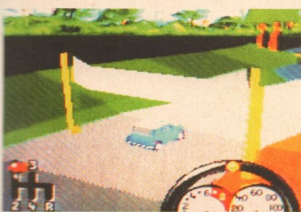
PC CD-ROM AND 3DO VERSIONS PLANNED  
NO OTHER VERSIONS AVAILABLE

USING NINTENDO'S SUPER FX CHIP ELITE'S NEW RALLY GAME IS OFFERING A NEW BREED OF SIMULATION GAME. BUT IN WHAT WAY?

Elite's aim in Powerslide is to try and create a rally sim that's positively stunning, and it aims to achieve this by making the cars handle as realistically as possible, and also to get them to perform driving skills that are unique to this game, like handbrake turns for example.

Elite has enlisted the help of the guys who helped to create car simulations for Ford and the technology that aids the firm in its new car development. As a result Powerslide will offer the player a realistic range of cars to rally with and there's also going to be

a variety of landscapes to drive through, from forests to glaciers. Like the real event the main game is to be played against the clock, while a two-player mode will offer a split-screen challenge. We can't wait to see the finished game.



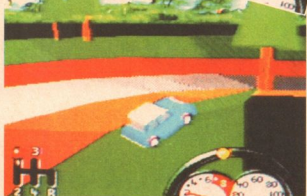
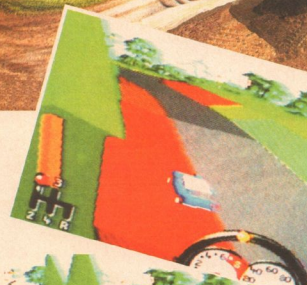
▲ Whoever's driving the Cooper must have felt pretty confident about his success - he's crossing the finishing line in first gear!

WORK IN PROGRESS

## POWER SLIDE



▲ At the moment, Powerslide offers only the Mini Cooper to race around in. The finished title should have a variety of different motors to carve up the track in.



▲ The way your car handles in Powerslide mimics the way a vehicle would in real life. For instance, try to balance on too steep a gradient - like this person is here - and the car will tip over.



▲ There's a time limit in place so you'll have to keep that speed up as much as you possibly can.



▲ The SNES game is polygon-based, the PC version uses conventional graphics.

## ■ PIONEER LASERACTIVE ARCADE AND 'EDUTAINMENT' TITLES

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**LASERDISC GAMES SYSTEMS HAVE ALWAYS SEEMED LIKE AN OUTSIDE BET, AND WITH THE ONSLAUGHT OF CD-I ET AL, HAS LASER ACTIVE GOT A CHANCE?**

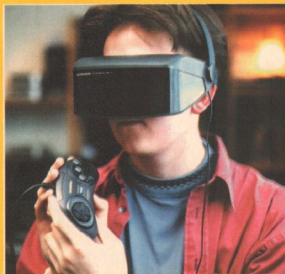
**V**ideo CD isn't new. Before Philips' darling hit the streets there was something called Laser Disc, but sadly it flopped in the UK about 12 years ago because of its high price and the public's bewilderment of it.

By 1989 though LaserDisc was doing well in Japan and the USA and audio CDs were really starting to take off in the UK. Subsequently an attempt was made to include video clips on CD singles, but only about 20 titles were released. Once again LaserActive died a death in the UK.

### GOGGLEBOX

One of the most interesting aspects of the LaserActive system are the 3D glasses seen here on Rik's fat head. The product used here is a 3D Museum, a sort of edutainment title that was primarily designed to let you wander around museums looking at the exhibits. The glasses create a stunning effect. Gone is the one colour flicking images and crap cardboard glasses. Instead you get TV-quality

Now, Pioneer is pushing LaserActive once again, this time as the system that does it all. And it does. LaserDiscs, Audio CDs (Album and Single), Photo CDs, CDGs (Audio CDs with on-screen graphics – the sort seen in Karaoke for example), all are no



flicker-free images and stunning 3D. Also on the disc are a number of 3D rave music demos which when played through a Dolby Surround Sound Pro Logic System and watched through the glasses created an awesome experience. Even the photographer wanted a go!



# LASER SET TO STUN?

problem with the Pioneer machine. And with two licensed optional slot-in cartridges the machine can play Sega Mega-CD's and NEC PC Engine CD's. (The PC Engine is especially popular abroad.)

As a video player LaserActive is very good, with a resolution which is typically 60% higher than VHS. Add digital sound and you can see why home cinema lovers lap the system up. And it's well supported by film companies with virtually every film available. Makes the 20 or so CD-i titles seen sad doesn't it?

As a games machine though it's a different matter. While the images pulled off CD are lovely, and as good as anything seen on any other CD platform the sprites are particularly poor. They're

◀ Here's Rik looking stupid wearing a pair of the 3D glasses. As good as they are, they're as cumbersome to wear as any VR style headset.

▼ This 3D rave section is an awesome experience. Loud Dolby Pro Logic music and 3D visuals makes this a dream for all night party animals.





▲ This is the standard LaserActive machine. Note the slot in the bottom left...

### THE HARDWARE - ADAPT AND SURVIVE

...add an optional module and you can play Sega Mega-CD's...



being pulled off either Mega LD or LD ROM and look about as realistic as Bruce's hairpiece. Then add the fact that LaserActive's price and marketing place it in an adult market where watching Arnie rather than playing him is more important, and it's no

wonder that LaserActive hasn't been the greatest of successes. Still the modular aspect of the system means that it could be easily upgraded to play 3DO, CD-ROM and CD-i with little trouble. And at the end of the day all it needs to succeed is decent sup-

port from the software houses and you. But then again that's true of most of the new CD-based machines at the moment, and with little support from any softcos in this country it looks like it'll remain the domain of film buffs only



▲ ...complete with six button Sega joystick.



▲ Just like most CD games at present, Pyramid Patrol is very linear in a Silpheed kind of way...

The Edutainment title The Great Pyramid manages to mix FMV and interactive graphics to great effect.



them on than a LaserDisc player. With a 60% improvement over standard VHS; watching movies on this format is a dream. The games? Well, unfortunately that's another story. Like Pyramid Patrol (bottom pic), they tend to be basic shoot-'em-ups with gorgeous CD backdrops and cardboard cut out-style sprites. As an education medium it's more promising. The Great Pyramid (top pic), offers 540MB worth of FMV and graphics information as well as speech and music on everything you could want to know about the pointy buildings.



▲ The end-of-game boss from Pyramid Patrol. Lovely graphics, shame about the gameplay though.

### THE SOFTWARE - MOVIES AND GAMES

If you're a film collector then you really can't get a better home machine to play

... but a Doom-style runaround is a great idea whatever the system.

## MEET THE CREW

IT'S NEARLY SUMMER, AND THE CVG BOYS' AND GIRLS' MINDS WILL SOON BE TURNING TO THOUGHTS OF HOLIDAYS IN THE SUN. IF THEY EVER GET THE NEXT ISSUE FINISHED ON TIME, WHICH HOTSPOTS WILL THE TEAM BE JETTING OFF TO?

**PAUL** It's not for Rand, trips to foreign climes that is – no soaking up the rays and sipping cocktails by the pool for him. “Being strawberry blond, my skin is particularly sensitive to the sun,” explains the Ed. “When I went to Hong Kong, my face blistered up like an over-ripe peach – I’ll be spending my hols in damp, cold Easington. By the way, have I ever told you about my time in Hong Kong?” Yes, Paul. Many times.



**DARY** What foreign parts does Gaz see himself in for his sojourn? “I love the seaside in the summer, so I’m heading for the east and west coasts. One will be preferable to the t’other though, seeing as one’s the West coast of America, while the furthest east I’ll get is the East coast of Yorkshire. And when people tell you to “Shove it where the sun don’t shine”, East Yorkshire is precisely where they’re talking about.”



**RIK** Social reprobate Rik is particularly lacking in the life department this month, which shouldn’t surprise regular readers who follow his unfortunate antics. “I want to go to China this summer,” says the man who’s too lazy to write his name out in full. Any particular reason for this long-haul jaunt? Yes. I want to snog Chun Li. The CVG team would like it to be known that Rik’s comments are in no way to be construed as editorial policy.



**DEMIZ** Hat-wearing staff writer Ahmet has a hankering for raw fish, Sapporo lager and new technology. That’s right, our Den fancies a jaunt to Japan in June or July. Why is that, Deniz? “Because I’d be taller than everyone who lives there.” Yes, we know that’s not particularly amusing, but we couldn’t print Den’s gag about wide-screen TVs. If you know it, send it to the usual address – first correct reply wins a game!



**MARK** Having failed to make a lasting impression on the Americans, would-be scriptwriter Mark feels he should get away from it all. And where better than Nepal? “Right up a mountain in the Himalayas would suit me; time to recharge my creative batteries and all that.” Which is fine, but he’d look a bit funny with a shaved head and wearing an orange sheet. Mind you, he can play a mean tambourine.



**JULIE** We didn’t actually know this until now, but Julie is a bit of an elefrend. Which would explain why her ideal holiday location would be Sri Lanka. As the Art Ed explains, “It’s supposed to be the Garden of Eden and they look after elephants there.” Unamusing yet touching, we think you’ll agree. Oh, and last month’s Meet The Crew bit about Julie wasn’t true; it was just Rand trying to get a cheap laugh at her expense. Sorry.



**PETREA** You’d think every day would be a holiday for Petrea, having been fortunate enough to get out of Australia and come to excellent Britain. But no! “It’s obvious where I want to go,” Petrea tells us. “I want to go home where I can get some real sun, as opposed to this poor excuse for good weather.” If only her ancestors had that luxury. But they didn’t. They were locked in a ship’s hold for three months with nothing to eat but their own toes.



**STEVE** You name it. Steve’s been there. America, Germany, Turkey, even Egypt. But Steve’s ideal holiday destination is slightly closer to home. “I want to go to Pamplona in Spain,” says the CVG Managing Ed. Any particular reason? “I want to see the annual bull-run.” Sounds innocent, until you realise that the bull-run entails chasing a bull through the streets then prodding it with big sticks. And we thought Steve was a nice person.



■ 3DO

■ SHOOT-'EM-UP

■ £49.99 ■ OUT ON IMPORT

■ PC AND AMIGA VERSIONS AVAILABLE  
 ■ CD32 VERSION PLANNED

**A SPACE COMBAT GAME WITH THE COMPLEXITY OF A FLIGHT SIM GETS READY TO TAKE OFF ON 3DO. IS THIS A DEPARTURE WORTH BOOKING FOR?**

**W**hat do you expect from the 3DO? Well, for a 32-bit machine you certainly want impressive new games. What you probably don’t want is conversions of old games, especially if the conversion turns out to be worse than the original. Is that the case here?

Super Wing Commander has stuck to the original’s format. You’re part of an International Confederation set up to defend Earth from impending alien invasion. Each campaign has its own plot and conclusion and each flight will affect the Confederation’s chances of success in different ways. Accompanying you on your missions is your wingman who you communicate with and give orders too. This lets you apply different strategies to your missions. Complete a mission and return to base to see what affect you’ve had on the plot.

It sounds easy eh? Well, that’s because we haven’t mentioned what can go wrong in your missions, and for that we’ll need some pictures...



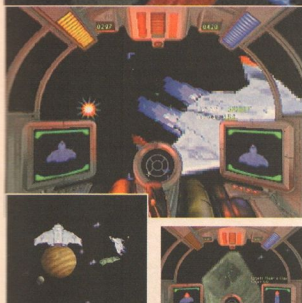
◀ In the Barracks you can save up to eight games, view your weapons or enter the briefing room for a mission.



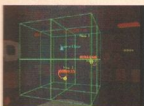
▲ During the campaign you will have the chance to fly up to five types of ship and battle. For a spot of practice you should try out the simulator in the recreation room, which logs your high scores.



# SUPER WING COMMANDER



▲ There are two exterior views which can be used in real-time. Don't try to play in these perspectives, though, because the graphics jerk around terribly.



▲ Your missions are explained in detail by the Colonel in the briefing room. Details of navigation routes and wingman assignments are also loaded into your ship's computer for easy reference.

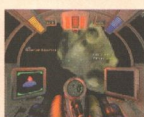
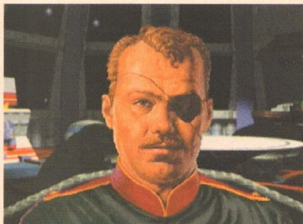


▲ There are a couple of asteroid fields out there. Fly around if possible, or go VERY slowly. One hit and you're dead!



▲ Your computer automatically targets the nearest ship. Red brackets indicate an enemy ship and blue a friendly one. An image of the target also appears in your right monitor.

◀ The monitor on your left shows damage to your craft. Some systems will repair themselves over time. Yellow, orange, red and grey signify levels of damage in order of severity. If you're stuck in battle with heavy damage it's best to return to base or eject.



▲ Landing is a necessary part of each mission. Luckily the procedure is automated - as long as you get in the right position as shown here. Just make sure you ask for permission first.

When pilots return from missions they like a bottle of adult pop in the recreation room. Get in the habit of talking to them and you'll gain valuable hints for new missions as well as learning new manoeuvres. ▼

## ■ VERDICT

### ■ 3DO

The original PC game required over 20 different button combinations as well as a joystick. These have been converted to button and pad combinations, which can be very complicated at times. Considering the 3DO's power this game is relatively poor, with flat-looking sprites and jerky animation. Despite this the gameplay holds its own with good depth, strategy and plenty of missions. But taking it as a whole, a lot more could have, and should have, been done. Wing Commander fans will be disappointed indeed.

■ DENIZ AHMET

## ALTERNATIVES

### WORLD BEATER

■ X-Wing/PC

■ US Gold/£45.99

By far the best space combat game in existence. Fast, smooth graphics combine with excellent variety in the missions. It's only fault is that it's a little too tough at times.

■ Issue 138: 93%

■ GRAPHICS 60

■ SOUND 70

■ PLAYABILITY 83

■ VALUE 60

## OVERALL ■

# 79

## MEGA DRIVE

## ARCADE PLATFORM

£45.00 OUT TBA

AMIGA AND CD32 VERSIONS AVAILABLE (TURRICAN 3)

NO OTHER VERSIONS PLANNED

**TURRICAN HAS BEEN WITH US SINCE THE DAYS OF THE C64 AND THE NEW MEGA DRIVE VERSION HAS SOMETHING OF A LEGACY TO LIVE UP TO...**

The latest incarnation of Turrican on the Mega Drive looks like it owes much to Turrican 3 on the Amiga and CD32. The sprites and parallax have been greatly improved, and the running speed has been bumped up somewhat too; but you are not going to get anything more than the 15 levels (but none of that lovely Dolby Surround sound) that you get with T3 on Amiga.

Mega Turrican is going to be a straight

arcade blaster, with heaps of power-ups to seek out and collect along with your usual quota of multidirectional level structures. Turrican will also carry with him a very usable plasma rope which will enable you to cling to surfaces and move around like Tarzan. The scattered hidden treasures and bonuses will no doubt offer a more explorative approach to the game-play. A worthy sequel to the Turrican series? Full review coming soon!



# MEGA TURRICAN



Round pods provide plenty of power up weapons. Shoot to change weapon.



Death comes without warning. Get in to the habit of looking at your energy bar, especially when fighting bosses.



Crystals need to be collected if you want to hit those high scores. That's the main reason for exploring each level.



In this flight stage you need to keep moving since those platforms will snap after a while, sending you to your death.



The first boss will try and punch you into the ground. Jump and shoot at him and you'll get through to the next level.

Waterfalls obstruct your view of these platforms which can result in you jumping blind.



The new rope weapon lets you attach to almost any surface for swift progress.



One tactic is to change into your steel ball and roll along the ground laying bombs for the enemy.



SUPERPRO GOLD - 90%

"Totally excellent" GAMESMASTER

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

Head out for the highway in the rockiest

race to hit this side of the universe!

Heel the steel and put your max power to

the test as you scream through the  
meanest streets on Earth... and beyond!



Choose to be human, or alien, in your

attempt to wipe out the opposition...

the more wins you clock up - the more

weapons you buy, and with each victory

you progress to the next amazing moon.



And the incredible digitised sound tracks,

including "Born to be Wild", will just

knock your socks off!



*Interplay™*

**ocean**

# TAKE A RIDE ON

## ROCK 'N' ROLL RACING™

# THE WILD SIDE



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...so blast out the starters... kids on bikes hit 'em... you don't need a weatherman to know when the sun will come out... the spirit blows but take my advice your car may be lead lined or barrelled... get plenty of gas... the more you drive the more you'll hear... this is the action the rock 'n' roll action the only action worth racing...

# CHUCK ROCK 2 SON OF CHUCK

■ CD32

■ PLATFORM

■ £29.99 ■ OUT NOW

■ AMIGA/MEGA CD VERSIONS AVAILABLE  
■ NO OTHER VERSIONS PLANNED

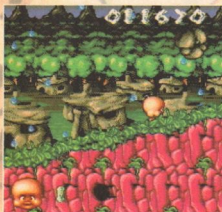
## WILL CHUCK'S YOUNG SON PROVE TO BE A CHIP OFF THE OLD ROCK?

It may not be the prettiest of CD consoles around at the moment, but the CD32 is believed to have sold around 75,000 units so far. However if the thought of that not-particularly-appealing grey casing turns you off, then try Core Design's latest convert from the Amiga to the CD32. A platform game set in the Stone Age, Chuck Rock 2 casts you as Chuck's son battling to rescue his dad from the evil clutches of Gary Gritter. Armed with a club it's simply a case of jumping through the levels and bashing troublesome baddies and guardians around the bonce with your weapon.

Any guesses as to what the enhancements over the original Amiga version are? That's right, a fantastic CD intro and in-game CD music. Not seen that before! In fact enhancement is probably not the right word as these improvements have already been seen in the Mega-CD version that CVG reviewed three issues ago.



◀ There's some high quality graphical touches throughout the game - excellent parallax scrolling as well.



▲ These boulders pop up fairly often. It's just a case of avoiding them, although sometimes the scenery hampers your escape.



▲ Here's one of the typical guardian characters you can expect to come across on your travels. Bash his head (yawn) to dispense of him.



▲ Solving one problem often leads to another. Here you've climbed on to the pylons to avoid a spiky trap but now you've got to avoid the electricity sparks flying around.



▲ Don't worry, this dinosaur's nowhere near as scary as he looks. Just watch out for his energy sapping feet.

### OTHER VERSIONS

On the Mega-CD this is just the same game, so if you like what's on offer here then you'll like this version too. The Amiga game lacks the CD music and intro.

AMIGA

■ Issue 139: 83%

MEGA-CD

■ Issue 148: 76%

### ■ VERDICT

■ CD32

You guessed it, Chuck Rock 2 is another straight port from the original Amiga game plus standard CD intro and music. Being a cartoon (and one Disney would sweat about) the intro stands up to repeated viewing which is unusual. Chuck Rock 2 is just what we've come to expect from Core of late, a highly polished product. Thing is, despite the polish the fact that it's just an average platformer is obvious. This is fun and colourful but has little new to offer.

■ RIK SKEWS

■ GRAPHICS 80  
■ SOUND 80  
■ PLAYABILITY 73  
■ VALUE 67

OVERALL ■

73

**SNES****PLATFORM****£44.99** **OUT NOW**

**NO OTHER VERSIONS AVAILABLE**  
**NO OTHER VERSIONS PLANNED**

**TROLLING AROUND THIS CUTESY PLATFORM ROMP COME THE LITTLE PEEPS WITH THE IN-YER-FACE HAIRCUTS...**

**H**aving achieved nationwide popularity once again in various tacky gift shops around the country, Russ Berrie's Trolls are now in danger on your SNES screen. Having lost their underpants somewhere in the conversion, all four of the trolls must work together in dashing round the five Troll islands. Their objective? To colour up the lifeless terrains that they romp through.

Ladders, windows and various other dull parts of scenery have to be coloured up, thus completing the stage. Of course, there are wandering baddies to make it all the more tricky and landscape puzzles to solve in order to cross to inaccessible areas. While Trolls fling custard pies at enemies in defence, as you progress through the 50 levels you soon realise that the best and sometimes only way to victory is by selecting the right Troll for the right job.



▲ Colouring the levels so that they're as multicoloured as the trolls is the idea of the game.

Now and again a small (childish) puzzle has to be completed to collect extra points. Here you push down on the joystick to reveal a set of spikes, so push the block down the gap to create a safe platform to land on.



# SUPER TROLL ISLAND



▲ Stand still for too long and a nasty cloud chases you relentlessly.



▲ Your main weapon is a custard pie which covers opponents ready for you to eat!



▲ You can gather any item for bonus points.



▲ Having painted in the window structures shown here, the screen is flooded with colour and a shower of bonus items are released. You have to quickly gather what you can before the next level.

**VERDICT****SNES**

Bright, cheerful and original (to a degree) are the factors which structure this luminous platform game. Trolls is vivid fun and will definitely appeal to the younger player, with addictive exploration and interchangeable Trolls being the key gameplay elements. The game's shortcomings though are that the challenge never changes and the enemies' movements and attacks are all very predictable. For these reasons Trolls may expire its cute appeal early on.

**DNIZ AHMET****ALTERNATIVES****MEGA DRIVE**

- Rollo To The Rescue
- EA/£44.99

A very CUTE game with an elephant which dashes round various platforms unlocking little creatures for special powers. Smart graphics and considerably addictive with it.

● Issue 135: 95%

- GRAPHICS 85
- SOUND 85
- PLAYABILITY 86
- VALUE 79

**OVERALL**

# 83

## ■ JAGUAR

■ SHOOT-'EM-UP

■ £65

■ OUT NOW ON IMPORT

■ NO OTHER VERSIONS PLANNED

■ NO OTHER VERSIONS AVAILABLE

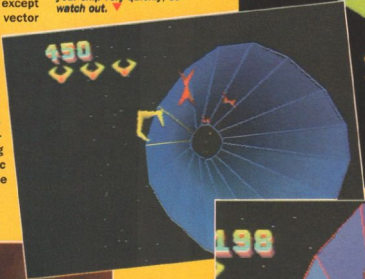
ATARI TRAVELS ALL THE WAY BACK TO THE DAWN OF VIDEOGAMING AND RETURNS WITH A REMIXED VERSION OF ONE OF ITS OLD ARCADE CLASSICS - AND IT'S A CRACKER...

**B**ack in the mists of time, when computers were small, black and white and had only one K of memory, you went for your blasting thrills down the arcade, where one of the hot hits at the time was Atari's Tempest. Using nothing but wire-frame graphics to portray the action, Tempest had you controlling a little fighter around the top of a series of vector matrices, blasting the enemy ships which came scuttling toward you. The game proved a huge success, but strangely no-one bothered to convert it to home machines except the company who produced the Vectrex, the vector graphics-based console which died a death shortly after release.

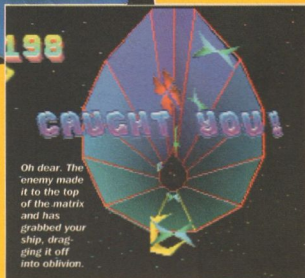
Now it's 1994 and enter stage left, Jeff Minter, the brains behind some of the weirdest games ever (ever seen Attack of The Mutant Camels or Metagalactic Llamas Battle At The Edge Of Time?) with not only a faultless conversion of the coin-op, but also a dragged-into-the-Nineties ultra-swish remix, containing new baddies, power-ups and even more frantic blasting than before - and they're both on the same Jaguar cartridge! Bloody hell!

# TEMPEST 2000

*The red enemies are a bit lacking, compared to the others. They're still a nuisance though, chucking out bullets at any opportunity, and on later levels they race toward your ship very quickly, so watch out.*



◀ Here's something a bit different. This bonus level is viewed in first-person perspective 3D, and the object is to fly through the hoops to score points. Miss a hoop and it's back to the main game.



Oh dear. The enemy made it to the top of the matrix and has grabbed your ship, dragging it off into oblivion.

## THE BLAST FROM THE



These baddies are rather more of a pain. You want to make sure that you shoot them before they get too far up the matrix, because the first blast actually splits them into two red enemies which trundle toward you relentlessly – they can also hop between tram-lines. ▼



### ALTERNATIVES

#### AMIGA

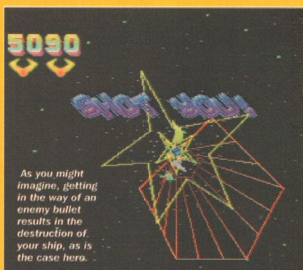
- Stardust
  - Daze/£16.99
- If you're looking for a high level of blasting action on Amiga, then you'd be slightly mad to miss out on this excellent rotational shoot-'em-up.
- Issue 146: 88%

#### SNES

- Super Aleste
  - Toho/£45
- There's nowt on SNES resembling the unique gameplay of Tempest, but if it's a non-stop blast fest you crave, the pumping gameplay of Super Aleste should suit you.
- Issue 128: 92%



▲ Shoot certain enemy craft and they deposit power-up pods which race toward you and can only be collected if you're on the same tram-line of the matrix as the pod. Some great bonuses are available, such as a deadly particle laser, the ability to jump into space in order to dodge enemy ships, and extra lives.



As you might imagine, getting in the way of an enemy bullet results in the destruction of your ship, as is the case here.

### SECOND OPINION

Is this a good reason to buy a Jag? Well, if you're a blast-'em fan it's well worth considering. Tempest 2000 offers the most hectic and addictive 100 levels I've seen for yonks. On later levels there's perhaps more reliance on luck than skill, but Tempest 2000 certainly offers heaps of lastability. ■ DENIZ AHMET

### ■ VERDICT

#### JAGUAR

A blast from the past comes hurtling into the present – and like wow! The original version you get on the Tempest cart is enjoyable enough, but you'll be leaving it by the wayside for the incredible Nineties remix, featuring some of the most frenetic shoot-'em-up action ever, although it does get repetitive. Tempest 2000 is easily the best game available for the Jaguar – and it's got a mind-warping rave soundtrack – so let's hope this is the turning point for Atari's new machine.

- PAUL RAND

If the enemy has reached the top of the matrix – and you've picked up the appropriate power-up – you can enable the jump and leap into space, away from danger, and blast at the baddies without fear of reprisals. Until you land back on the matrix, that is. ▼



■ GRAPHICS	79
■ SOUND	85
■ PLAYABILITY	85
■ VALUE	80

#### OVERALL ■

# 84

# PAST THAT'S A MUST

■ SNES  
 ■ PLATFORM  
 ■ £39.99 ■ OUT NOW  
 ■ NO OTHER VERSIONS PLANNED  
 ■ NO OTHER VERSIONS AVAILABLE

# PLOK

**THE KEY TO THIS PLATFORMER IS TO TRY AND HOLD ON TO YOUR HEAD, THOUGH YOU CAN'T HOLD ON TO YOUR ARMS, FEET AND LEGS...**

**T**here's not much of a plot to worry about in Plok. Basically you have to get to the end of each level to raise a flag. There are various superfluous reasons why you have to do this, but hey, this is a platform game, and at the end of the day it's about getting to the end of the level. These are divided into three islands - Cotton, Akirilic, Legacy and then the final island - the Fleapit.

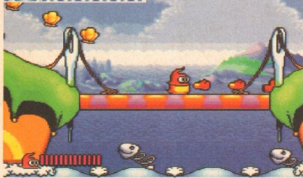
To dispose of the bad guys who obstruct our hero's way, Plok has an inventive method - he throws his limbs at them. Unfortunately, he only has four of these; luckily though, they have a boomerang-like ability to reattach themselves. Picking up bonuses will enable Plok to change character, usually giving him a snazzy costume (Cowboy, boxer or Vigilante) and extra firepower to aid you in your quest to the end of yet another platformer.



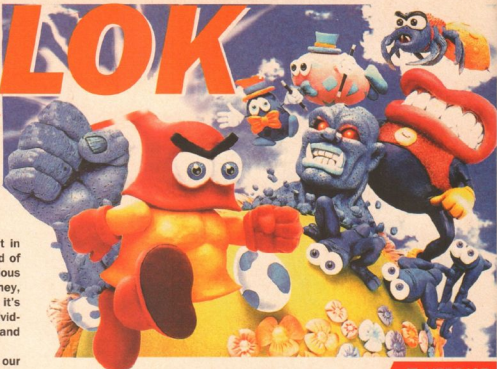
◀ Plok (as he's affectionately known) can retrieve his limbs on this level by returning to this stage and collecting them off the coat hanger by the house.



◀ Various targets can be manipulated to help you around the scenery. This isn't one, but I thought I'd tell you anyway.

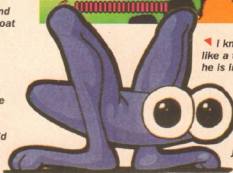


Looking not too dissimilar to the bridges in Sonic 2, and strangely the idea's the same; namely dodge the creatures bouncing up from beneath.



◀ I know this fellow looks like a two-legged frog, but he is in fact a flea.

Admittedly in the flea world he's probably regarded as something of a mutant, but in Plok's world he's just a pest, so zap him quickly.



The aim is to find your way round various islands trying to retrieve Plok, Pokel or whatever you call him's flags. ▼



■ VERDICT

■ SNES

Plok has all the right ingredients for a decent platform game. Cute character, inventive levels where the landscape inspires exploration, surreal scenery; bonus characters that are fairly inventive. But at the end of the day if you've played half-a-dozen other multi-coloured platform games there's nothing that really singles this out as the piece de resistance of the genre. But that doesn't mean it's not very playable, and you emit the odd giggle at the pure cuteness of the game's design and the difficulty curve is just right. You could do worse than check this one out.

■ GARY LORD

ALTERNATIVES

MEGA DRIVE

- Sonic 3
- Sega/£59.99

The latest and greatest starring the hedgehog that launc-hed a 1,000 platform clones. Stunning graphics and frenetic gameplay to match. Plenty of new ideas, with bigger and better levels than before.

■ Issue 148: 94%

- GRAPHICS 83
- SOUND 79
- PLAYABILITY 81
- VALUE 75

OVERALL

80



# WIN A 486 PC!

SVGA, local bus,  
Windows accelerator,  
keyboard & mouse +  
software bundle!  
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WIN!

## JAGUAR

The new 64-bit wonder!  
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WIN!

SEGA  
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WIN!

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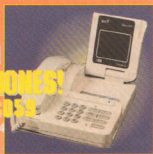
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closes 31.5.94



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CVG June

# CVG READER

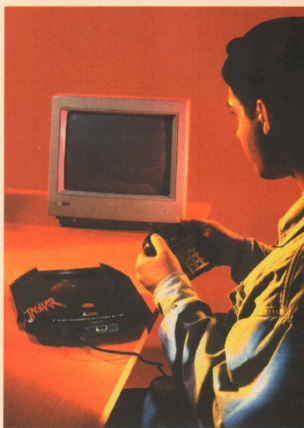
**H**ere's your chance to tell us what you think about CVG – and win a fantastic prize in the process! Yes, it's CVG Questionnaire time again, when we ask you about all things games – and mags – related, find out your sex and generally pry into your private life. But hey, we're like that. And you really shouldn't mind, because not only are you helping shape the CVG which YOU want, you're also putting yourself in with the chance of winning a fabulous Jaguar, Atari's award-winning 64-bit super console!



What do you do? Simply answer the following questions as honestly and truthfully as possible, then fill out the form at the end of the questionnaire, and send the whole lot to:

**I'M ONLY SENDING THIS BACK SO'S I CAN WIN THE JAGUAR, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU**

If you don't want to destroy your lovely issue of CVG, you can send photocopies of the questionnaire pages instead. So get answering – we're looking forward to finding out what you think of the mag!



## ABOUT YOU

### 1. Are you:

Male  Female

### 2. How old are you?

Under 8  8  9   
 10  11  12   
 13  14  15   
 16  17-19   
 20-23  24-29   
 30-34  35-44   
 45-54  55 or over

### 3. What do you do?

Junior school   
 Secondary school   
 6th Form   
 6th Form College   
 Higher Education (University etc)   
 Full time employment   
 Part time employment   
 Unemployed   
 Other: .....

### 4. What do you do in your spare time? Please rate how keen you are on each of the following (10 = hyper keen, 1 = couldn't care less)

Play video games   
 Play sports   
 Watch TV   
 Watch satellite TV   
 Watch videos   
 Listen to music   
 Listen to the radio

Play arcade games  £10-49   
 Go to the cinema  £50-99   
 Other:..... £100-499

### 5. On average how much time do you spend playing video games every week?

£500-832   
 £833-1249   
 £1,250-1,666   
 £1,667-2,499   
 Over £2,500   
 Less than 1 hour   
 1-2 hours   
 2-4 hours   
 4-6 hours   
 6-8 hours   
 10 hours   
 10-20 hours   
 More than 20 hours

### 8. Which of the following do you regularly buy?

CDS   
 Tapes   
 Videos   
 Clothes   
 Shoes/Trainers   
 Sweets   
 Crisps   
 Drinks   
 Take-away food   
 Books   
 Comics   
 Something else, namely: .....

### 6. How do you usually play your games?

On my own   
 With a friend   
 With a group of us

### 7. On average, how much money do you earn/get given each month?

£1-9

# SURVEY

## 9. Do you have a bank account?

- Yes
- No

## ABOUT YOUR GAMES

### 10. Which of the following machines do you (1) own or do you (2) have access to (perhaps via a friend)?

- OWN ACCESS TO
- 1: 2:
- Sega
- Mega-CD
- Mega Drive
- Game Gear
- Master System

- Nintendo
- Super NES
- Game Boy
- NES

- Atari
- Jaguar
- Lynx
- ST/Falcon

- Commodore
- Amiga 500/600

- Commodore
- CD-32
- Amiga 1200

- Apple Macintosh
- Acorn Archimedes
- PC
- PC CD-ROM
- PC Engine
- Neo Geo
- Philips CD-i
- 3DO

### 11. Which machine do you want to buy next?

- Sega Mega-CD
- Sega Megadrive
- Sega Game Gear
- Sega Master System
- Nintendo SNES
- Nintendo Game Boy

- Nintendo NES
- Atari Jaguar
- Atari Lynx
- Atari ST/Falcon
- Amiga A500/600
- Commodore CD32
- Amiga 1200
- Apple Macintosh
- Acorn Archimedes
- PC
- PC CD-ROM
- PC Engine
- Neo Geo
- Philips CD-i
- 3DO
- Sega Multi/Mega
- Sega Mars/Mega-32
- Sega Saturn
- Nintendo Project Reality
- Sony PSX

### 12. How many games do you own?

- None
- One
- 2-5
- 6-10
- 11-25
- 26-50
- More than 50

### 13. On average how many computer or video games do you buy?

- Never buy games
- A couple every year
- One every three months
- One every couple of months
- One per month
- Two per month
- Three per month
- Four per month
- Five per month
- More than five

### 14. How many computer or video games do you get given (as presents etc)?

- None
- A couple every year
- One every three months
- One every couple of months
- One per month

- Two per month
- Over two per month

### 15. On average, how much money do you spend each month on games and games equipment?

- Nothing
- Under £10
- £10-24
- £25-49
- £50-74
- £75-100
- £100-149
- £150-199
- £200-299
- Over £300

### 16. How many different games do you play in a month - either of your own, at a friend's or elsewhere?

- None
- 1-5
- 6-10
- 11-15
- 15-20
- Over 20

### 17. How long have you been playing computer and video games?

- A month or less
- 1-3 months
- 3-6 months
- 6-12 months
- 12-18 months
- 18 months - 2 years
- 2-3 years
- 3-4 years
- 4-6 years
- Over 6 years

### 18. In order of preference, which of the following are the most important things that help you decide which game to buy?

- (1 is most important, 10 is least important)
- Games mag review
- Games mag preview

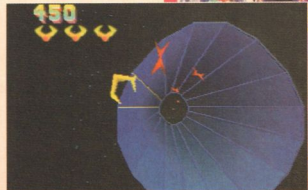
- Recommendation by a friend
- Saw and advert in a games mag

Editorial coverage in other types of magazine

- Saw it on TV
- Saw an advert on TV
- Saw a poster
- Saw it at an exhibition
- Shop demonstration
- Rent to try out first
- Something else, namely:
- .....
- .....

### 19. Where do you normally buy your games and games equipment?

- Dixons
- Virgin
- Woolworths
- Argos
- Comet
- Boots
- Toys R Us
- WH Smith
- Microbyte Games
- Our Price
- HMV
- Curry's
- Rumbelows
- Future Zone
- John Menzies
- Game
- Blockbuster Video
- Ritz
- Tandy
- Beatties
- Mail order
- Local specialist shop



## CVG READER SURVEY

20. What you think of the following games publishers (please tick one box only per publisher)?

Games Publisher	Good	OK	Poor	Don't know	Never heard of them
Acclaim	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Accolade	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Anco	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cap-Corn	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Codemasters	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Core Design	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cyberdreams	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Domark	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Electronic Arts	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Elite	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Empire	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Gametek	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Gremlin Graphics	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Imagineer	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Infogrames	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
JVC	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Konami	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Lucas Arts	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Marubeni	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Microprose	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mindscape	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mirage	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Nintendo	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ocean	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Probe	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Psygnosis	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Renegade	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sales Curve/SCI	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sega	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sierra	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sony	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Supervision	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tecmagic	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tengen	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
THQ	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
US Gold	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Virgin	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Other favourite: .....



- Woolworths  26. How long have you been buying CVG?
- Safeway  One month
- Waitrose  1-3 months
- 7-Eleven  3-6 months
- Petrol Station  6-12 months
- Local newsagent  12-18 months
- Subscription  18 months - 2 years
- Somewhere else:  Over 2 years
- .....
- .....

22. Is your copy of Computer and Video Games either:

Saved for you by the newsagent

Or, delivered to you by the newsagent

23. Who pays for the magazine?

- You  1
- Your parents/other relative  3
- A friend  4
- 5
- 6
- 7
- 8
- 9
- 10

24. How many other people apart from yourself will see your copy of CVG?

- Nobody else
- One
- Two
- Three
- Four
- Five
- More than five

25. How often do you (1) buy or (2) see (perhaps a friend's copy) of CVG?

- 1: 2:
- Every month
- Once every couple of months
- Once every three months
- Months
- Less often

ABOUT THE MAGAZINES

21. Where do you usually buy your video games magazines from?

- WH Smith
- John Menzies
- Martins
- Fourbuoys
- Tesco
- Sainsburys
- Asda



29. What do you think of the different sections of CVG?

	Good	Average	Poor
Covers	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cover gifts	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
News	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
First Shots	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Coming Soon	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Work In Progress	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Features	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Reviews	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Competitions	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Help	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Short Tips	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

30. What other magazines do you normally buy or see, or used to buy but don't any more - and how would you rate each of them out of 10 (where 10 is brilliant and 1 is rubbish)?

Magazine	Buy	See	Used to buy	Rate
GamesMaster	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Edge	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Video Games	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Shopper	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Max Overload	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Games World	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Nintendo Magazine	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
System (NMS)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Total!	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Game Zone	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Super Play	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Super Pro	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Super Gamer	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Super Control	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Super Action	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
GB Action	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Sega Magazine	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Mean Machines	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Sega	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Sega Power	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Sega Pro	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Mega	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Megatech	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Sega Megadrive	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Advanced Gaming	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Sonic the Comic	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Mega Power	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Sega Zone	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Sega Solutions	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
PC Format	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
PC Review	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
PC Games	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
PC Home	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
PC Zone	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
PC Player	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
PC Power	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
PC Gamer	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Amiga Format	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Amiga Action	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
CU Amiga	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
The One Amiga	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Amiga Shopper	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	



Magazine	Buy	See	Used to buy	Rate
Amiga Power	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	.....
Amiga Pro	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Amiga Mart	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Amiga Computing	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Amiga User International	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Acorn World	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Acorn User	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Philips CD-i Magazine	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

31. How did you first find out about CVG?
- From a friend
  - In a newsagent
  - From a magazine advertisement
  - At an exhibition
  - From a TV show
  - From a radio ad
  - From a leaflet in a hardware or software purchase
  - Somewhere else, namely.....

32. If you could change one thing about CVG to make it better what would it be?  
 .....  
 .....  
 .....

IF YOU WANT TO BE INCLUDED IN THE PRIZE COMPETITION, MAKE SURE YOU FILL IN THE COUPON BELOW:

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**MEGA DRIVE****PLATFORM****£44.99** **OUT: SUMMER**

GAME GEAR ALSO AVAILABLE  
SNES VERSION PLANNED

**DOMARK FOLLOWS WHERE OCEAN HAS ALREADY TROD WITH ITS TRY AT A PLATFORMER WITH A BIT OF FOOTY THROWN IN...**

**W**ait a minute - isn't this incredibly similar to Soccer Kid? Well, um, yeah. It's a platformer filled with the usual traps and monsters, and, just as in Soccer Kid, the big deal is that the hero fights off the bad guys by booting his magic football at them.

Marko, owner of the magic football, has 12 levels to get through, each one full of spitting green slime pools, mutant morphing policemen, people leaning out of windows with shotguns and lots of other strange things designed to get the player laughing. If any of them start causing trouble, he has to use his footballing skill to send a blistering cross into their box. Slime creeping up from behind can be dealt with by a dazzling overhead kick, and if anything above Marko's head looks dangerous he can employ that well-known soccer trick, 'the header'. Marko can also use his ball as a trampoline to aid him in bouncing up to those hard-to-reach platforms. There's also a small puzzle element in Marko's Magic Football, which amounts to scouring the mazes of platforms and throwing switches which open doors.



▲ Watch out for floating bonuses. Most are stars which only provide extra points, but if Marko comes across old cans he can boot them off the screen for a Keep Britain Tidy bonus.



▲ Even when he's lost, with murderous mutants around every corner, Marko can manage a smile. What a guy. It must be great to have a mutant football for a friend.



▲ Perhaps Marko would have had more fun if a 'Knock On The Old Lady's Door And Run Away' subgame had been incorporated. And disturbing OAPs in real life isn't clever.

# MARKO'S MAGIC FOOTBALL



▲ Marko can head, volley and overhead-kick his magic football, though even with practice certain kicks take a moment to set up - a moment which could mean the difference between life and death! - and even then the ball doesn't always go where you might expect it to.

**VERDICT****MEGA DRIVE**

The whole point of the game is that you defend yourself with this magic football, which is really fiddly to control and keeps getting lost. Sometimes you don't even have to kick the ball - just keep the ball at your feet and let the monsters walk into it. The football element, then, is weak, and the platform and puzzle bits are almost as feeble, so Domark's claim that the 'cartoon humour will keep you playing and laughing for months' is sadly groundless. Nice graphics, though.

■ **PAUL GLANCEY**

**ALTERNATIVES****SNES**

- Soccer Kid
- Ocean/ETBA

Boy, this is so similar to Marko's Magic Football it's bewildering. There is one difference, though, and that's the fact that it's more fun to play, though the football idea gimmick still seems a bit dodgy.

■ Issue 142: 87%

- GRAPHICS 88
- SOUND 69
- PLAYABILITY 61
- VALUE 60

**OVERALL**

# 60

## CD32

## SPORTS SIMULATION

£34.99 OUT NOW

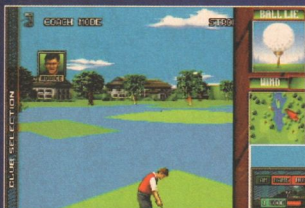
AMIGA AND PC AVAILABLE  
NO OTHER VERSIONS PLANNEDAND SO ANOTHER CONVERSION  
HITS THE CD32. WHAT'S NEW  
THOUGH?

**G**olf games always seem to do a roaring trade on computer and Nick Faldo's Championship Golf is no different, having already proved a sizable hit on floppy. It differs from the polygon-based graphics of MicroProse Golf, and instead opts for the more familiar PGA Tour Golf look.

The game now plays in 256 colours, as you'd expect for an AGA machine. This looks a treat but there's always a trade-off with these things and now the screens take a tad too long to update. Indeed this slowdown also happens on the menu screens, which means sitting around twiddling your thumbs after you've made your choice. The power bar has also had a revamp in this port over, and now it's not as fiddly to manipulate and is more like the control on PGA Tour Golf.

NICK FALDO'S  
CHAMPIONSHIP  
GOLF

▲ Other golfers also lend sampled comments to your game according to how you're performing.



▲ By moving the joystick right you can keep an eye on the ball lie and wind.



▲ Similar to Gremlin's Nigel Mansell licence, Faldo incorporates a training feature where Nick himself chips in with some helpful digitised comments



▲ Move the joystick to the left and you can change your club from a menu. The feet at the bottom of the screen enable you to change your stance and you can also alter the angle you hit the ball at.

▲ Choose your clubs from the usual selection. Pick carefully because you can't select them all.



▲ There's variable weather conditions. Winter offers you snow and wind FX.

## VERDICT

## CD32

Like the original, Nick Faldo's Championship Golf is a fine golf game. The addition of 256 colours has created some lovely backgrounds and in general the game looks much more professional. OK so it does slow down a little but then Golf is not exactly supposed to be played like a high adrenaline shoot 'em up is it?

Although the rejigged power bar has made things easier Faldo is still a hard game to become competent at. Just like the real thing in fact.

RIK SKEWS

## ALTERNATIVE

- MEGA DRIVE
- PGA TOUR GOLF 2
- EA/£44.99

One of the best golf games on console. It's incredibly realistic and so much fun to play, especially in two-player mode. If you haven't got a copy yet, make sure you hurry up and join them.

Issue 136: 89%

- GRAPHICS 81
- SOUND 69
- PLAYABILITY 81
- VALUE 76

## OVERALL

80



**SNES****PLATFORM****£50-60 ■ OUT: ON IMPORT**

■ NO OTHER VERSIONS AVAILABLE  
 ■ NO OTHER VERSIONS PLANNED

**PREHISTORIC PLATFORM PRANKS, AND ALL THAT KIND OF MALARKEY AS JOE AND MAC TRY TO FIND THEIR BEARINGS AND A LOST CROWN...**

**J**oe and Mac have lost the village crown, and so now you're going to have to help them trod through their island home, visiting villages to locate seven rainbow stones which will enable them to challenge Gork, the thief who stole the valuable village crown.

The island map lets you enter any village at your discretion, so immediately there's some non-linear gameplay for you to get to grips with. Village shops provide convenient advice and power-ups to help keep you on your way, and in-game there are plenty of readily available aids to keep Joe and Mac going. As with the original game your club can be upgraded with spikes and objects which fly across screen. New abilities include being able to spit food that's found on the plantation, which gives you different powers, so for example a chilli gives you a flame thrower! And even cavemen get sick of walking everywhere so there are numerous modes of transport to use tactically.



▼ When going through streams take mouthfuls of water to spit at enemies. The same can be done with fruit found in vegetation.



▼ In the village some shop owners give advice, others sell you power-ups and one will give you an essential rainbow stone.

**LOST IN THE TROPICS**

▼ It's very difficult to control yourself on ice, you usually end up slipping into the enemy. Jumping is the best way to get across these stages. In Super 2Up mode shown here you can also bash each other so be careful.

▼ After you visit the village you can use the map to decide which level you want to play next. In this way you can revisit past stages for extra points and bonuses.

▼ All creatures are there for you to ride. Climb on and you'll get through a level quicker. But get hit once and the creature is lost.

**VERDICT****SNES**

What a worthy improvement over the original this is. Now a much bigger and tougher game, with more variety in its challenges and there always seems to be something new to explore. Avoid rushing through a level and you'll probably find a new path totally missed before. The wacky atmosphere is excellent and there's genuine team play available in two player mode. Joe and Mac 2 is a refreshingly imaginative platformer, but as a sequel it's basically more of the same.

■ DENIZ AHMET

**ALTERNATIVES****GAME BOY**

- Joe & Mac
- Elite/£27.99

Same sort of platform gameplay as the sequel but with less imagination. Good fun but quite awkward to control. Detailed graphics also make the screen appear slightly cluttered.

■ Issue 139: 78%

■ GRAPHICS	85
■ SOUND	81
■ PLAYABILITY	80
■ VALUE	75

**OVERALL****81**

## SNES

BEAT-'EM-UP

£50-60 OUT: ON IMPORT

NO OTHER VERSIONS PLANNED  
MEGA-CD VERSION AVAILABLE

COMING AT YOU LIKE, LIKE ER... WELL LIKE A LOAD OF STREET-FIGHTING NINJA WARRIORS COME, WELL A LOAD OF STREET-FIGHTING WARRIORS REALLY...

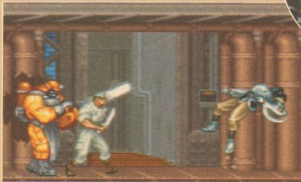
**S**o what's the death rate in this game? Well David Alton won't be pleased because it's very high, since it's a scrolling beat-'em-up, and you have three ninja killer androids at your disposal. Your task? To crush, slash and mash the opposition. Each android has its own individual weapon and manoeuvres, combined into around eight attack moves. There are no additional weapons to collect so certain levels will be better suited to particular androids. While you only get one life there are infinite continues available so you can change characters in game.

Ninja Warriors isn't attempting to be different, it's just offering the best elements of the genre. That means superb big sprites, relentless action, challenging enemies, no slowdown and good control allowing for those vital combination attack moves.



▲ The best method for dealing with bosses is to use your smart bomb, either that or to attack from behind. Also have a go at varying your moves since the bosses will soon learn your tactics.

Most of the bosses are quite hard on later levels. The ones with weapons like those below can relieve you of a single life with just four hits. ▼



▲ Bashing enemies constantly without getting hit will charge up your special power energy bar. Once full (as shown above) you can activate a smart bomb.



◀ Each ninja has up to nine moves allowing for combination attacks. With this big chap it's best to slide in low and attack upwards to avoid head-on attack.

## ALTERNATIVES

Mega CD

- Ninja Warriors
- Taito/£49.99

A very poor quality version of the Ninja Warriors coin-op. Bland sprites and animation, limited moves and poor response. Not the best use of CD technology by a long shot.

■ Issue 141: 47%

## VERDICT

## SNES

Ninja Warriors offers a broad range of moves not often available in scrolling bashers. There's absolutely no slowdown and it actually feels like a genuine coin-op game, although a two-player option is sadly missed. I found Ninja Warriors immense fun since it avoids becoming repetitive, like so many similar games don't. Generally, it's just spoilt by infinite continues which means that like me, you'll probably complete it in an evening. Oh, and incidentally, the final boss gets my vote for hardest ever baddie.

- GRAPHICS 87
- SOUND 78
- PLAYABILITY 90
- VALUE 30

OVERALL

75

■ **MEGA DRIVE**  
 ■ **FOOTBALL GAME**  
 ■ **£44.99** ■ **OUT NOW**

■ **AMIGA, PC AND JAGUAR VERSIONS PLANNED**  
 ■ **SNES VERSION AVAILABLE**

# KICK OFF 3

**AFTER A FINE SHOWING ON THE SNES, HOW WILL KICK OFF 3 COPE IN THE TOUGH OLD MEGA DRIVE LEAGUE?**

**T**he great predecessor to this game was Kick Off 2, one of the first of the decent 16-bit football sims. There's been plenty since, with FIFA Soccer and Sensi Soccer remaining the main competition for Kick Off 3. Kick Off 3 borrows a bit from FIFA but the controls are far more responsive.

The goalies are great too. They don't save everything but neither does the ball bounce off them and right into the path of a striker. This leads to some exciting encounters between goalie and striker since the goalie tries to grab the ball before the striker taps it in. This isn't as much fun as FIFA and lacks the control of Sensi but it's more realistic and very playable all the same. If you still rate Kick Off 2 as the best footy game on 16-bit then you'll be very satisfied with this third incarnation.



Kick Off 2 was renowned for its options and this sequel isn't short of them either. ▼

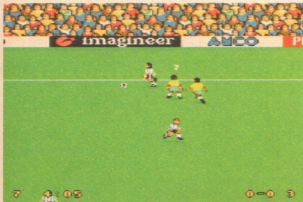
▲ Score a goal and an instant replay pops up so you can rub your friend's face in it. Like FIFA Soccer the replay can be watched in slow motion to view your player's skill in all its glory and really grind home a good goal.



▲ One option I've not seen in any other football game is the team talk section.



▲ Ouch! It's a nasty foul that's been deservedly rewarded with a yellow card. The tackles from behind are crunchingly real.



▲ Decent crowd animations are a must these days and Kick Off 3 doesn't disappoint in that department.



▲ Kick Off 3 features the best animated goalies I've ever seen in a football game. They seem to have a never ending variety of moves at their disposal.



▲ It can lead to some tense moments when the keeper deflects the ball just as a striker hits the six yard area.

▲ All your favourite options are here, so you can avoid the boring 4-4-2 formation. All the world's teams have their correct player names too, unlike a similar looking game we could mention!

## ■ VERDICT

### ■ MEGA DRIVE

What a great footy game Kick Off 3 is! It's a tad inferior to the SNES version because of the lack of joystick buttons – multiple button pressing gets confusing at times. Unlike FIFA International Soccer, though, you're not left wondering, when you go for goal, whether it was you or the Mega Drive that really put the ball in the net. It looks like an 8-bit game but Kick Off 3 plays better than almost any other soccer game.

### ■ RIK SKEWS

## ALTERNATIVES

### SNES

- SENSIBLE SOCCER
- Sony/£49.99

One of our all-time favourite games is this little bundle of joy. Once again the graphics and sound aren't up to much but oh, is that control spot on. A true classic with breathtaking playability.

■ Issue 146: 95%

- GRAPHICS 69
- SOUND 70
- PLAYABILITY 89
- VALUE 95

## OVERALL ■

# 90

■ CD32

■ PLATFORM

■ £24.99 ■ OUT NOW

■ NO OTHER VERSIONS AVAILABLE

■ NO OTHER VERSIONS PLANNED

**WHAT DO WE HAVE HERE? A FORMULA PLATFORM GAME OR SOMETHING MORE INNOVATIVE?**

**F**ollowing the recent partnership idea established in games like Ren & Stimpy et al, along comes Bubble and Squeak following in the same vein (or van, band wagon - whatever). You control Bubble, bouncing around numerous platform levels. Squeak (a crap dinosaur type) follows around doing his own thing, but helps out whenever he's needed. For instance, being a small chubby sort, Bubble's not the world's best jumper, so Squeak can be positioned to act as a trampoline to enable Bubble to reach otherwise out-of-bounds levels. So what goes on? Well, bubblegum machines are on each level, and when baddies are shot they release coins. Collect three, insert them into the machine and you can use the dispensed gum to reward Squeak when he lets you ride him round the level, enabling you to run faster, jump higher; that sort of thing.

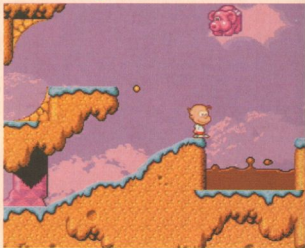


▲ Put three coins in the bubblegum machine...



▲ ... and Squeak will kindly let you climb on his back to ride him.

# BUBBLE AND SQUEAK



▲ You don't have to kill the baddies, a well timed jump should get you past them.

## ■ VERDICT

■ CD32

Call me old fashioned but I'm still one of those people who believe that the Amiga should leave this sort of thing to the consoles. Still, what's on offer here is highly playable. The graphics are a treat, as you'd expect in 256 colours. And the partnership aspect? That's a treat too, and what could so easily have been a button pressing nightmare is smoothly handled and no trouble at all to activate. Mighty fine game methinks and nice price too.

■ RIK SKEWS

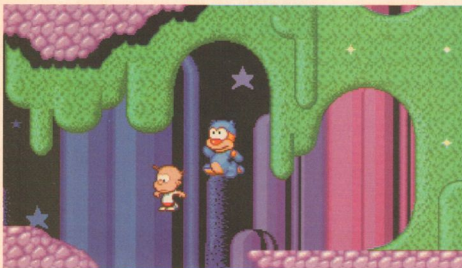
- GRAPHICS 81
- SOUND 79
- PLAYABILITY 82
- VALUE 90



▲ The colourful graphics lead you to believe you're playing a console game...



▲ ... but although good fun the gameplay isn't up to either Sonic or Mario.



▲ Bubble's an athletic chap, but even so it's a bit of a struggle for him to reach higher platforms. He can jump higher by feeding Squeak with bubblegum and riding on his back.



▲ Looks like Squeak wants a bubblegum treat!



▲ There's not really been a high quality and playable platform game on the Amiga for a year or so. Bubble and Squeak joins classics like Superfrog and Rainbow Islands.

## ALTERNATIVES

MEGA DRIVE

- Sonic 3
- Sega/£59.99

In my opinion the best platform game ever, Sonic 3 is a good enough reason to go out and buy a Mega Drive.

OVERALL ■

84

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## AMIGA

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NO OTHER VERSIONS PLANNED

CORE'S DARKMERE DIDN'T LIVE UP TO EXPECTATIONS, SO LET'S SEE HOW THE SECOND INSTALLMENT OF ITS VIKING SAGA HOLDS UP...

With Core currently devoting much of its energy to the Mega Drive and Mega-CD, it's nice to see the company can still spare a few months of its valuable time to produce an excellent follow up to what is arguably its best Amiga game.

As before, *Heimdall 2* is an isometric arcade adventure. In many ways it's very similar to the first version of the game. That's not to say that you're being ripped off, though, because there are more than enough new 'neat' things in this. For starters *Heimdall* is now accompanied by a valkyrie called Ursha, who's on hand to help him out of any tight spots, which means the programmers have been able to shove in even more hellish problems.

*Heimdall's* graphics are excellent, but you'd have to be really dumb to expect anything less than beaver visuals from Core. ▼



*Heimdall 2* is set in a larger world than the first game, though it's still set in Scandinavia, which isn't the most interesting place under the sun. ▶



◀ As well as being a bit of a dab hand at belting people with his rather long axe, *Heimdall's* also pretty hot when it comes to magic. Which is just as well, as so are most of the creatures he faces.

## HEIMDALL 2



◀ Like the first game, *Heimdall's* out to do away with Loki, a nasty Norse god who unleashes the forces of evil on the world every time he doesn't get served first at his local chippy. Or something.



▲ The puzzles are logical enough, and not too difficult to solve. You'll only really come unstuck if you miss something crucial earlier on in the game.



▲ To give you a break from all that brain work and joystick jabbing, there are plenty of kick-back and watch cut-scenes to keep you up-to-date on the plot.

## VERDICT

## AMIGA

So far this hasn't been a good year for Amiga games – bar a couple of exceptions. So it's nice to see something like this come along, even though it is a sequel, just as I was about to pack my Amiga up into its box. There's really not much to fault the game on other than Ursha, the other main character, who proves to be a bit of a spare leg for most of the game. *Heimdall 2* may not be pushing back any technical barriers, but it's a solid, excellent-looking adventure worthy of any Amiga owner's attention.

■ MARK PATTERSON

## ALTERNATIVES

## LANDSTALKER

■ Mega Drive

■ Sega/£49.99

For *Heimdall*-style action on the Mega Drive you cannot beat this. *Landstalker* is in a league of its own as far as console RPGs are concerned.

■ Not Previously Reviewed

## ZELDA: LINK'S AWAKENING

■ Game Boy

■ Nintendo/£24.99

Game Boy RPGs don't get any better. This is so completely huge you'll be playing it for months. Ranks alongside *Tetris* as an essential Game Boy purchase.

■ Not Previously Reviewed

■ GRAPHICS 87  
■ SOUND 85  
■ PLAYABILITY 86  
■ VALUE 87

## OVERALL ■

87



**GOT A CD DRIVE? WANT A NEW GAME BUT CAN'T BEAR TO WAIT FOR NEXT MONTH'S RELEASES? THEN PERUSE THE GAMES BELOW WHICH ARE AVAILABLE AT A SOFTWARE EMPORIUM RIGHT NOW...**

**LAWNMOWER MAN  
PC CD-ROM / SCI  
PRICE £54.99**

SCI has hit the jackpot with this long-awaited release. It features state-of-the-art graphics and some novel game-play elements to create one of the best CD-ROM film licences we've seen yet.

■ Issue 148: 88%



**STAR TREK: 25TH ANNIVERSARY  
PC CD-ROM / INTERPLAY  
PRICE £49.99**

Essentially this is the same as the floppy version, but with one fantastic addition: the cast of the original Star Trek have put their voices to their characters making this an essential disc for all Trekkers.

■ Issue 150: 90%



**GABRIEL KNIGHT: SINS OF THE FATHERS  
PC CD-ROM / SIERRA  
PRICE £44.99**

Yet again Sierra proves that, along with LucasArts, it's got the PC adventure market sewn up. Gabriel Knight is superbly executed, with a strong plot and puzzles that aren't frustrating.

■ Issue 148: 90%



**TWISTED  
3DO / ELECTRONIC ARTS  
PRICE £44.99**

At last! A truly decent 3DO game! Not only is it technically stunning, it's also one of the most original games we've seen so far this year. If you can ignore the American questions, this quiz show game is an essential purchase.

■ Issue 150: 88%



**JURASSIC PARK  
MEGA-CD / SEGA  
PRICE £44.99**

Forget the less than good Mega Drive version, and check out this imaginative disc version instead. It uses a combination of filmed sequences and sprite-based graphics to create one of the best Mega-CD titles to date.

■ Issue 150: 87%



**THIS IS THE MOST ESSENTIAL PURCHASE  
FOR CD THIS MONTH...**



**TRIVIAL  
PURSUIT / CD32  
/ DOMARK  
PRICE £29.99**

Triv's best played with a few mates and with the boardgame. This computerised version doesn't have the same feel or offer the same level of enjoyment. The sparse collection of animations do little to add anything to the game.

■ Issue 150: 59%



**BEG, BUY OR BORROW THESE ESSENTIAL ADD-INS FOR YOUR CONSOLE...**

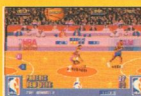
**SONIC 3 / MEGA DRIVE / SEGA / PRICE: £64.99**

Once more Sonic comes good for Sega with a game which beats its predecessors hands down. It's got all the action you'd expect, plus even larger levels, more sound, better graphics and a rather handy battery-save feature.

■ Issue 148: 94%



**NBA JAM / SNES / MEGA DRIVE / ACCLAIM  
PRICE: £49.99/£44.99**



Acclaim has done a sterling job with this conversion of the cracking basketball coin-op. It's fast, furious and fantastically addictive. Best of all you don't need to know a thing about basketball to play it.

■ Issue 148: 89%

**PRINCE OF PERSIA / MEGA DRIVE / DOMARK  
PRICE: £44.99**

Even though Prince of Persia has been knocking around on other formats for years, it's still as playable as ever. This version doesn't quite match up to its SNES counterpart, but is still extremely good fun.

■ Issue 149: 84%



**PAC ATTACK / SNES / NAMCO  
£1MPTO**



'Weird but excellent' is the best way to describe this game which crosses Tetris with PacMan. The ghosts appear to foil your attempts by forming lines with blocks, at which point you need to employ PacMan to clear them.

■ Issue 150: 87%

**DON'T TOUCH THIS, NOT EVEN WITH AN EXCEEDINGLY ELONGATED BARGE POLE...**



**RAIDEN / JAGUAR / ATARI  
PRICE: £63 / £65**

If this is indicative of 64-bit gaming, we might as well go back to the Spectrum. It's not that it's a bad conversion from the coin-op, it's just that the game is 10 years old and not very good. Check out Tempest 2000 (page 46) instead.

■ Issue 150: 44%



■ CD-32

■ SIMULATION

■ £29.99 ■ OUT NOW

■ AMIGA AND PC VERSIONS AVAILABLE  
■ NO OTHER VERSIONS PLANNED

**AFTER CAUSING CHRONIC DROOLING AND PLEASURE SPASMS AMONG AMIGA AND PC PLAYERS, FRONTIER: ELITE 2 UNLEASHES ITS MIND-WARPING POWER ON MORE SUSCEPTIBLE CD-32 OWNERS...**

**F**rontier: classical work of programming art or tedious trip through the void? Silly question, eh? But although every reviewer in the world went ape over David Braben's Elite sequel there were the occasional voices of dissent among punters who expected more excitement.

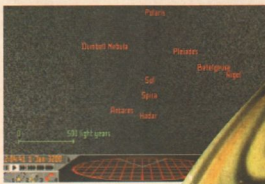
As in Elite, you start with a ship and 100 credits with which to build your fortune and reputation. You do this by filling your cargo hold with valuable commodities in one solar system, then taking them somewhere where they're more valuable and selling them. Getting from one place to another can be a troublesome business, and if word gets out that you're carrying a valuable cargo through a system crawling with pirates you can expect a fight. Kill off the bad guys and you earn bounty credits and eventually boost your reputation from 'HARMLESS' to 'ELITE', though in a game galaxy containing 100,000,000,000 star systems, don't expect to do that in less than a couple of months.



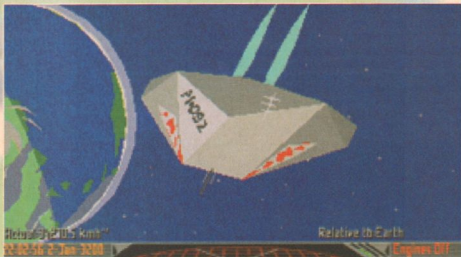
# FRONTIER:



▲ The 3D graphics are good, and thankfully GameTek hasn't used the texture mapping which made all the ships in the PC version look like they were covered in bedroom carpeting.



▲ You can't hyperspace through the galaxy if you have no hyperdrive fuel. So you'd better buy some.



▲ Frontier has a more realistic concept of interplanetary travel and Newton's Laws of Motion than Elite had, so if you fire your engines off in one direction you'll keep going that way until you apply thrust in the opposite direction. This can get well out of hand, and it's a good idea to get an autopilot ASAP so you can just click on your destination and let the ship take you there.

▼ The dodecahedron space stations were first seen in Elite, but in Frontier orbiting outposts appear in several exotic shapes. If your ship is equipped with atmospheric shielding you can even land on planets. Some systems (such as our own Sol system) have over 10 ports where you can trade and have your ship serviced.





# ELITE 2



▲ Dog-fighting is made trickier by the more realistic flight model. In *Elite* (seen right) it was easy to chase your foes and rip out their soft underbellies, but in *Frontier*, when two ships are barreling towards each other at several thousand kilometres per second they tend to zip past each other. Getting the enemy in your sights can take ages.



■ **VERDICT**

■ **CD-32**

I can't have been the only one who found the trading bits tedious in *Elite*. And in *Frontier* there's an even greater emphasis on trading and wading through heaps of options and it takes days before you get any real action. Saying nasty things about *Frontier* is, of course, tantamount to heresy, but after a couple of weeks of trying to get into it I was left disappointed – there's not enough action. I know people who really got into the strategy side of the game, but I prefer excitement to interplanetary finance every time.

■ **PAUL GLANCEY**

**SECOND OPINION**

How can one man be so wrong about a game? Far from lacking excitement, *Frontier* is a roller-coaster ride of thrills. Granted, there's trading to be done before you can go out and buy the big guns, but hey, this isn't meant to be a finished-in-a-fort-night platform game – it's a universe, and things are done differently to your normal, run-of-the-mill blaster. I'll stick to my guns and proclaim *Frontier* as one of the real gaming greats.

■ **PAUL RAND**

▼ *There's a lot more to do in Frontier than there was in the original. You can still trade in a variety of goods – legal and otherwise – but now you can also taxi people around the star systems, become an intergalactic courier transporting packages from planet to planet – and if you're really well kitted out you can join one of the two galactic governments and kill for cash!*

▲ *Frontier's music can be activated during battle, docking or after exiting hyperspace. MUSIC OFF is the best option, though, because it saves you from the parpy classical tunes the sound chip assaults your ears with. Surely it wouldn't have been too much trouble to put more lug-friendly sounds on the CD?*

◀ *The universe map in Frontier allows you to zoom in on any system and take a look at the various planets, moons and artificial satellites. Handy to see which places you can land.*



**Space Station Bulletin Board**

- SHIP REQUIRED: Payment of 6225 for a ship to take a small package to the Legem 705 system.
- NOTE REQUIRED: For useful information on Dog's Lopez from the Space 9398 system.
- WANTED: Nerve Gas. Will pay 63925 per tone.
- FEELING GONZALOS: There give as much as you can to Gonzalos of the Free Spirit. Lighten your load and your wallet. All gifts gratefully received.

Remaining Good: 1000000  
 Cash: 1000000  
 Please thank advertiser. Direct link will be made with advertiser.

▲ *You can spend ages scouring the bulletin boards for a new mission or hunting for a good part-exchange deal on a new spaceship – and indeed you have to, because you start off under-equipped for carrying the sort of worthwhile cargoes or bounty hunting that boost your Elite status. Check out the military missions which can earn you much kudos as well as military standard equipment.*

**Hyper-Galaxy**

3.6	0.0	00.0	0.0	23.1	34.4
100.0	00.0	00.0	33.2	00.4	00.4
7.0	30.0	04.4	1.0	100.0	01.0

CASH: 100.0    CRY: 20.0    SPARE: 1000000  
 WEAPONS: 1000    BATTERIES: 1000000    FUEL: 1000000    OXYGEN: 1000000

- **GRAPHICS** 88
- **SOUND** 56
- **PLAYABILITY** 88
- **VALUE** 83

OVERALL ■ **85**

● ACCORDING TO DAVID BRABEN, THE DREADED THARGOID RACE FROM THE ORIGINAL GAME HAS MADE IT OVER TO FRONTIER. HE'S NOT SAYING WHERE THEY ARE, BUT HINTS THAT THEY'RE FLITTING AROUND IN A BIG BATTLECRUISER IN A SECRET STAR SYSTEM

## SNES

## SLASH-'EM-UP

£50-60 ■ OUT: ON IMPORT

■ NO OTHER VERSIONS AVAILABLE  
■ NO OTHER VERSIONS PLANNED

**KICK ASS ACROSS A MYTHICAL WORLD, WITH FIVE CHARACTERS TO CHOOSE FROM AND BADDIES GALORE TO CARVE UP!**

If you're the sort of person who likes to indulge in mystical fantasies, Capcom's newbie set in the time of stockings, boots and large cleavers could be the one for you. See, this is one of those Golden Axe-type games set in a themed medieval world inhabited by axe-wielding skeletons, vultures and other Gothic horrors you'd expect to battle with in such a cart.

You can play one of five characters, each of whom offers different weapons, some of which are better at short range and others from a distance. During play you don't collect weapons, rather just improve their power by gathering tokens. With no additional weapons the alternative is to blast crystals released from chests which work like smart bombs.

The rest of the game is pretty standard fare: It's a sideways-scrolling slasher, and there's a ridiculous number of bosses to battle with. Defeat these guys and you get even more weaponry and big points.



▲ Smashing pots and chests releases good and bad tokens – some of these are upgrades for your weapon while others, like this one here, freeze you – which wastes valuable time!



◀ Your special weapon summons flames from the ground but takes away some of your energy. It's the best thing to use on the bosses though, even if it means wasting a life.



▲ There's quite a variety among the foes you encounter. When a new one appears stay at a distance until you discover their attack patterns.

◀ The quality of the bosses is excellent in this game. If you're playing in two player mode they're easier to beat, too.

# THE KING OF THE DRAGONS



▲ This lad's not the biggest of the five, but he'll see you right in a tight corner. Nice sword, too.



▲ As with all side-scrolling beat-'em-ups the best way to attack is by moving in on an opponent diagonally.

## VERDICT

## SNES

King of the Dragons is a huge game with lots of shortish levels and tons of impressive bosses, more than I've ever seen in one game in fact. Two player mode is excellent fun, and with five different characters you can mix and match weapon abilities. The gameplay also appears to adjust itself if you're playing with a friend to ensure a good difficulty standard. Unfortunately, there's also some major slowdown in two-up mode which makes attack timing very difficult and that's not good in a fighting game. Still, enjoyable stuff if unoriginal.

■ DENIZ AHMET

## ALTERNATIVES

## MEGA DRIVE

- Golden Axe 3
- Sega/£39.99

A simple sideways-scrolling slashing game. Golden Axe 3 offers nothing new over the previous two incarnations. This doesn't match up to King Of Dragons though!

■ Issue 142: 62%

- GRAPHICS 86
- SOUND 85
- PLAYABILITY 80
- VALUE 72

## OVERALL

# 77

- **MEGA DRIVE**
- **SPORTS SIM**
- **£34.99** ■ **OUT NOW**
- **NO OTHER VERSIONS AVAILABLE**
- **NO OTHER VERSIONS PLANNED**

## CODEMASTERS SIGNS UP WIMBLEDON CHAMP PETE FOR ITS TENNIS SIM WITH ATTITUDE...

**W**ho needs to bother with the World Cup this summer, when we can all tune in our tellyes to BBC1 for a fortnight and settle down to a spot of racketeering at the All England Tennis Club – or, as we know it, Wimbledon. Mind you, an Englishman has as much chance of lifting the World Cup this year than lifting the ultimate prize in tennis. Still, that hasn't worried Codemasters, the company that has leapedfrogged great names like Foster and Bates and snapped up Sampras – Pete Sampras, 1993 Wimbledon Men's Singles champion to endorse its brand new tennis sim.

There's a choice of different events on offer, and as the game comes on Codemasters' new multi-player cartridge, with two extra joypad ports built in, up to four players can compete simultaneously.



▲ If he harbours any thoughts of getting to that ball, then he's going to have to dive at it oh, he just has. Good advice, that.



▲ Don't just play dull old tennis! As well as the ordinary game, you can also take part in Silly Tennis, in which the aim is to smash Codemasters favourite Dizzy off the net and pick up power-ups which he relinquishes in order to assist in the beating of your opponent.

# PETE SAMPRAS TENNIS



▼ Plug two joypads into the revolutionary J-Cart, and up to four players can compete at the same time!



## ■ VERDICT

### MEGA DRIVE

There are surprisingly few tennis games available for Mega Drive, and those that are to be had are generally poor quality. So it's refreshing to see one appear that's as good as Pete Sampras (that's the game we're talking about). The graphics look good, but it's the gameplay which shines – control of your player is instinctive and there's plenty of opponents. The Silly Tennis option is a fun extra, too, as is the simultaneous four player game. Pete Sampras Tennis is definitely worthy of attention.

### ■ PAUL RAND

■ GRAPHICS	80
■ SOUND	86
■ PLAYABILITY	85
■ VALUE	86

### OVERALL ■

# 84



▲ The tutorial takes you through the finer points of the control system.

## ALTERNATIVE

### WORLD BEATER

#### SNES

- Jimmy Connor's Pro Tennis Tour
- UBI Soft/£44.99

No four-player option, but that's compensated for by the best game of tennis you'll find on any machine. Loads of options and worthy opponents add to the excellence.

■ Issue 136: 93%



▲ Play through an entire tennis season, travelling around the world to pick up the prizes – you can even play at Wimbledon.



■ SNES ■ £59.99

■ BEAT-'EM-UP ■ OUT NOW

■ MEGA DRIVE VERSION AVAILABLE

■ NO OTHER VERSIONS PLANNED

# SONIC BLASTMAN 2

AT LAST HE RETURNS, AND HE'S BROUGHT A COUPLE OF FRIENDS TOO. IF YOU LIKE TO MOVE IT AND MASH IT UP YOU COULD EVEN JOIN THEM...

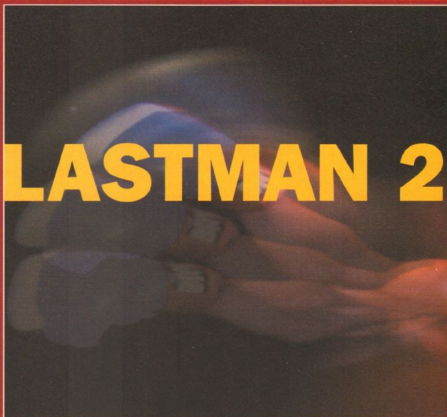
**F**rom coin-op to console to sequel, that's the way it goes these days. Admittedly, Sonic Blastman 2 is offering more of the same scrolling beat-'em-up fun as before, but there are now two extra super heroes for selection and a simultaneous player option.

What the aforementioned has alleviated though, is the sort of problems which usually mess up this type of game. For example, when you die and your second life drops on screen all enemies temporarily fall over giving you a chance to get clear of danger. Also, should you decide to hang around at the edge of the screen smashing baddies beyond view, you'll find they take flight, unavoidably pounding you back to the centre of the screen.

There aren't any weapons to find unfortunately, but you really don't need them because Sonic Blastman 2 has more moves than any other scrolling beat-'em-up to date. Reason enough to buy? Read on and see.



▲ The girl is the most mobile of all characters and her charged kicks are devastating and avoidable by opponents.



## SPECIAL MOVES 'R' US

As well as stacks of standard moves, each character has the customary special powers which, as you can see here, are quite impressive and in yer face.



It's the most devastating of them all. Fills the entire screen with flames trashing anything nasty instantly.



Want to fry an egg? This will fill the screen with waves of electricity. Great if you're trapped in a corner.



Blastman punches the ground, bouncing everyone off the screen. While he's performing this everything freezes including the second player which is annoying if they are about to collect a bonus token.

Each character has two basic types of punch, which perform different attack moves depending on where you are in relation to the enemy. ▼





Use L and R to charge up for a mini-special weapon. You need a certain number of token points to perform each special move and these appear in the star shape on screen. ▶

Having grabbed an opponent Blasterman can smash him into the ground with a charged punch. This'll kill the opponent with one hit. ▶



# SONIC BOOM!



Sonic Blastman has some excellent punching combinations. Tap the keys for multiple punches which activates a combination blasting the enemy off the top of the screen. ▼

Not only can you attack ▶ while jumping up, but also while landing. Shown here is a kneecap to the head.

◀ With such a small amount of memory left, it'll be amazing if Blasterman survives this.



## SECOND OPINION

What I've never liked about scrolling beat-'em-ups is that you can't put attack combinations together due to a severe lack of moves. So imagine my surprise when I played Blastman 2 and found too many moves to remember. There are heaps of levels and a good variety in opponents. The opponents are also much tougher than your usual crop in this type of game, and so the whole thing becomes highly playable.

MARK PATTERSON

## VERDICT

### SNES

Each time I play this game I find a new move. This is also the only game of its kind that doesn't let you stand at the corner of the screen and beat everything up. Try that here and you're slammed back to the centre and punished for it. But the best thing is the absence of slowdown, even in two-up mode and with stacks of sprites on screen. Continues are not infinite and the opponents are tough and clever. A class product.

■ DENIZ AHMET

■ GRAPHICS	82
■ SOUND	82
■ PLAYABILITY	85
■ VALUE	78

### OVERALL

# 83



## ALTERNATIVES

### MEGA DRIVE

- Streets of Rage 3
  - Sega/£59.99
- Not much has changed over the last version of this one, but there are new characters and the action is faster...
- Issue 151: 89%

### MEGACD

- Final Fight
  - Capcom/£45.99
- Superior to the Turtles in everyway. You couldn't ask for a better conversion of the coin-op. If that's not your thing try Body Blows by Team 17
- Issue 139: 95%

CD-1

PUZZLE ADVENTURE

£49.99 OUT NOW

PC VERSION AVAILABLE  
NO OTHER VERSIONS PLANNED

# 7<sup>TH</sup> GUEST

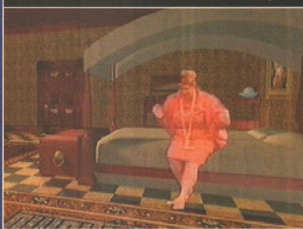
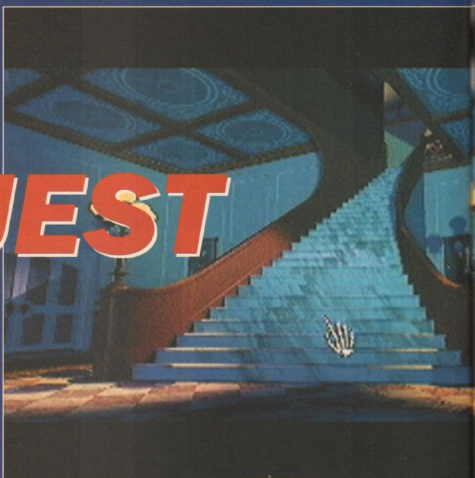
FROM PC-CD TO PHILIPS' CD-1, WHAT HAS BECOME OF THE GAME THAT MADE CD-ROM A MUST-BUY?

**7**th Guest probably did more to sell PC CD-ROM drives than any other game around. Although the CD-1 version has taken its time to appear, it's very likely that it will have the same affect on sales of Philips' MPEG plug-in cart.

The story of 7th Guest is quite a complex affair and so you're treated to one of the best and longest introductions ever created to explain it all. But, once you get down to the game itself, there's not much to it: locked away in each room of the house is a puzzle which must be solved, and you must tackle each poser in a predefined sequence. Solve the puzzle and you can move to the next room.

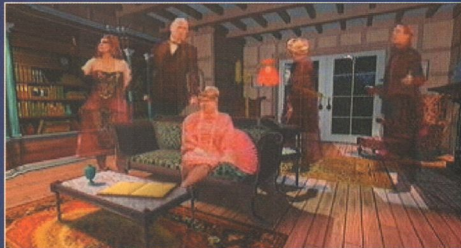
Cosmetically, 7th Guest will take some beating. Everything you see is gorgeously rendered and, unlike flip-screen adventures, all the action scrolls in real-time. A nifty skeleton hand provides the easy cursor interface to drive the game. 7th Guest has a major 'wow!' factor visually - lets see if the gameplay matches...

The upstairs corridor is full of rooms and wandering spirits. This ghost is of no use, but some provide clues to completion of the game. ▼



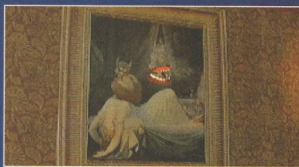
◀ The map on the carpet is a clue to the maze chamber in the kitchen. There are subtle clues like this all over the house.

The library is your cheat mode. That book on the table gives clues to the puzzle you're working on. Go to it three times for a surprise! ▼





▲ Is it just us, or does this apparition bear an uncanny likeness to EastEnders' Pat Butcher? I think we should be told...



▲ When your icon turns to chattering teeth it means there's something spooky to watch. Just for fun though.

# WHO INVITED YOU?

You can access this at any point in the game to save your position. Once you've completed the game you also get an 'Open House' which lets you play any puzzle in the house. ♥

## ALTERNATIVES

### 3DO

#### ■ TWISTED

EA/EVERARIOUS ON IMPORT  
Possibly the most interactive puzzle-based game available. Twisted supports loads of players and has impressive FMV without any extra hardware. Very funny, too.

#### ■ Issue 150: 88%



▲ This is where the puzzles start to get complex. You need to place eight queens on the board so they can't capture another.

## ■ VERDICT

### ■ CD-i

This is one of those games which some people will like and others will hate. If you don't like puzzles forget it. Like the PC version you don't always scroll directly where you want to go and have to put up with predetermined paths. There isn't much variety between the puzzles found, but the later ones will seem almost impossible to solve. 7th Guest will delight you with its superb presentation, and through the desire to see more it becomes playable.

### ■ MARK PATTERSON

## SECOND OPINION

7th Guest is jaw-droppingly good-looking, no-one can argue with that. The graphics and sound are wondrous (much better than their PC counterparts, in fact). As usual, though, the gameplay in this type of game has been reduced to its most basic. It's more polished and, thankfully, cheaper than the PC game, but it lacks some scenes and in my book it's a bit of a waste of money for what is, essentially, a tasty demo.

### ■ RIK SKEWS

## COMING SOON

### PC-CD, 3DO AND MAC

The sequel to 7th Guest will soon be with us. The 11th Hour will be the same sort of thing, even in the same house, but set 70 years in the future.

■ EXPECTED RELEASE: AUGUST

■ GRAPHICS	97
■ SOUND	95
■ PLAYABILITY	70
■ VALUE	66

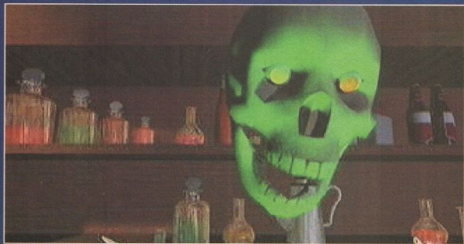
## OVERALL ■

# 70

## Choose a Game Option



We're not sure what's happened to the puzzle that was here in the PC version. Now in the kitchen cupboard there's a floating skull. ♥



## SNES

SPORT SIMULATION

£49.99 OUT NOW

MEGA DRIVE ALSO AVAILABLE

PC AND 3DO VERSIONS ALSO PLANNED



# FIFA INTERNATIONAL SOCCER

**IT WAS DESTINED TO BE THE BEST THEN KICK OFF 3 WON THE TOSS AND WENT FIRST. IS IT TOO LATE FOR FIFA? WE TAKE EXTRA TIME TO DECIDE...**

**E**A Sports has a solid reputation for delivering the goods when it comes to the Mega Drive, but the firm's SNES conversions have seldom matched the quality of the Sega games. NHL Hockey '94 certainly changed all that with an 'as good as' version, and now the SNES is blessed with not only the best sports game on the label but an improved version of the sell-out Mega Drive FIFA International Soccer game.

The 3D perspective of FIFA is the most obvious pull in this game - being the ultimate compromise between other vertical and horizontal football simulations. Around the pitch you get real crowds too, not just colour blobs, and the supporters behind goals even get out of their seats to cheer when you score. So what about those moves, eh? Well, there's plenty to please aficionados of our fine sport, with turning volleys, bicycle kicks and slides, each achieved with relatively little effort. A unique power meter even gives you precision control over your passes. But, is it better than Kick Off 3?

▼ *The good thing about FIFA is that the screen scrolls fast enough to keep the ball central to the screen for most of the time.*



▼ *If you try to steal the ball too often, then the odds are that you'll receive a yellow card. Your opponents get them too, so all's fair in love, war and FIFA Soccer.*







▲ Once the goalie has the ball he can throw it or kick it out like the real thing. As he does all the players run up the field too so be careful if throwing.



▲ If the ball's in the air you can catch it on your chest and move straight into a volley.



▲ Going for a header can be a dangerous business. If you miss you don't half look stupid!



▲ Thanks to the power meter it's now much easier to kick corner shots in the direction of specific players. With a little practice you'll get them to land right in front of the goal for a nice header.

#### OTHER VERSIONS

##### MEGA DRIVE

The Mega Drive looks identical at first glance, but lacks the power meter, reverse angle and slow motion instant replay. Man of the Match award, and has 30 less crowd chants. Even so, FIFA is the best football game you can get for the 16-bit Sega.

■ Issue 145: 92%

#### SECOND OPINION

FIFA Soccer's graphics are something else. If anything, they're slightly better on the SNES, and the addition of the passing power bar adds to the gameplay. Despite the huge amount of soccer games available, I think it's a two-horse race for number one slot between FIFA and Kick Off 3. If it's a truly comprehensive footy game you want, then KO3 is the one to go for – if, on the other hand, you want to pick up and play, and you're a glutton for graphics, FIFA's yer cart.

■ PAUL RAND

#### MORE INTERESTING THAN THE WIFE

FIFA's pop-up menu gives you access to all those lovely options which make playing football so much fun. Strategy is just as important as skill, you know.

Here's what you get...



1. You can access your formations at any time in the game. For beginners we suggest going for a balanced 4-4-2 or 5-3-2 formation.



2. FIFA has quite an original way of sorting out your pitch coverage. You simply slide the relevant arrows, shading in the area you'd like to cover.



3. Here you sort out the strategy for your team. You can set up for attack, defence, or long ball types of play, among others.



▲ A header is the best way to safely gain control of a fast ball. It also tends to confuse the opponents.



▲ There's no ref on the pitch with you, but that doesn't mean you can get away with fouls like this! Carry on playing because sometimes the fouls aren't noticed.

#### ■ VERDICT

##### ■ SNES

Even though Kick Off 3 is a more comprehensive game of footy than FIFA, I have to admit that I've been playing FIFA more. I've thought hard as to why, and I guess it's purely because of the viewpoint: Everything just looks so realistic and the action is easy to follow. FIFA offers the atmosphere of the sport through sound and graphics whereas Kick Off 3 gives you the on-pitch realism. If there was more control over the players in FIFA, this would have been the clear choice.

■ DENIZ AHMET



▲ In FIFA it's possible to perform a sequence of volleys if you got your timing right. In this way you can get down the pitch quickly.

#### COMING SOON

##### PC

We don't expect the PC version to be vastly different to the one reviewed here. But it would be a surprise if the game wasn't smoother and faster in motion. It'll be cheaper too. Due very soon.

■ EXPECTED RELEASE: JULY

■ GRAPHICS 92  
 ■ SOUND 90  
 ■ PLAYABILITY 88  
 ■ VALUE 91

OVERALL ■

**90**

# PITCHED

# WIN! WIN! WIN!

## WITH THE ARGOS ACCLAIM CHALLENGE

**Acclaim**

IN ASSOCIATION WITH

**Argos**

**£1500 OF  
ARGOS GOODIES!!**

**BAGS OF NBA  
MERCHANDISING!!**

**NBA JAM  
SOFTWARE!!**

IN THIS MONTHS ARGOS ACCLAIM TIE UP YOU COULD WALK AWAY WITH NOT ONLY THE SOUND OR COMPUTER SYSTEM TO TURN YOUR MATES GREEN BUT ALSO COPIES OF THE BIGGEST GAME THIS YEAR AS WELL AS A BUNDLE OF THE SERIOUSLY CRUCIAL MERCHANDISE TO GO WITH IT!

Where can you walk into a store and flick through a jam packed catalogue full of the best and latest software and hardware?

Where can you choose at will £1500 of the hottest home entertainment systems around, from Sega to PC from Nicam Digital Videos to seriously mind blowing stereos? The Argos Superstore catalogue that's where. In this month's Argos Acclaim competition there's another £1500 of the best gear around, whether its Sega, Nintendo or an armful of the greatest games from the huge range currently on offer at the Argos Superstores, they've simply got to be given away!

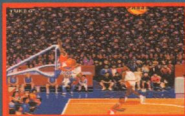
And what have you got to do to grab this veritable Aladdin's cave of goodies? Simply race down to your local Argos Superstore, tear through one of their catalogues packed full of possible prizes and pick out the catalogue number for a SEGA Gamegear (with Columns). Put it on the entry coupon and post it to us here at Emap!

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**ANSWER 2** .....

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**SNES****SPORTS GAME****£59.99** **OUT ON IMPORT**

**NO OTHER VERSIONS AVAILABLE**  
**NO OTHER VERSIONS PLANNED**

# MEGAMAN SOCCER

**SPEEDBALL MEETS KICK OFF FOR AN AWAY GAME WITH A FEW MEGAMAN PALS...**

**Y**ou had an open goal – but you still didn't score. You could have kicked yourself, but you didn't bother because you would've probably missed. In Megaman Soccer missing the goal, dirty tackles or stealing the ball is all part of the game. This isn't an ordinary football game, you see. The fate of the world depends on beating the 12 robot teams on their own home grounds. Subsequently you get 12 pitches and these all affect the play differently. It's not all fair play either; each of the robot teams has a special attack, which generally refers to blasting the ball at lightning speeds and smashing your opponents to pieces.

Ardent footy fans will notice that the manoeuvres are limited as all you get to do are simple headers, slides, jumps and shoulder checks, and yep, the ball sticks to your foot. However, despite its omissions Megaman Soccer offers an 'arcade' twist to the genre.

Headers are more effective here than in normal footy games because these are robots playing and their heads are on the tough side.



▲ When taking corners you can't see the goal so you'll need to use your radar to see where the other players are standing.

There are 12 different pitches available to play on. These are supposed to affect the play in a number of different ways but they don't seem to.



▲ If an opponent is going in for the tackle it is actually possible to jump out of the way.

◀ Each character has a special attack move. Here you can see one of the more common ones which blasts the ball at an unavoidable speed across the screen. Very difficult to save if you're a goalie.

**VERDICT****SNES**

Software publishers take sports games too seriously, so this comes as a welcome change – it should even appeal to those who don't like sports games. There's plenty of variety and tons of player combinations. Problem is, the sprites are so big that it's difficult to plan passes, and the radar doesn't work very well. It's all a bit on the slow side too, compared to stuff like Sensible Soccer and Kick Off 3. A worthwhile change from the norm, though.

■ **DENIZ AHMET**

**ALTERNATIVES****Mega Drive**

■ Speedball 2

■ Virgin/£35

The sequel to the first ever violent sports game. Fab graphics and accomplished gameplay which works just as well in one-player mode.

■ Issue 123: 93%

■ **GRAPHICS** 93  
 ■ **SOUND** 80  
 ■ **PLAYABILITY** 81  
 ■ **VALUE** 71

**OVERALL**

# 79

## CD32

BEAT-'EM UP

£29.99 ■ OUT NOW

■ NO OTHER VERSIONS PLANNED  
 ■ NO OTHER VERSIONS AVAILABLE

**THE CLASSIC AMIGA BEAT-'EM-UP DOES THE BUSINESS AGAIN ON CD32...**

**B**ody Blows was quite an exceptional beat-'em-up, that would have given any self-respecting SNES owner a fright with its top fighting action and excellent graphics and sound. Around the tail end of last year came Body Blows Galactic, a jazzed-up game which was especially good on the A1200.

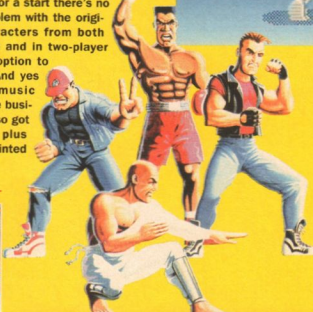
Now of course the CD32's where it's at, and so we have Ultimate Body Blows – a combination of both the previous games with a few tricks of its own. For a start there's no long loading, a real problem with the original game. All the characters from both games can be selected and in two-player mode there's also the option to choose top boss Max. And yes we've got the CD music (Allister Brimble does the business again) but we've also got nine new backgrounds plus three of the old ones painted up into 256 colours.



▲ Yes, there's now an option to pick top baddy Max. You can even have a two-player game with him should you so desire.



▲ The music (as well as the graphics) has been improved. It's been remixed into 16 track digital stereo by top tunesmith Allister Brimble.



▲ For people who thought the original game was too slow there's now two additional turbo speeds. Believe me, the top speed is very fast indeed.

# ULTIMATE BODY BLOWS



There are nine new backgrounds in the game but even the old ones have had a serious revamp.



▲ Each time a special move is accessed a bar under the character's power gauge increases. Which means it takes longer and longer to pull off a special move.



▲ Like Body Blows Galactic on the A1200, Ultimate Body Blows features exquisite 256 colour graphics.

## ALTERNATIVE

MEGA DRIVE  
 Streetfighter II:  
 Special Edition  
 Sega/£59.99

The most excellent fighting game in the history of the universe looks its best in this arcade-perfect Mega Drive conversion.

■ Issue 144: 94%

## VERDICT

CD32

Now this is what I want to see: developers spending time over CD32 releases. Sure the graphics and sound have been tarted up but that's in the actual game itself, not in some pointless intro sequence. The game's faults have been ironed out too, notably the speed. The original was criticised for crawling, but this plays a blinder and the top turbo mode is at least as fast as SFII on the SNES. If you want an action CD32 game then you want Ultimate Body Blows.

■ RIK SKEWS

■ GRAPHICS 88  
 ■ SOUND 86  
 ■ PLAYABILITY 85  
 ■ VALUE 86

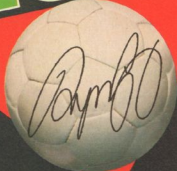
OVERALL

# 85

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PC

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PC-CD VERSIONS PLANNED

**DOMARK IS OUT TO GIVE YOU THE RIDE OF YOUR LIFE. IF CHEAP THRILLS ARE WHAT YOU'RE AFTER THIS COULD BE A SOUND CHOICE.**

**W**hen it comes to racing simulations you just can't beat the PC. The speed and smoothness of games like 4D Driving, Grand Prix and IndyCar are way ahead of any other computer or console offerings. It has to be said though that the PC takes its software a bit too seriously and too many options tend to put people off.

It's a bit different for F1 though, because here is a simple race game which isn't bothered with things like tyre compound and pressure. The focus here is on giving you speed, and that's why the graphics are on the bland side. Aha. There are 12 circuits to race on and those many opponent drivers increase their aggressiveness in accordance with your difficulty setting - so get used to two cars working together to block of the road. And should you chicken out against the computer, there's always the split screen two player game to go for.



▲ The best time to overtake is on the starting grid. Drive straight down the middle.



▲ The controls in F1 are hyper sensitive, so it's you're continually crashing.



▲ The pits are on the right. You can pull in and make some adjustments to your car's tyres, wings and stuff like that.



▲ The road is sometimes very narrow, so you can force cars behind you.



▲ Go slowly through the tunnels - there might be a sharp bend at the end.



▲ On the harder difficulty settings opponent cars do their best to block the road in front of you. The more you try to force past, the more they cut you off.

VERDICT

**PC**  
The best thing about F1 is the speed - and it's very smooth. What's missing from this conversion though, is your wheels flying off when you crash, which was excellent on the Amiga version. Those opponent drivers can also get very tough: often you'll be in first place and be overtaken by loads of cars on the last lap. Obviously, they've bothered to stop by the pits, so there's some strategy to be learnt.

DENIZ AHMET

ALTERNATIVES

MEGA DRIVE / AMIGA

F1

F1 was originally a big hit on the Mega Drive, thanks to its crazy speed. Both the Amiga and Mega Drive versions are identical to the PC one. However, on the Amiga 1200 it has an option to be slowed down because it's just too fast!

Mega Drive Issue 140: 86%  
Amiga Issue 147: 84%

- GRAPHICS 80
- SOUND 71
- PLAYABILITY 89
- VALUE 83

OVERALL

85

■ **3DO**  
 ■ **SHOOT-'EM-UP**  
 ■ **£54.99** ■ **OUT ON IMPORT**

■ MEGA-CD VERSION ALSO AVAILABLE  
 ■ NO OTHER VERSIONS PLANNED

'SEWER' AND 'SHARK' ARE NOT THE NICEST WORDS IN THE ENGLISH LANGUAGE, ARE THEY. BUT THEN THIS ISN'T EXACTLY A 'NICE' GAME...

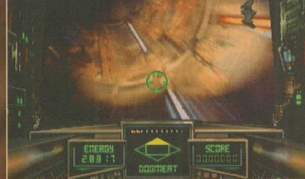
**T**his first-person perspective shoot-'em-up makes you realise one thing very quickly about the 3DO, and that's that the joypad doesn't register diagonal moves, not unless you press very hard that is. Which poses something of a problem since the core of the gameplay in Sewer Shark depends on you having very quick reflexes. The idea, you see, is to guide your craft through twisting sewage tunnels, at the same time shooting the nasty bats, rats and so forth which inhabit them. Imagine, then, having to circumnavigate the screen with a rather unresponsive joypad at an enemy in the corner of the screen. And considering the rate at which the action scrolls past you, you've got no chance if you're on the opposite side of the screen at the time.

Apart from this quite severe drawback, Sewer Shark is full of the sort of corny FMV that you find in Ground Zero, Texas, only not as polished and certainly not as deep. Look at the screenshots here and save yourself £55.

▼ If you miss your turn, Catfish will do his best to get you back on track. He's a bit on the unreliable side though, particularly near the end of a stage.

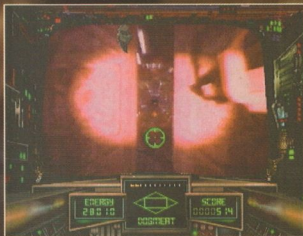


▲ Bats are the most difficult to clean away because they buzz around annoyingly.



▲ The arrows on your indicator flash when there's a turn in the sewer approaching. But DON'T take a turn unless you've been verbally told too. The correct directions are told by Catfish in clockface positions; twelve (up), three (right), six (down), nine (left).

# SEWER SHARK



▲ Oops! If there's one realistic thing about this game it's that you only get one life. There are no continuation points either, bummer or what?



◀ Ratigators are a cross between a rat and alligator (really?) and will do no damage if you miss them. The Scorpions however, will hang onto your craft draining your energy. Same goes for moles.



▲ Your craft needs plenty of energy to keep it going. Recharges are done on the move by flying down appropriate tubes indicated by green lights. Ghosts will tell you when to look out for one.

## ■ VERDICT

■ **3DO**  
 Like Mad Dog, Sewer Shark is almost impossible to play because you can't move diagonally without pressing really hard. The action is also repetitive and the quality of graphics isn't much better than the Mega-CD version. I'm also annoyed with the slack time the game needs to register your turns down the tunnels; you have to press your direction at least a second before actually meeting the turn so death usually isn't your fault. These sort of simple shoot-'em-ups (including Microcosm) shouldn't be encouraged because they're lazy programming made interesting through snazzy graphics.

■ **DENIZ AHMET**

## WORLD BEATER

FM TOWNS MARTY

■ Scavenger 4  
 ■ Psynosis/£80+  
 We'll forgive it for being the sequel to Microcosm because this is the best head-on blast around. Stunning rendered graphics, amazing sound, hectic gameplay and the most memorable bosses impress you constantly.

■ Issue 150: 88%

■ **GRAPHICS** 59  
 ■ **SOUND** 79  
 ■ **PLAYABILITY** 10  
 ■ **VALUE** 40

OVERALL ■

**48**

CD32

PLATFORM PUZZLER

£29.99 OUT NOW

AMIGA VERSION ALSO AVAILABLE  
NO OTHER VERSIONS PLANNED

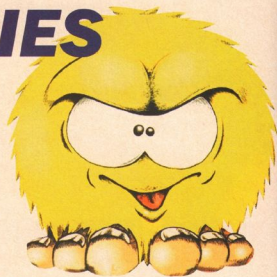
**THE LEMMINGS WANNABES ARE BACK ON A SHINY CD, AND LOOKING AS GOOD AS EVER...**

**W**e all know French games are weird, right? Thankfully they're often brilliant too; think of the classic North and South wargame for instance. *Fury of the Furies* is also good stuff. It's a puzzle game with the look of the classic Lemmings, though it plays more like Interplay's *The Lost Vikings*.

There are four er... furry Tiniés who each have a different skill. Red's first up and he likes to chomp his way through things. Yellow can shoot a bullet while Blue can swim underwater. And then there's Green, who is everyone's favourite, he uses a rope to propel himself around. Unlike most rope swinging characters though, he can fire his rope while in mid air which means that he can complete a level without even touching the ground!



# FURY OF THE FURRIES



▲ Like Paul and Rik, Red likes to chomp his way through things. Useful for getting out of seemingly dead ends.



▲ Pick up the coins to rack up that all-important score. Look out for secret areas too.



▲ Green's skill is the ability to fire a rope. Essential for leaping over nasty death traps.



▲ Try and get yourself across this large area of death dealing spikes.

On the CD32 version the game's been enhanced with some tasty rendered between-screens like this one shown here.▶



Yellow can fire a blob. To be honest it looks like a globule of snot.

VERDICT

CD32

It's good to see that Mindscape has actually spent a bit of time tweaking *Fury*. Of course there's the obligatory CD music but there's also some decent between-game screens, like when you run out of time. Another change is that you can morph the Tiniés into the different colours simply by pressing the correct colour on the joypad, no more of that joystick waggling. This runs at the same speed as it does on the A1200 and overall is an excellent puzzler as it is on its sister machine.

RIK SKEWS

- GRAPHICS 86
- SOUND 84
- PLAYABILITY 85
- VALUE 87

ALTERNATIVES

Fury of the Furies

- Amiga
  - Mindscape/£29.99
- A standard version runs on both machines but it crawls like a drunk snail on the A500 so stick to the A1200 version if possible.
- Issue 147: 85%

OVERALL

85



"This is what platform games should be about... amazingly good fun."

"... a superb platformer which really shows off the SNES.

RBA boasts some of the best graphics I've ever seen."

Nintendo Magazine System

91%

"Challenging, playable and utterly hatstand.

Eat your heart out sonic." "Lovely to look at, great to play and bags of fun. Buy it"

Total!

90%

"A bit of a must buy, unless you're criminally insane

or terminally stupid." "Konami have once again

proved that they can consistently provide

highly charged and diversified game play."

Gamesmaster

90%

Ropi  
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## PC CD-ROM

## ARCADE

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CD-I AND 3DO VERSIONS PLANNED

**IS THIS REALLY THE GAMING EXPERIENCE OF THE NINTIES? ELITE THINKS SO. CVG, FRANKLY, DOESN'T...**

**B**ack in the early Eighties, laser disc games made their mark on the world of arcade gaming, from the 'real life' airborne bombing raids of Mach 3 to the wizards and warriors cartoon gaming of Dragon's Lair. It's the Sullivan-Bluth game starring dim-witted Dirk the Daring which made the headlines, which was surprising to say the least because, once you stripped away the unquestionably awesome visuals you were left with a very limited reaction test game.

Still, that didn't stop software houses snapping up the rights for home versions of Dragon's Lair - in 1989 Entertainment International redrew the cartoon graphics and came up with a passable conversion of the game. But now it's 1994, and in these days of full-motion video and compact disc it's possible to transfer the original laser disc to CD and play an arcade-perfect version of the game on your PC. Which is exactly what Elite is offering with its CD-ROM title. How does the game fare in these days of complex gameplay? Check out the verdict and see...

# DRAGON'S LAIR



▲ It doesn't matter if Singe is the hardest dragon around. Dirk wants his sword and by God, he's going to get it. Unless you push the wrong button and

▶ Push down at the correct moments to duck underneath those rotating things, which are poised to knock your block off.

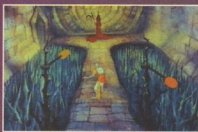
▼ When Dirk loses a life, he gets transformed into a skeleton and crumbles to the floor. Very tasteful, eh, reader?



▲ Thought you'd got away with nicking his sword earlier, eh? No chance now Singe is REALLY riled.



▲ Right at the start of the game and Mr The Daring has already been grabbed by the tentacles (oer). That'll make him talk funny.



▲ There's no way Dirk can keep the door shut, with the force of all that wind.



## VERDICT

## PC CD-ROM

Yes, we know Dragon's Lair has some of the best graphics and sound ever. The trouble is, the gameplay is basic, reaction-test form. Dragon's Lair shows the limits of FMV when linked to gameplay - ie there's little of the latter. And until that state of affairs is rectified, the only use for games such as this is as in-store demos to show off the machines' graphics capabilities. This is a very shallow title that doesn't warrant purchase if it's a real game you're after.

■ PAUL RAND

## ALTERNATIVE

## CD-I

■ Space Ace

■ Phillips/£49.99

Space Ace was the follow-up to Dragon's Lair in the arcades. Same great graphics and sound, same lack of gameplay. Same arguments as above.

■ Issue 149: 51%

■ GRAPHICS 98  
 ■ SOUND 96  
 ■ PLAYABILITY 15  
 ■ VALUE 29

OVERALL ■

# 44

# 32-BIT HITS HOME!

## SIX SATURN GAMES REVEALED!



So... you're quite interested in all this "next generation" console stuff are you eh? Of course you are. That being the case, we are proud to bring you coverage of not one, not two - but SIX next generation Saturn games! Included

in the line-up are Daytona USA, Virtua Fighter and Virtua Racing! You can see loads of pictures of these hot games ONLY in SEGA MAGAZINE.

## THE BEST OF 16-BIT

Only SEGA MAGAZINE brings you coverage of all the hottest Megadrive titles around. You want The Jungle Book? As a rather enthusiastic Burger King employee might say, "You got it!" Interested in Pete Sampras Tennis? We have all the information you need. Perhaps you're a Mega-CD owner after a bit of Tomcat Alley high-flying action? SEGA MAGAZINE brings you both the review AND an in-depth feature!

**LET'S FACE FACTS: IF YOU'RE AT ALL INTERESTED IN SEGA - AND THE NEXT GENERATION OF VIDEO GAMES - YOU SIMPLY MUST BUY ISSUE SIX OF SEGA MAGAZINE. OUT MAY 14, PRICED AT A PIFFLING £2.25.**



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MAGAZINE  
ENTERTAINMENT WEEKLY'S OFFICIAL SEGA MAGAZINE

■ SNES/GAME BOY ■ £59.99/£24.99

■ SPORTS SIMULATION ■ OUT MAY

■ NO OTHER VERSIONS PLANNED

■ NO OTHER VERSIONS AVAILABLE

# WORLD CUP STRIKER

A DESERVED TOP SELLER LAST YEAR, ELITE'S INNOVATIVE FOOTBALL GAME GETS A FRESH GLOSS OF PAINT...

**F**ootball crazy, football mad. There's nothing like the World Cup to get the software companies on to the proverbial bandwagon, and here comes Elite with a jazzed up version of its original Striker. So what enhancements are there to the original SNES game engine? Well now you've got lovely-bubbly battery backup and multi-tap compatibility for up to four-player action. There's a choice of referees (from 'downright blind' to 'doesn't miss a trick') along with enhanced player animation and improved graphics, plus the computer teams have been made more competitive and now there are 32 different set piece formations.

The new Game Boy version includes most of its larger brother's features (like an edit squad facility and each team having variable attributes), but instead of battery backup there's a password facility.



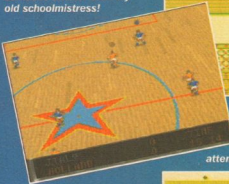
▲ That's funny I don't recall England qualifying for the World Cup! Apart from that World Cup Striker is a highly realistic game. England were included since Elite doesn't think you lot will buy it otherwise!



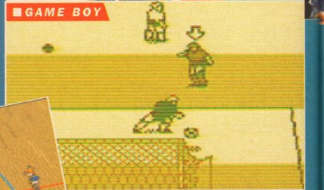
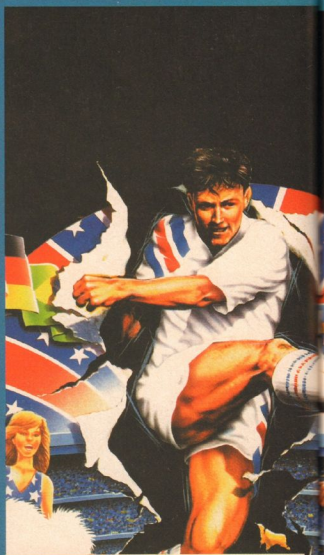
▲ (GAME BOY) As in most football games these days there's a variety of weather conditions to choose from, although the Game Boy's small screen doesn't allow for much weather detail in the actual game.



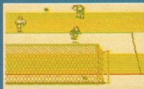
▲ (SNES) There's a choice of three refs from blind to someone stricter than my old schoolmistress!



▲ (SNES) The indoor game isn't available on the hand-held version which is a shame because it's fun. The ball picks up quite a speed as it bounces off the walls

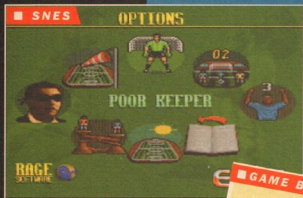


▲ (GAME BOY) The animation in general is fantastic for the humble old Game Boy and this goalie is a fine example. He dives all over the shop rather impressively while attempting to stop the ball entering the net.



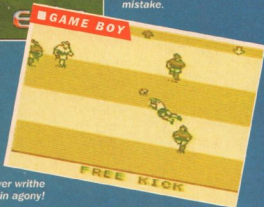
▲ (GAME BOY) Scoring a goal in the Game Boy version is much easier than it is in the SNES game.

## WORLD CUP FEVER STRIKES



▲ It's not really a good idea to pick the poor keeper option. Although you can score a lot of goals it can be frustrating to watch them go in your goal simply because you made one defensive mistake.

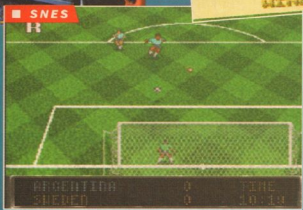
▶ It's really easy (and great fun!) to commit a foul. Watch the player writhe around in agony!



▲ Get ready to watch the ball fly all over the shop if you select the roaring gale option!



▲ (SNES) Overhead action ahoj in the 16-bit game.



▲ One of the main faults we have with World Cup Striker is that the aTertouch can feel heavy and not that realistic



▲ (SNES) Battery back-up is a major improvement. We hate having to input passwords, don't you?

▲ (GAME BOY) For a Game Boy cart, World Cup Striker certainly packs a heck of a lot of options.

#### ALTERNATIVES

- MEGA DRIVE
  - FIFA Soccer
  - Electronic Arts/£49.99
- If you like the chunky player style of Striker then you're gonna love EA's FIFA Soccer. With fantastic playability this was last year's deserved best selling cart.

■ Issue 145: 92%



▲ This penalty sequence is more impressive on the SNES since the control is better. Overall though, the Game Boy game is superior.

#### VERDICT

##### ■ SNES

I really enjoyed the first Striker game on the SNES and I like this one almost as much. It's certainly quick enough, but I'm afraid it lacks the finer points of games such as Kick Off 3 and Sensible Soccer, especially when it comes to controlling the ball. The graphics don't seem that much of an improvement over the original Striker either, although the sound's been upgraded massively. Good fun, but it stands in the shadow of these other games. Still, I've managed to beat Rik at it, so it can't be all that bad now can it!

■ MARK PATTERSON

#### VERDICT

##### ■ GAME BOY

I never thought I'd see the day that a decent footy game came out on the Nintendo handheld, but Elite has managed to prove me wrong. This is just such a fun game with so much to offer. The scrolling's so smooth you'll think you're playing the SNES version on a black-and-white telly! Combine this with a wealth of options, password backup and wonderful flowing gameplay (with a brilliantly tense penalty sequence) and you've got a classic cart to grab hold of pronto. I just wish the passwords weren't so long, they're a right pain to copy down on the bus!

■ RIK SKEWS

■ GRAPHICS	77
■ SOUND	74
■ PLAYABILITY	81
■ VALUE	85

#### OVERALL ■

# 80

#### COMING SOON

##### CD32

The original version of Striker is soon to make an appearance (look out for a possible review next issue) on the CD32 courtesy of Gremlin.

■ EXPECTED RELEASE: JUNE

#### OVERALL ■

# 87

# GP RIDER

## GAME GEAR

### RACING GAME

£29.99 ■ OUT NOW

■ NO OTHER VERSIONS AVAILABLE  
 ■ NO OTHER VERSIONS PLANNED

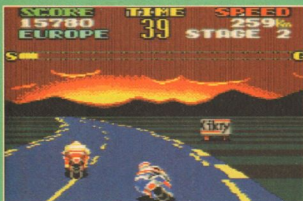
**TAKE A RIDE ON THE WILD SIDE WITH THE GAME GEAR'S FIRST BIKE GAME.**

**T**here's obviously a lot of realism to be lost when converting a coin-op (which uses a real bike) to a hand-held console. It's been done before on more or less every other format, but surprisingly enough not on the Game Gear. For a first effort then, this has succeeded admirably.

There are three bikes available in GP Rider and each has its pros and cons. Of more interest is the number of tracks, of which there are 15 to choose from an international circuit. Like many other racing games, the object is to finish each lap within a time allocation, passing check points to receive vital extra seconds. Apart from that there's not a lot more to GP Rider. Winning is all that counts.



▲ Overtaking isn't the easiest task to achieve and, just like the real thing, you shouldn't attempt it on bends, otherwise you could find yourself skidding along on your buns...



▲ GP Rider offers four types of race: Arcade (one hard track), Tournament (where you choose countries to race in), Grand Prix (a 15 track world season) and World Tour which offers four difficulty levels over four tracks.

▲ The time limits for laps are very tight so you really can't afford to crash - yet, thanks to strategically placed roadside objects, it's difficult not to.

▲ As soon as you see warning arrows for approaching bends, start turning. If you wait until you see the bend it'll be too late.



▲ There are three different bikes to select from for each race. Funny thing is, it doesn't seem to make any difference to your performance.

### ALTERNATIVE

#### AMIGA

- No Second Price
- Thallon/£25.99

A polygon racer which manages to create a realistic illusion of speed. The speed of the thing is the main attraction here.

■ Issue 130: 87%

### VERDICT

#### GAME GEAR

Because it's difficult to see the horizon in hand-held racers they all have the same problem: road bends appear out of nowhere. As a result, you crash so often in this game that it quickly becomes frustrating, and some dodgy sprite detection doesn't help matters either. That aside, GP Rider is one nippy racer, and those graphics are silky-smooth with a bike which handles realistically. GP Rider is fair for what it is, but is likely to get dull quickly.

■ DENIZ AHMET

- GRAPHICS 80
- SOUND 50
- PLAYABILITY 74
- VALUE 69

#### OVERALL

# 71



*This is Janika.*

*She's intelligent.*

*She cares about the environment.*

*She's got a good job.*

*She's ambitious.*

*And she's going to kick your slippin' teeth in.*

*We're feeling pretty hard at the moment because the June issue of THE ONE is going to be a veritable bloodbath. Janika will be performing amateur dentistry with her mates in our fantastic four-page review of ELFMANIA. We'll be bruising our shins and elbowing each other in the faces as we take a look at EMPIRE SOCCER and SIERRA SOCCER.*

*And we'll no doubt be doing lots of other crazy things because we're like that sometimes.*

*Even our coverdisks are the toughest in the business. We'll have a massive ARMOUR-GEDDON II demo, a spectacular EMPIRE SOCCER kickabout, and a mind-blowingly large level lifted directly from IMPOSSIBLE MISSION 2025 (A1200 only). There'll probably be some other stuff as well, but we're not going to give you any more info because it's all top secret and if you found out we'd have to kill you.*

*Anyway, we're bored of talking to you now. We're off round the Krays' house for a quiet game of bridge.*

THE  
**ONE**  
AMIGA

JUNE ISSUE  
ON SALE  
MAY 28TH.  
BUY IT. OR  
WE'LL SEND  
THE BOYS  
ROUND.

SNES

PLATFORM

£59.99 OUT ON

IMPORT

NO OTHER VERSIONS AVAILABLE  
NO OTHER VERSIONS PLANNED

**THE FLINTS MAY BE THE ONLY FAMILY TO LET THEIR BABY PLAY WITH A DINOSAUR, BUT THAT DOESN'T MEAN THEY'D SAY NO TO A GOOD ADVENTURE.**

**M**any a happy half-hour or so has been enjoyed by generations of young 'uns, sat with their microwaved Findus post-school dinner awaiting the familiar cry of 'Wilma' - the word that kicked off the programme starring everyone's fave stoneage family, The Flintstones.

Now Fred and Barney are the subjects of a game licence in which they have to go in search of buried treasure. There are five worlds to be explored, with Fred and Barney alternatively throwing a die to determine which one tackles each stage. Scattered around are amusement parks and if you've gathered the relevant tokens you get to play one of many sub-games. Towards the end of a world you can enter the Olympic stadium and take part in a Mode 7 event which improves your abilities. There are some mini-bosses to be battled before you get this far, with plenty of cut-ins along the way. Yabba Dabba Doo!

# FLINTSTONES



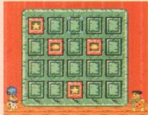
▲ The ape shown here is a mini-boss and you'll find him frequently on the first world. Avoid the falling coconuts and force him into a corner to win easily.



◀ Most large dinosaurs are friendly and can be used to spring you up on to otherwise unreachable platforms.



▲ Inside the stadium there are various activities to take part in. It looks smart and smooth in Mode 7 and beating the clock improves your physical skills like jumping.



▲ Having collected 10 tokens you can enter the amusement park for varied sub-games. Complete the tasks for bonuses.



▲ You'll spend a lot of time on this map. Fred and Barney take turns to throw a dice and the number shown is how many destinations you can visit. In this way you can form your own route around the map.

SNES

Another cartoon licence gets the dirt treatment. Flintstones is very low on originality and imagination with old ideas which aren't even done very well. There's too much messing around on the map and it's too easy to accidentally enter a level you've already completed and be forced to do it all again. Thankfully, many sub-games provide plenty of vanity and there's some interesting Mode 7 bits and pieces. I can see this game appealing to young players for its cuteness, but there are many better platformers around: you're unlikely to be impressed by this one.

■ DENIZ AHMET

ALTERNATIVES

THE FLINTSTONES

- NES
- TaiTo/£34.99

By NES standards this version turned out very well with cheerful graphics and quite a surprising amount of depth. Great control also makes this one of the best platformers on the NES.

■ Issue 147: 85%

- GRAPHICS 60
- SOUND 65
- PLAYABILITY 61
- VALUE 65

OVERALL

63



■ PC CD-ROM FOR WINDOWS

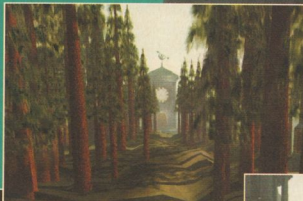
■ ADVENTURE

■ £49.99 ■ OUT NOW

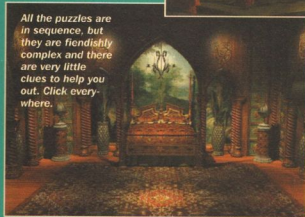
■ MAC VERSION ALSO AVAILABLE  
■ NO OTHER VERSIONS PLANNED

A WINDOWS GAME USED TO MEAN SOMETHING LIKE PAC-MAN OR TETRIS. NOW THROUGH THE MYST COMES A STUNNER

Many adventure games spoil themselves by giving away too much of the plot and too many clues in the instructions. Myst is something quite different. The story only emerges as you explore and you can't do that until you've solved a few initial tasks. The underlying aim is to discover the Myst Books and in doing so you will be cast among four sub-worlds from Myst Island. The inventiveness of the puzzles en-route will require extreme lateral thinking, and unlike many frustrating adventure games there is no reliance on red-herrings to give the game its difficulty. What you see is there for a deeper reason and this gives the game a true sense of navigation. Myst is not for the beginner.



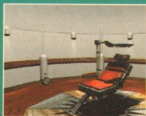
All the puzzles are in sequence, but they are fiendishly complex and there are very little clues to help you out. Click everywhere.



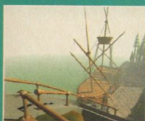
You start on the sunken ship and if you solve the puzzles the ship will rise for hidden clue books.



In the Dentist's chair you can activate a time machine type device with clues found elsewhere.



A good tip is to get on high ground and to try and look around for new places to visit.



The island is bigger than it seems. New areas can only be accessed when certain puzzles are completed. You usually don't know if you've made a mistake until it's too late.



# MYST

The graphics in Myst don't scroll, but the quality of them makes up for that. Take note of sounds for clues of puzzles near by.

## ■ VERDICT

### ■ PC-CD ROM FOR WINDOWS

Clearly the best Windows game ever. The rendered graphics and music create an absorbing atmosphere, and the quality of puzzles is extremely high, and most require a number of sub-tasks to be completed first. The point-and-click interface works a treat and the only disappointing thing (but understandable for a Windows game) is that the action is flip-screen and not scrolling. Probably the hardest adventure game I've ever played.

■ DENISE ARMIST

■ GRAPHICS 93

■ SOUND 95

■ PLAYABILITY 85

■ VALUE 93

OVERALL ■

# 90

■ PC ■ £34.99

■ ROLE PLAYING GAME ■ OUT NOW

■ NO OTHER VERSIONS AVAILABLE

■ NO OTHER VERSIONS PLANNED

# THE ELDER SCROLLS: ARENA

IS THIS JUST DOOM WITH SWORDS OR DO WE HAVE SOMETHING THAT'S A BIT MORE THAN A CLONE ON OUR HANDS...

**W**ith Doom now widely regarded as the best thing to happen to PC games since the graphics card, it's not surprising that we're now facing an influx of Doom-a-likes. This one forsakes chainsaws and hi-tech weaponry for a more traditional swords and sorcery format.

The first thing you notice is the amount of power this game needs to run properly. While playing on a 50Mhz DX2 with 20Mb of RAM, we've found that even the higher detail levels are a tad slow. Once you've settled on a suitable configuration you can settle down to a game which can only be compared to Elite. There's an overall objective, but, basically, you do what you want, travel anywhere, rob people, burgle or opt for the role of a hero.



▲ In addition to hacking and slaying, certain characters can cast spells. These range from fireballs and lightning bolts to strength sappers and instant death. Still, that's not a patch on cutting Debbie McGee in half, is it?



Do not fear for it is the Silverskin, Brien, little to me, there are no others left to carry on this path. You have been told in the past by the... (The...)

▲ This is your mate who was killed by the evil magician you're out to do over.



▲ You can always tell what creatures are waiting around the corner for you thanks to the superb digitised sound effects.



▲ The bulk of the information you need can be found by talking to the various characters who inhabit the world. Mugging them also provides a good source of revenue.



## ARMS AND THE MAN



1. Make a trip to the weapon shop your first priority. Don't spend all your cash as you won't be able to afford to rent a room to sleep in.



2. Some characters are limited to certain weapons, but if you're a warrior you can use anything. Try tooling up with a claymore or Daikatana, two particularly devastating swords.



3. As well as dishing out death, be prepared to take a few hits too. Good armour is essential, so spend your cash on a decent set and possibly a shield.



4. When you think you've everything you need to categorise you as 'hard' it's time to go out into the big wide world and kick some serious butt.



▲ The 3D graphics work well, although they're very slow on lesser machines.



▲ You start the game locked in a dungeon beneath your home town. Luckily for you some fool's left the key in the cell with you. Doh! Punish his stupidity by escaping and slaughtering everyone you come across.



## ■ VERDICT

■ **PC**  
Doom is already my game of the year, but this could well be a contender for the best RPG. It's massive and doesn't constrain you to completing one task at a time, which is good for people like me who have the attention span of a stunningly dim gerbil. The action side of the game is a little weak, but this is compensated for by the ridiculous amount of gore it contains. One of the better RPGs we'll see this year and well worth picking up if your machine can handle it.

■ **MARK PATTERSON**

## SECOND OPINION

Having seen loads of RPGs, it takes something pretty impressive to keep me playing. This did. It combines the best of role-playing with plenty of gratuitous hacking and slashing in a format which makes it very easy to play. This is actually the first part in a trilogy, and it's not going to be easy for the programmers to top.

■ **PAUL RAND**

## ALTERNATIVES

CD32/A1200

■ **Liberation**  
■ **CD32/A1200/£34.99**  
This is the best CD32 game by a long chalk, and even the floppy disk A1200 version is up to the same high standard. Like Arena, this is a first-person 3D RPG and it's great!

■ **Issue 146: 95%**  
■ **Issue 150: 92%**

■ **GRAPHICS 89**  
■ **SOUND 92**  
■ **PLAYABILITY 91**  
■ **VALUE 90**

OVERALL ■

# 90

**OUT NOW**  
ON FLOPPIES

IF IT'S AN AMIGA OR PC THAT YOU'VE GOT HERE'S SOME GAMES CVG RECOMMENDS YOU GET HOLD OF...

**SIM CITY 2000 / PC / APPLE MACINTOSH / MAXIS / PRICE: £39.99**

SC2000 is set to scoop plenty of awards before the year is out. It's keeping all of us here playing for hours on end, creating the kind of crime-ridden corrupt slums only the worst dregs of humanity could possibly want to inhabit.

■ **Issue 148: 94%**



**MANCHESTER UNITED / AMIGA / KRISALIS / PRICE: £29.99**

If, incredibly, you're bored with Sensible Soccer, here's the alternative. It's similar in gameplay, but with added depth thanks to its quality management element. Features the Premiership's top players.

■ **Issue 150: 90%**



**SIMON THE SORCERER / AMIGA 1200 / 600 / ADVENTURE SOFT / PRICE: A600: £39.99 / A1200: £34.99**

It's good to see a British software house producing an adventure game capable of rivaling those created by the big American software houses. It's packed with humour and puzzles and there's also a CD32 version on the way.

■ **Issue 149: 86%**



**LIBERATION / AMIGA / MINDSCAPE / PRICE: £34.99**

The floppy version of the CD32 hit has almost all the features of the disc version. It takes at least 1.5Mb to get running, which is a small price to pay for easily the best Amiga RPG of the year.

■ **Issue 150: 92%**



**THIS IS THE GAME THAT'S NOT WORTH THE PLASTIC YOUR SWITCH CARD'S MADE OF...**



**DRACULA / AMIGA / PSYGNOSIS / PRICE: £24.99**

Remember the forgettable Mega-CD version? Well this is more of the same, but slightly better. It's a less-than-playable Shadow Of The Beast-style horizontal scroller which doesn't deserve much attention.

■ **Issue 150: 41%**



▲ There are no restrictions on where you can go, or any time limits, so you can basically go where you want.

■ PC CD-ROM

■ ADVENTURE

■ £34.99 ■ OUT NOW

■ NO OTHER VERSIONS AVAILABLE  
■ NO OTHER VERSIONS PLANNED

**YOU'RE RUNNING LATE, THE CAB FARE COMES TO A DIME MORE THAN YOU HAVE, THEN THE DRIVER TURNS OUT TO BE SATAN'S RIGHT-HAND DEMON. WHAT A DAY...**

**T**his is a game dedicated to anyone who's ever slammed head-first into the language barrier after getting into a mini-cab. Only this driver doesn't drop you off a mere 20 miles from the destination you spent 10 minutes explaining to him. He takes you on a non-stop tour of history's trouble spots, including a brief petrol stop in hell.

Most of the disc is filled with a collection of digitised pics, movies and speech which are loosely thrown together to form the game. You continually find yourself clicking on where you want to go, waiting for the disk to access, and then maybe watching a quick bit of footage. This is broken up with the occasional action sequence to prevent your reflexes from seizing up.

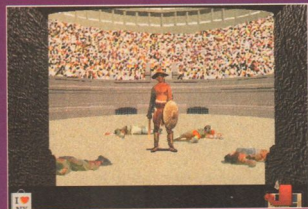
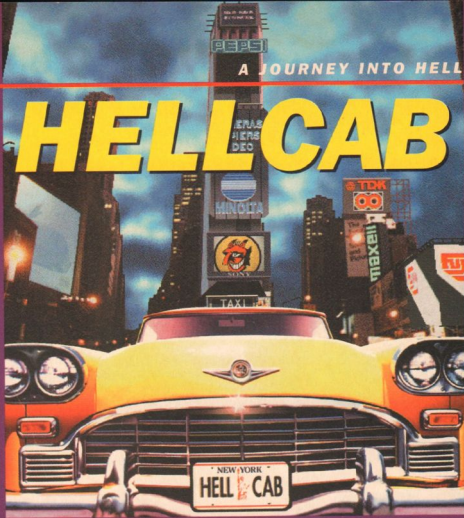


▲ Would you get in a cab driven by this man? Well if you don't it's going to be a pretty short game, isn't it?

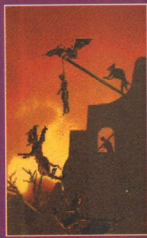


There are plenty of these movie-shorts to watch throughout the game. They don't actual contribute anything to the gameplay, but they're fun all the same.

▲ Solve the puzzles, but make too many mistakes and your soul becomes property of one Mr D. Evil.



▲ Now this is what ITV's Gladiators should be doing. Sticking swords into innocent contestants would boost the ratings figures no end.



## ■ VERDICT

## ■ PC CD ROM

I wasn't too impressed with the basic format of this game. It's not very interactive and the access times are slow, but there are so many excellent little touches that it makes really good value for money. The quality of the graphics varies from large, poorly animated digitised pics to well animated, grainy Quicktime movies. Overall this isn't an essential purchase, but if you've some cash to burn and want to boost your disc collection, this is worth putting on your list.

■ MARK PATTERSON

## ALTERNATIVES

## MEGA-CD

- Jurassic Park
- Sega/£44.99

Not the same type of game as Hellcab, but then there's nothing like this. For interactive movie action, this is as good as it gets on Mega-CD.

■ Issue 150: 87%

## 3DO

- Twisted
- EA/£44.99

Another innovator is Twisted from EA. It makes excellent use of the machine's video capabilities along with excellent dialogue and imaginative gameplay.

■ Issue 150: 88%

- GRAPHICS 87
- SOUND 89
- PLAYABILITY 69
- VALUE 79

OVERALL ■

73

## CHEAPOS

JUST BECAUSE YOU'RE SHORT OF CASH DOESN'T MEAN YOU HAVE TO GO WITHOUT, SINCE THERE ARE PLENTY OF GAMES AVAILABLE AT BUDGET PRICES...

## JAGUAR XJ220 / AMIGA / CORKERS

PRICE: £9.99

Similar to the Lotus games is Jaguar which, when you look at it, is pretty similar in many respects. Still, it only costs a tenner, and you can't argue with that. One of the best budget driving games you can get your hands on.

■ 80%



## SIM CITY CLASSIC / PC / HIT SQUAD

PRICE: £16.99

While Sim City 2000 is much better than this, you shouldn't overlook the granddaddy of the Sim series. If city-building sounds like your type of thing, this is a real budget bargain.

■ 88%

## PREMIER / AMIGA / CORKERS

PRICE: £9.99

This little-known game appeared on Core just over a year ago now. While it's really nothing more than a fairly average platform game, the animation is utterly stunning. It couldn't justify the full-price tag, but on budget it's well worth considering.

■ 74%



## JIMMY WHITE'S SNOOKER / PC / HIT SQUAD

PRICE: £16.99

Programmed by Archer Maclean, this is definitely the best snooker game to appear on computer. It runs fast, even on slow machines and even has a trick shot feature for you to be extra flash with.

■ 90%

## THUNDERHAWK / AMIGA / CORKERS

PRICE: £9.99

Don't expect the Mega-CD version, this is the Amiga original. It's fast, fluid and very easy to play, making a nice change from the usual complex flight-sims. Well worth the price and easily the budget release of the month.

■ 91%



EVEN AT BARGAIN PRICES THIS GAME'S STILL NOT WORTH THE PRICE OF A FLOPPY DISK...



## MIG-29 / PC / HIT SQUAD

PRICE: £16.99

Just because something's cheap, doesn't mean it's good. MiG-29, for instance is an amazingly dated flight-sim which really sucks when compared to the likes of TFX and Strike Commander. Even at this price, it doesn't offer any incentive to buy.

■ 46%



## PDGAMES

VERY CHEAP, BUT VERY PLAYABLE ARE PD GAMES...

## INTRUDER ALERT / AMIGA

Available from: Anglia PD, 0394 284494. Disk No: Arcade Pack Disk 3.

Close your eyes, sit back and transport yourself to the arcade of yesteryear where you find the excellent coin-op Cybertron Mission. Well this is an updated version of that classic escape-the-monsters-or-get-fried maze game.

■ 89%



## WAYNE'S WORLD PONG / AMIGA

Available from: Anglia PD, 0394 284494. Disk No: 2989

Plenty of old games resurface in the Public Domain, but none older than this. It's a version of the first video game, Pong. It's identical apart from the sound effects, which have been replaced with samples from Wayne's World. Strange, but very good.

■ 81%



## BLIZZARD / AMIGA

Available from: Anglia PD, 0394 284494. Disk No: Arcade Pack Disk 4

We may have had Uridium 2, but if the original was more your thing, check this out instead. Blizzard is exactly that – a version of Andrew Braybrook's C64 classic. Technically it's not very impressive, but what it does contain is some of the most rock-solid action you'll find in the public domain.

■ 82%



## DOSTRACE / AMIGA

Available from: Scribble PD, Hillside Cottages, Burstall, Suffolk, IP8 3DY. Disk No: V284.

Here's a handy gadget for all hard disk-owning Amiga gamers. Occasionally, when a game doesn't come with an installer, it doesn't copy to the hard drive properly, the cause of which is usually the Amiga deciding to hide some files. If that happens, this utility will track them down for you, thus increasing the number of games you can install.

■ 75%



## DEPTH CHARGE / AMIGA

Available from: 17-Bit, 0924 366982. Disk no: 2945

Not all retro games are worthwhile. Here your battle ship glides across the screen allowing you to drop depth charges on the subs below. Rivetting, we don't think.

■ 47%



## AMIGA

STRATEGY GAME  
£29.99 OUT NOW

NO OTHER VERSIONS AVAILABLE  
NO OTHER VERSIONS PLANNED

**IF YOU'RE AFTER A GAME THAT CARRIES MORE WEIGHT THAN A GREEDY SUMO WRESTLER THEN THIS STRATEGY GAME COULD BE FOR YOU...**

It's five years since the 'god sim' was first created by Bullfrog. The game in question is Populous, and this was followed up 18 months later by Powermonger, a much more complex game, but with similarly excellent gameplay.

A number of challengers have since tried to steal the crown from Bullfrog with their own attempts at the genre. One of the most notable was Utopia from Gremlin; now the company has returned two years later with a sequel - of sorts. The game's set in outer space, sector K240 to be precise, and the aim this time round is to colonise asteroids, mine them for all they're worth and make wads of cash! To make the game more realistic, Gremlin has thrown in a whole host of problems to make your task difficult; like nasty alien critters that are also after the spoils, plus you've got to keep check of dullard things like colony finances.



Sadly colonising the asteroids isn't going to be easy thanks to the multitude of aliens who have their eyes on the potential profits to be made too.

COMBAT EAGLE (0)

LENGTH: 10 M.

ARMOUR: 30 (30)

SPEED: 3 FN.

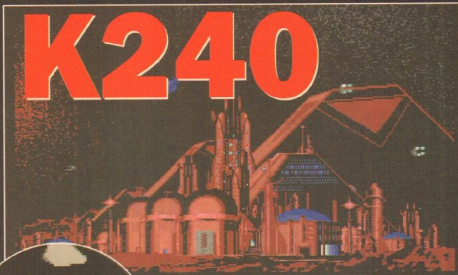
BUILD TIME: 30 DAYS

ORE NEEDED: SELENIUM 4  
CRYSTALITE 4

COST: 8000 + (0) = 8000

HARDPOINTS: 2

Labels: BAY-1, HZ328-B



Using the map mode makes a number of things easier (especially building) since it allows everything to be seen on a smaller scale.

K240 features an intro that's not at all run of the mill. It's very dark and intense.



Ah, after all that hard work I've now got a fully functioning asteroid complete with everything to keep my populace happy (as well as alive)! ▼

## VERDICT

## AMIGA

Phew, weighty stuff indeed! I bet you've never seen a manual as big, and with text as small as that in K240. It's well worth reading, though, because not only is it a highly enjoyable read, but it's the only way you'll get to know all the subtleties this game has to offer. And boy is it an excellent game, plus it has exceptional depth! Set aside plenty of your life for this one and like me you'll discover the best strategy game since Dune 2.

## RIK SKEWS

As long as you have the required funds building something like this sassy little spaceship should prove no problem.

## ALTERNATIVES

## SIM CITY 2000

- PC
- Maxis/£39.99

Excellent city building fun, made all the more fun when you do things like trash your town with an alien spaceship or build a nuclear power station next door to a residential area!

Issue 148: 94%

- GRAPHICS 79
- SOUND 68
- PLAYABILITY 85
- VALUE 85

## OVERALL

# 86

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# CHAOS ENGINE

■ CD32

■ RENEGADE

■ £29.99 ■ OUT NOW

■ AMIGA AND MEGA DRIVE VERSIONS AVAILABLE  
■ NO OTHER VERSIONS PLANNED

**WE LOVE THE SMELL OF NAPALM IN THE MORNING, AND PIES IN THE AFTERNOON. BUT IT'S A DIET OF BIG GUNS WE'RE ON IN RENEGADE'S LATEST...**

**B**ased loosely on the two-minute 'steam-punk' fad which spun off from various Cyberpunk novels, Chaos Engine combines guns, aliens and hi-tech gadgets with a Victorian Gothic revival which sets out to create a bizarre shoot-'em-up and a pretentious intro to a review.

You're probably wondering what the improvements are for the CD version, well, to tell you the truth, so was I. There are hardly any, in fact. You get a nice soundtrack, and a bit more to the levels, but when you've got a machine still waiting for a massive software injection, something of this quality, regardless of enhancements, is still very welcome.

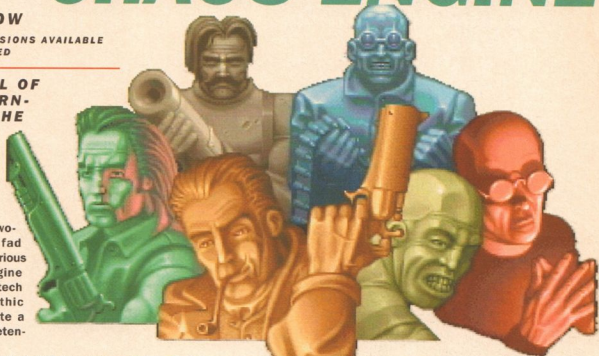


▲ Like many disk-to-disc conversions, Chaos features an animated intro along with oodles of recorded speech.



▲ This is one of those games which is best played with two people. Although as the CD32 only comes with one joystick, you're probably scuppered, aren't you?

▲ If you don't have a second joystick for a human player, the computer takes control of the second character.



▲ With the money you've collected during your wholesale slaughter of everything, you can buy even bigger, better weapons. As if you need them.



▲ As well as the route you're supposed to take through the levels, there are plenty of paths which lead to bonus rooms.



▲ The high spot of the game has to be the excellent rave soundtrack – it really helps pull the game together.

## ■ VERDICT

■ CD32

Stylish, fast, addictive and very playable. Need I go on? Bar the sound there's not much to set this apart from the other games, which is something I don't really mind. I can live without flashy intros and whizz-bang effects as long as I get my hands on a game which lets me throttle the life out of a joystick for a few hours. This is exactly that. A good, solid action game, best played with two people, that doesn't try to pretend to be anything other than what it is.

■ MARK PATTERSON

## ALTERNATIVES

## SNES

■ Contra III

■ Konami/£49.99

This is the last word in blasting action on the SNES. As well as top-down view stages, it also features sideways scrolling sections and bags of original ideas.

■ Issue 126: 91%

## MEGA DRIVE

■ MERCS

■ Sega/£44.99

This is an oldy, but a real cracker. It's converted from the coin-op and is derived from the game that started the style - Commando.

■ NOT PREVIOUSLY

REVIEWED

■ GRAPHICS 81  
■ SOUND 93  
■ PLAYABILITY 87  
■ VALUE 88

OVERALL ■

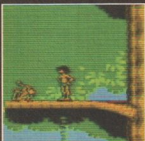
**88**

# EVERY GAME

**CVG DOESN'T JUST SELECT A FEW DECENT GAMES TO REVIEW EACH MONTH, OH NO, WE TAKE A LOOK AT THE WHOLE SHEBANG, JUST SO THAT YOU GET A LOOK AT THE BIGGER PICTURE...**

## ■ NINTENDO

### JUNGLE BOOK (NES)



In true Disney licence tradition, Jungle Book features some excellent animation. The game itself is also well designed and highly enjoyable. Unfortunately, the controls are a bit too floaty, which results in some rather annoying and unfair deaths, other than that though, this isn't half bad.

79%

### INSPECTOR GADGET (SNES)



In bygone times, this would have been called a 'curate's egg', but most

people today don't have a clue what that means. So we'll tell you - it means it's good in some places, and very bad in others. Inspector Gadget is quite original and could have been great, but it doesn't really stand out above other games of this ilk. And it's got nothing at all to do with curates.

70%

### POP 'N' TWIN-BEE (GAME BOY)



This is an incredibly close conversion of the smartola Super NES shoot-'em-up, featuring all the aliens, power-ups and killing you know and love. Except in black-and-white. Sounds good eh? Well, don't get too excited because it's far too easy, which ruins things somewhat.

71%

### FIDGETS (GB)

The Fidgets stars two of the ugliest video games



characters ever, but don't let that put you off. This is actually a highly entertaining puzzle game for those with more cerebral tastes (ie people who know what 'cerebral' means).

80%

## ■ AMIGA

### APOCALYPSE



I really hope they do an Apocalypse 2. Because, whilst Apocalypse is a great idea and furnished nicely in graphical respects, it's crap. Unfair and frustrating, this is guaranteed to have you skinning your pet stoat with rage. Hopefully they could rectify all this with a sequel.

39%

### MUZZY

This is really a poor man's Boulderdash and no mistake. Except, actually, you can pick up Boulderdash on budget cheaper than this, and it



hasn't got quite such a stupid name. Sorry, what we meant is 'A nice try - but this ultimately a redundant title. Good luck next time lads! Yes, that's it.

36%

## MEGA MOTION

Hey! It's another 'con-

cept' puzzle game, like Tetris or Pipemania or Gearworks! And, just to not break tradition, it's really good. Another of the "easy to get into and then you lose your social life" breed, this is certain to stop you from seeing your mates for a few weeks.

89%



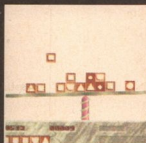
### POWERFUL PRO BASEBALL (SNES)

Baseball games have a habit of being impossible to understand and incredibly tedious to play thanks to reams and reams of pointless-and-not-at-all-interesting stats and a whole host of stupid, badly thought out American rules. Fortunately, Powerful Pro Baseball eschews all that for a simpler, more arcade style of play, and replaces 'famous' baseball pros with infinitely more appealing cute round sprites. This does for baseball what NBA Jam did for basketball and even lifelong baseball haters will fall for it.

92%

# REVIEWED

## STATIX



A sort of Columns variant on scales. You don't just have to match the blocks to disintegrate them, you also have to keep a set of scales balanced at the same time. Great fun, especially when in the competitive two-player mode.

85%

## FLY HARDER



Ooh, there's a tough name for you. I'm dead scared. If you've ever played Thrust you'll know what to expect of this inertia-laden spcae craft game. A decent mix of puzzling and arcade thrills.

81%

## NAUGHTY ONES

Naughty Ones. I bet someone thought that was a great idea didn't they? I bet they thought it'd be really funny and all the reviewers would laugh at their genius. Well the only thing we're going to laugh at is the

## CANNON FODDER (PC)

Cannon Fodder is reminiscent of Sensible Soccer: The Machine Gun Edition (if it had ever existed). The controls are very similar to the footballing classic, but everyone's dressed in cammo gear and wielding big guns. In keeping with the Sensi atmosphere, a large part of your success comes from making tactical decisions as well as being a bit nifty with a joystick. The combat takes a little strategy, a little thinking ahead and a large amount of skill to succeed. Sometimes frustrating, but overall this is an excellent title.

85%



game. See how much like Bubble Bobble it is! Only not as good! Ahaha hahahahahaha!

65%

## PREY - AN ALIEN ENCOUNTER (CD32)

Full motion video frenzy ahoj! Unfortunately, when someone was hastily cobbling together this all-too-unimpressive demo, they completely

forgot to put a game in there. Whoops a daisy!

15%

## MONOPOLY

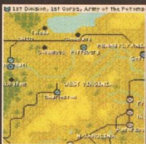
Do you like playing



Monopoly, but haven't got any friends? You must be pretty sad then. However, help is at hand with this faithful conversion of the much cheaper board game, but you can get the computer to play with you. Good for lonely people.

78%

## THE BLUE AND THE GRAY



It's been a while since there was an American Civil Wargame on the Amiga. Sadly, though, if you're a fan of that conflict, this won't fulfill your needs. Try Universal Military Simulator instead and make up your own armies.

70%

## ■ PC

## ULTIMA VIII - PAGAN



Incorrectly titled as Ultima VIII (d'oh!), this is almost exactly what

you'd expect from the latest instalment of a saga to rival Jason Vorheese's. Sadly, though, the experiments with real-time puzzles and adventuring slows everything down a lot and as a result, Pagan loses a lot of its appeal.

78%

## DRAGONSHERE



Hey! Have you ever fancied being a sword-slinging mercenary in a fantasy kingdom? Ever wanted to fight an orc? Well, if that sounds like you, buy one of the many fantasy adventures available for the PC, and not this derivative and ultimately unrewarding title.

65%

## MICROCOSM (CD)



Sporting possibly the best intro sequence ever seen on any game ever does, Microcosm certainly does get your hopes up. And then callously

ditches them over a precipice, to land up ruptured and betrayed on the sharp, pointy, blood-soaked rocks below. In short, this is an incredibly shallow and tedious shoot-'em-up, once you get past the wrapping.

### STARLORD



Oh dear, it looks like someone's been playing a little too much Elite. Actually, it really looks as if someone hasn't been playing enough Elite, which is why this empty and thrill-free trading/blastng game is so poor.

### COMMANCHE MAXIMUM OVERKILL CD

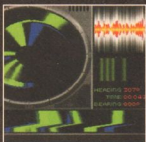


The title says it all really. If you're expecting an in-depth helicopter flight sim, you'll be disappointed. If however, you're in the market for a game which lets you destroy

everything you see with massive amounts of firepower (and you've already got Doom), you might like to take a look at this.

76%

### SEAWOLF



Sequel to the critically acclaimed 688 Attack Sub. Where the original was short on graphical frills, but long on technical simulation business, this is in fact proportionally exactly the same. A different front end, more and more interesting missions, but hardly a title to get the pulse racing.

78%

### SEGA

### POWERMONGER (MEGA-CD)



Funnily enough, my brother worked on the software tools they used for this game. And he didn't get me a present for my last birthday. Or



### MEAN BEAN MACHINE (MASTER SYSTEM)

The fantastic Robotnik game finally makes it to the master System - a platform sadly lacking in decent Tetris-type games. Master System Bean Machine actually has more features than the 16-BIT version. Along with the standard one-player mode, there's an extra puzzle mode, with each screen having a different objective (line up 12 beans etc). Added to this there's an excellent two-player mode which is certain to cause lots of arguments and fights between you and your best friends when you get all carried away.

Great stuff.

90%

Christmas. Which makes it all the easier to tell you how boring and chore-like Powermonger CD is. Ha, that'll show the git.

72%

### MALLET LEGEND



What makes this mole-bashing variant so much fun is the nine-button 'Wack Pad' you get with it. The idea is to hit the weasels as they appear from their burrows using the correct button. However, the novelty lasts exactly a minute and a half (we timed it), so don't bother.

59%

### HIGH SEAS HAVOC



Got a Sonic game? You won't want this, then.

60%

### REN & STIMPY (GAME GEAR)



Sadly no capital is made of the excellent Ren & Stimpy cartoon. This

game is a joke-free zone. It's also an originality free zone. And, for that matter, an event free zone. Nothing ever really seems to happen. Avoid this 'un.

62%

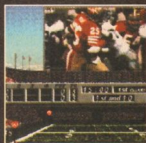
### PINK GOES TO HOLLYWOOD



Remember the Pink Panther? Then how old are you exactly? A bit of a bad licence, and a lot of a bad game. Samey levels, dodgy controls, bland music and no real interest to be found at all.

48%

### NFL'S GREATEST



OR 'NFL's Old Repeats', this is more a series of low-grade FMV clips of over-protected sissy Americans running around. There really is, honestly, practically no game element, and even avid NFL fans would be advised to buy a video of a decent match instead.

3%

**Not written  
by sad gits**

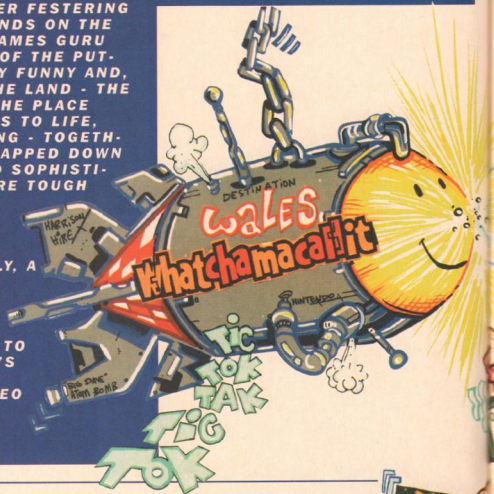
**(Honest!)**

**MEAN  
MACHINES  
SEGA**

**BRITAIN'S BIGGEST AND BEST SELLING SEGA MAGAZINE**

# YOB'S MAILBAG

SPLAAAAATTTTTT! AND ANOTHER FESTERING JOBBIE STUCK TO A STAMP LANDS ON THE DESK OF YOURS TRULY: THE GAMES GURU OF THE MASSES, THE PRINCE OF THE PUT-DOWN, THE QUITE BRILLIANTLY FUNNY AND, HEY, MOST MODEST MAN IN THE LAND - THE ONE AND ONLY YOB. THIS IS THE PLACE YOU'LL FIND ALL THE ANSWERS TO LIFE, THE UNIVERSE AND EVERYTHING - TOGETHER WITH A FEW SAD CASES SLAPPED DOWN WITH MY CUSTOMARY WIT AND SOPHISTICATION. IF YOU RECKON YOU'RE TOUGH ENOUGH TO TAKE ME ON, OR JUST WANT TO KNOW ABOUT GAMES, THERE'S ONLY ONE PLACE TO COME. FIRE YOUR HARD BAKED, SLIGHTLY SMELLY, A BIT STICKY AND DEFINITELY DIFFICULT TO GET OFF THE HEEL EFFORTS TO: I MAY JUST HAVE A SMALL BRAIN BUT AT LEAST I REMEMBERED TO WAKE UP THIS MORNING, YOB'S ATOM-BOMBINGLY BRILLIANT MAILBAG, COMPUTER AND VIDEO GAMES, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.



## NOTTINGHAM TOWN CENTRE

Dear YOB,

It was a lovely Friday afternoon and I was reading an issue 148 of CVG with a peaceful mind until I flipped in your mail section. There was a letter from a Norwegian boy named Joakim Rop and his fourth question was: "Do you enjoy that Wales is being killed?" and you answered "A few less Taffy sad cases can't be bad." Now that got my blood boiling and I wasn't in a peaceful mind at all! Now that stupid Norwegian idiot goes and kills some wales. In a couple of years our children will only hear legends that these kind of creatures ever existed! THE WALES ARE

ABOUT TO EXTINCT! You just don't get it, do you?

JIRI HAVELA

Heisinki, Finland

YOB: I quite agree. It would indeed be a national disaster if our children could only hear legends that Wales ever existed. Just think, we'd all sit around the fire trying to explain why such an insignificant turd of land bolted onto Britain was actually worth a damn. We'd tell them about sheep, hills, rugby, a silly language and fat people with tattoos who called each other "boyo." Then we'd realise that the entire country was indeed a waste of perfectly good dirt and better off at the bottom of the ocean where it belongs. Who knows, with a bit of luck Finland might have sunk into the sea at the same time, and we could have a bloody good laugh about that too.

## WOKINGHAM AND THE SURROUNDING DISTRICT

Dear YOB,

In some people's letters you'll find a lot of people trying to shame you down. That does not work at all. Some people ask you in a

polite way. That does not work either. So the thing you are about to read is not to shame you and not too polite. YOU ARE PATHETIC. Just look at yourself! You have got a gun that is made out of crap and cardboard! You have not got any decent clothes apart from the sad red Oxfam shorts that Granny

Dribble got you for Christmas. Your hair does not look like it has been washed for TWO months or more. The only good thing about you is the way you insult people and the way you draw pictures of people. Can you put a real picture of yourself in the CVG crew so I can laugh the parts off myself?

Yours sincerely  
LEE POVEY  
Clapham Common, London

**YOB:** Are you still doing those handstands in front of the mirror, trying to decide which end makes the most sense?

# SPANG!



## CHERNOBYL

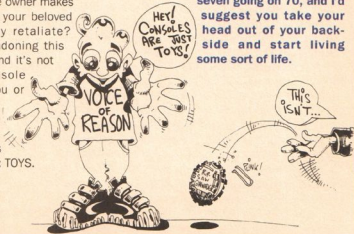
Dear YOB,

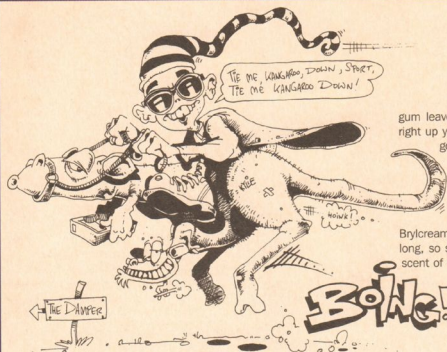
Over the past three years I have been observing the growth and development of the video games industry and have watched my friends and other people around me acquire games consoles for their personal entertainment and at first this was fine because less people hung around in arcades. But as the video games market became more and more competitive my friends began to take them more and more seriously, and then they started to form small sects of people who owned one particular machine and would spend their days slagging off their machine's nearest rival, and arguments and fights would erupt over whose version of Streetfighter was the best.

My point is this: why do people have to take video games so seriously? They are only a bit of fun after all and were not intended to become the sole source of mental stimulus many children in the 90s receive. I mean, if some Mega Drive owner makes a remark about your beloved Super NES why retaliate?

You're only condoning this sad behaviour and it's not as if your console gave birth to you or anything. (At least, I hope not). Just accept consoles for what they are: TOYS. A LEONIDAS  
Sheringham,  
Norfolk

**YOB:** As everyone knows, Yob's Mailbag receives some reasonably sad letters from time to time, invariably from people who think they know what they're talking about when it comes to games. Sad and pathetic they may well be, but they have one advantage over this contestant: they do at least own some sort of games machine. Your letter is a bit like an Eskimo saying a sun-tan is bad for you. How the hell does a pranny like you know the first thing about games when all you've ever done is watch your mates have all the fun while you stood about looking sad and dejected? If you'd summoned up the courage to actually ask I'm sure they would have given you a go. Instead you've decided to waste your own time and mine with a load of drivel about consoles being toys. Consoles are a source of entertainment - just just in the same way that TVs, radios, swimming pools, racing cars, personal jets, and roller coaster rides have. It sounds to me as if you're seven going on 70, and I'd suggest you take your head out of your backside and start living some sort of life.





**JUST ABOUT ALL OF BRIGHTON**

Dear YOB,  
Walking down the street past our town's life shop (lives aren't bad there, 20 cents a go. Oh, by the way, it's a raging biz). I see him. His name is TY Pical. I mean, he's got that new-fangled hat with all the corks hanging off it, and the Sheilas just start drooling when they see that! Next up, he's wearing an overstretched, overworn white singlet and you can even see his hairy belly button. But to put the icing on the

gum leaves, the stud is equipped with 'stubbles', the shorts that go right up your behind and, wait for it, thongs! How has anyone like me got a chance with the girls against that? Oh well, at least I've got one consolation: I'll be home soon to listen to my wireless. All I have to do is travel across this section of my desert. Luckily at the moment we are living in the most sophisticated part of Australia - two abandoned petrol stations last time I counted. (That is where I found my Brylcream). Sadly, I can't be wrapped up in all this technology for too long, so soon I will be moving on: ie walkabout. Hang on! Is that the scent of damper in the billy that I can smell? It is! I'm off! See you in the primitive section of your museum.

Yours 'riding the kangaroo to get to the damper' truly,  
**THE MAN FROM THE DREAMTIME**  
Melbourne, Australia  
(That's right, Australia).

**YOB: It's all our fault, you know. Two hundred years ago our great grandfathers kicked all the criminals out of Britain. We stuck them on boats, shoved them out to sea and didn't even bother to say goodbye. Trouble was, our ancestors made one fundamental mistake - one error which guaranteed a century of sadness from the world's most criminally stupid country. Do you know what that mistake was? It's easy to spot with the benefit of hindsight. It was the boats we gave them. They floated.**

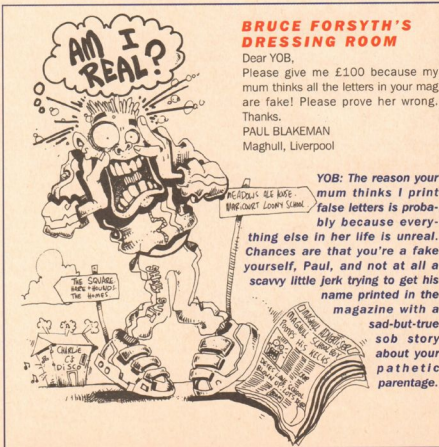
**THE NELSON**

Dear YOB,  
Please can you give me a few tips on how to beat my brothers on Mario Kart? They have a Super NES.  
**ZOE DAVIS**  
Chelmsford, Essex

**YOB: There are two methods I'd recommend. The first involves racing against the 'ghost rider' who can be called up in training mode. I've forgotten exactly how you do it (I think you press START or SELECT, maybe on controller two, at the start of the race). Anyway, the ghost is actually yourself from the previous race, and it's a great way of improving your racing skills. The other method is to set up a championship between yourself and your brothers and make sure they play first. When they're halfway through the race, pull the plug out at the wall and blame it on whichever one was losing. With a bit of luck the winning brother will call the other one a cheat and an almighty scrap should follow. This fight alone should be enough to put both brothers out of the competition, but if it's not quite going to plan you could always jump in yourself to maximise their injuries. Whichever method you choose, you won't be able to overcome the fact that you're a girle and unlikely to do well at any sporting event ever, because all you lot do is cry all the time and get excited when a baby craps itself. Oh well, you can't have everything...**

**BRUCE FORSYTH'S DRESSING ROOM**

Dear YOB,  
Please give me £100 because my mum thinks all the letters in your mag are fake! Please prove her wrong.  
Thanks.  
**PAUL BLAKEMAN**  
Maghull, Liverpool



**YOB: The reason your mum thinks I print false letters is probably because everything else in her life is unreal. Chances are that you're a fake yourself, Paul, and not at all a scavvy little jerk trying to get his name printed in the magazine with a sad-but-true sob story about your pathetic parentage.**



**WHEREVER  
NEIL  
DAVIES  
HAPPENS  
TO BE**

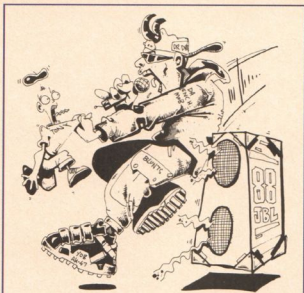
Dear YOB,  
Please, please help. I cannot get off level three. I keep running out of ammo. It is driving me NUTS.  
NEIL DAVIES  
Swansea

**YOB: Yeah, simply switch the machine off you saddo.**

**THE FIRST  
FLOOR**

Dear YOB,  
Read and be bored. Don't read this and have a happy life. I don't [CENSORED] ON THE GROUNDS OF HAPPY LIFE PRESERVATION -YOB). That's your lot.  
DANIEL JOJO  
Didsbury, Manchester

**YOB: Sorry, did I miss something or do you actually exist?**

**CENTRAL CHELMSFORD  
COMMUNITY CENTRE**

Dear YOB,  
My name is Antony  
Yours-is YOB  
I am beautiful  
You're a slob.  
I am top.  
You are not  
I bet your face looks like pop!  
I've got a really good top hat  
If you wear it you'll look a prat.  
If you don't print this letter in your mag  
I will suffocate you with a plastic bag!  
ANTONY COLE  
Manchester

**YOB: His name is Tony  
His poetry's cack.  
He's sad and lonely  
Hope he doesn't come back...**

**PRIORY COURT ON A WEEKEND**

Dear YOB,  
I am writing to you concerning the new consoles, which though are technically amazing, I fear they may fall flat. Take the Mega-CD, it was touted as the next generation of computer gaming. However it has largely faded into obscurity because the software produced does not live up to the machine's high standard. However, with the companies behind these machines pumping millions into the development I hope my fears will be proved wrong. However a machine is only as good as its software, so as much time should be dedicated to the software base. My view is this type of machine will eventually take over from computers and consoles, but only by trial and error. What do you think?

THOMAS-ALAN MURPHY  
Redgate, Limerick

**YOB: Yes - an intelligent letter. You've highlighted one of the most important issues facing video games: the lack of new ideas and investment in the future. Not long ago just about anyone could write a game and try to sell it. A lot of dross was writ-**

**PAUL RAND'S FLAT**

Dear YOB,  
Please give me the true answers for my quizzes. No bull please.

1. Is the CD-i going to be a massive hit during 1994?
  2. Is the CD-i going to be much better soon?
  3. Please will you print the machines in order from best to worst: CD-i, 3DO, CD32 and Jaguar.
  4. Will there be much better games coming for CD-i? Please print them if you know any please.
  5. When are you going to review Rebel Assault for CD-i?
  6. Now YOB, please could you tell me which is better - Super Nintendo or Sega Mega Drive. Please, no bull. This is the third time I have written to you and I asked very kindly for a Super Nintendo. Please please please will you send me one with Turbo and Mario All Stars because my mum will not let me have one.
- ALISTAIR GORDON-SMITH  
Ramsbottom

**YOB: 1. I sincerely doubt it. A lot of people are blabbering on that CD-i will be the next entertainment platform, but I don't see it. All I've seen so far are some nice-looking but ultimately boring games, a particularly sad version of The Lovers' Guide for people who don't know a top from a bottom and some sort of dictionary thing that bored my tops off.**

2. Seeing as the machine's not likely to change much, it's very unlikely.
3. In terms of specifications, it goes: Jaguar, 3DO, CD32, CD-i. However, software is a key consideration and right now quality games are rather scant, except for the CD32, which does have a few.
4. There may be a few, but don't hold your breath.
5. Whenever we can be bothered.
6. What was the question again?

ten by people working from their bedrooms, but some of the greatest games in history too. From these humble beginnings grew some of the biggest development companies in the world, from people who at least had the chance of a decent start.

Nowadays a development kit for a console can cost £10,000 plus, so it's unlikely that anyone who hasn't got that sort of dosh is going to get a break. The upshot is that there must be a lot of frustrated people out there with brilliant games ideas who don't get the chance to create the games they want. The only exceptions to this rule are PC and Amiga, but since CD is seen as the future that's where new talent should be encouraged. In my experience the best ideas and games have come from people working on their own or in small teams. If the CD format really takes off the problem will only get worse - and all we'll see are the same games time after time: flash graphics but boring gameplay. One day the games world is going to wake up to this problem, but unless games companies start worrying about it NOW they're going to find themselves knee-deep in nothing. They have been warned! What do the rest of you think?

# AIEEE! ALIENS!

## HEAD-TO-HEAD - THE BEST SHOOT-'EM-UPS EVER!

SPACE INVADERS WAS THE SHOOT-'EM-UP THAT LAUNCHED A MILLION COIN-OPS AND PAVED THE WAY FOR ONE OF THE MOST POPULAR GENRES EVER. CVG'S DUG OUT BLASTERS PAST AND PRESENT TO TELL YOU EXACTLY WHICH ONE'S THE BEST OF THE BEST IN OUR GROUP TEST...

**O**ne inescapable fact of the computer gaming world is that there have been more shoot-'em-ups than any other type of game. With so many titles out there it's hard to believe that there is only probably a handful of really decent ones. But that's the sad fact. The good news, though, is that the perennially silver-lined cloud that is CVG has

grouped together the best of the best for another multiformat CVG group test extravaganza.

It all started with Space Invaders, all those years ago, and so far it's made it up to the sit-down room-sized enormity of Galaxians 3. Unfortunately the growth of the shoot-'em-up was stunted around the time that R-Type appeared in the arcades, and subsequently cloned to death for the mass market. But in-between the chaff there have been some sterling titles. In the old days we had 3D Defender on ZX81, Penetrator and Jetpack on Spectrum and a near-perfect conversion of Nemesis on MSX. So what's the best shoot-'em-up ever? You'd better start reading to find out.

### GROUP TEST

**THUNDER FORCE 4** ▶  
What do you want in a shoot-'em-up? More levels than a multi-storey car park? Swarms of attacking aliens? Well you got it. There's no burgers though.

#### MEGA DRIVE

#### THUNDER FORCE 4 SEGA

The latest, and possibly final, instalment in the Thunderforce series is easily the best of the bunch. It features, among other things, some of the best graphics ever seen in a Mega Drive shoot-'em-up. There are stacks of levels

and a myriad of attack waves to contend with. Fortunately you can collect an arsenal the likes of which Middle-East despots would kill for. Some of the bosses are disappointingly small when you consider all you've had to go through to get there, but there are enough innovative features throughout the game to make up for these infrequent faults. Easily the best

produced Mega Drive shoot-'em-up.

● £49.99

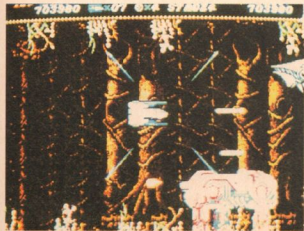
#### HELLFIRE SEGA

This is one of the oldest shoot-'em-ups there is on the Mega Drive, and it looks it too. But this is really a case of just ignoring the visuals and checking out the gameplay. The uninspiring sprites and





**HELLFIRE**  
The four weapons you're given with your ship are essential to cut through the ultra-challenging levels. ▼



**CYNOUG**  
This is another Mega Drive golden oldie which has stood the test of time. It looks great and plays exceptionally well. ▶



weapons you're given somehow don't seem enough when you're faced with the juggernaut of an alien invasion. It's a close call between this and Thunderforce 4, but when you get to grips with both of them you soon realise that Hellfire is by far the more intense game.

● £39.99

■ **JUNGLE STRIKE**  
■ EA

Like its prequel, the excellent Desert Strike, this game takes a new perspective on traditional shoot-'em-ups. You're fitted out with a rather large and dangerous Apache helicopter gunship on a mission to rid the world of terrorists – which is accomplished by shooting them with a selection of weapons. There's loads of variety in the missions, which also find you at the controls of a jeep and a stealth fighter. This, along with the excellent graphics, makes Jungle Strike one of



**SNES**

■ **SUPER ALESTE**  
■ NINTENDO

▶ **JUNGLE STRIKE**  
The best Mega Drive blaster and there's more on the way. Check out the news section for more info on Urban Strike.

the most innovative and playable Mega Drive shoot-'em-ups around.

● £44.99

■ **GYNOUG**  
■ SEGA

Another rave from the grave which holds up well when compared with newer games. Instead of controlling some death-dealing mean machine you're a bloke with wings. He may not seem like the hardest thing in the air, but he's more than capable of dealing with his enemies thanks to the massive array of power-ups that can be collected. Even now, some of Gynoug's graphical effects and bosses haven't been topped, and the gameplay is enough to keep this in the top four Mega Drive shoot-'em-ups after all these years.

● £19.99

The vertical scroller is the mainstay of the shoot-'em-up world, and despite being the oldest type, once in a while a game comes along which breathes new life into the format. Super Aleste may not offer anything which pushes back the boundaries of originality, but what you do get is one of the finest vertically scrolling blasters the SNES has seen. The action's played at a furious pace, which makes for some of the most addictive shooters you'll find anywhere.

● £54.99



▶ **SUPER ALESTE**  
It may not be offering anything new, but Super Aleste is a good, solid blaster.



### ■ PARODIUS ■ KONAMI

The most recent version of the classic Nemesis. Konami has taken the original and replaced the aliens with comedy characters and given you a choice of ships including, for some reason, a penguin. This is the best horizontal scroller for the SNES.

● £49.99

### ■ R-TYPE III ■ NINTENDO

This version of R-Type features more weapons, aliens and action than the previous games – enough, in fact, to make it far better. If you've played the originals you'll appreciate what a feat this is: all the more impressive when you realise that the original is now almost seven years old. R-Type III deserves its place in the SNES shoot-'em-up hall of fame.

● £49.99

### ■ STARFOX ■ NINTENDO

Powered by the Super FX chip, Star Fox is the most innovative of SNES shoot-'em-ups. It's a first person perspective polygon blaster which stands out because it's so different.

● £59.99

**R-TYPE 3**  
The final instalment of the SNES R-Type trilogy is easily the best of the bunch.



### TEMPEST 2000

Finally, a decent shoot-'em-up for the Jag. Tempest 2000 is an essential buy. ▼



### JAGUAR

### ■ TEMPEST 2000

#### ■ ATARI

If you haven't seen the review of this yet, check it out on page 46. This is by far the best Jaguar game we've seen so far. It remains faithful to the original Tempest coin-op which debuted in 1984, and actually contains a version of that very same game. What it also features is Tempest 2000, one of the most colourful, ear-bustingly loud and totally addictive shoot-'em-ups you'll find this year. The gameplay is staggeringly simple, which is where the attraction of this game lies.

● £49.99

#### ▼ PARODIUS

This comedy blast based on Nemesis is packed with excellent ideas and wads of playability.

### ■ CYBERMORPH ■ ATARI

The Jaguar's first ever shoot-'em-up certainly showed off what the machine is capable of when it comes to producing pretty graphics, but that's about all it did. Cybermorph suffers from quite severe gameplay shortcomings, most of which are down to lack of imagination in the design. This may

look a lot like Starfox on the SNES, but it doesn't play half as well. Despite the gameplay shortcomings, there are some nice 3D effects, but that's hardly reason enough to shell out for the cart. Stick with Tempest 2000.

● £49.99

### PC & CD-ROM

### ■ XENON 2 ■ RENEGADE

If there's one thing the PC lacks it's traditional shoot-'em-ups and while this goes some way to addressing the balance, it doesn't quite do enough. It's a faithful enough conversion of the Amiga original, matching it for graphics and playability, but unfortunately, now more than ever, that original version looks very dated and is a chore to play in places. Xenon 2 may be the only vertically scrolling shoot-'em-up for the PC, but it doesn't warrant buying.

● £24.99

**CYBERMORPH**  
While technically impressive, Cybermorph ultimately lacks ideas and playability.



### ■ REBEL ASSAULT ■ LUCASARTS

You might think we're bending the rules with this game, but in fact all you have to do in Rebel Assault which pretty much classifies it as a shoot-'em-up, doesn't it? LucasArts has done a sterling job capturing the feel of the films in the game. Digitised and rendered graphics have been combined with film footage and sound to produce a game which no discerning Star Wars fan can possibly live without. As a shoot-'em-up it's a bit limited in the respect that the attack waves are predictable, but that's easily overlooked when you consider the overall quality of the game.

● £45.99

**REBEL ASSAULT**  
Innovative, playable and loaded with Star Wars extracts. What more could you ask for? ▼



**MASTER SYSTEM****■ G-LOC  
■ SEGA**

Although this game didn't make much of an impact on Mega Drive, the Master System version's a different ball game. It's an in-the-cockpit air combat riot, with you taking hundreds of planes armed with a few missiles and a large machine gun. It's by no means a classic, but it's still the best bit of blasting you can get on the Master System, and a hell of a lot better than the only other 3D aircraft shoot-'em-up, Afterburner.

● £34.99

**CD-i****■ KETHER PHILIPS**

In many ways Kether is similar to Silpheed on Mega-CD only it's more interactive, plus there's more to crash into and shoot at. As a bonus, each stage ends with a puzzle section, which breaks the game up nicely. There's plenty of video sequences and excellent presentation which doesn't require an FMV cart.

● £44.99

**KETHER**  
The CD-i's first shoot-'em-up mixes action with puzzle solving.

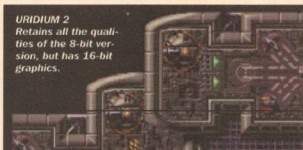


▲ **STARDUST**  
Excellent rendered 3D graphics and at a bargain price to boot.

**AMIGA****■ STARDUST  
■ BLOODHOUSE**

By crossing Asteroids with Star Wars, Bloodhouse has created one of the best Amiga shoot-'em-ups in a while. The bulk of the gameplay has you blasting at massive asteroids and space craft. Survive and you're transported to a 3D

**URIDIUM 2**  
Retains all the qualities of the 8-bit version, but has 16-bit graphics.



stage which assaults the eyes and is an even harder challenge.

● £14.99

**■ URIDIUM 2  
■ RENEGADE**

The follow-up to Braybrook's C64 classic retains elements that made the original popular, combined with awesome graphics and sound. You pilot a fighter over the surface of massive Dreadnought spaceships fighting waves of baddies while you blow away chunks of enemy ships. If you liked the original, you'll flip over this. It's a good, solid shoot-'em-up that's challenging enough to keep the most aggressive players in laser-fodder for a long time.

● £24.99

**■ PROJECT X SPECIAL ED.  
■ TEAM-17**

The Special Edition is the same as the original Project X, only easier. At first glance this seems like a very basic shoot-'em-up, but in fact it's one of the fastest, most frantic blasters you'll come across on any system. It's not quite up to the standard of some console SEU's, but it's without a doubt the best bit of blasting action you can get on the Amiga at the moment.

● £24.99



▲ **PROJECT X Spaceship** blasting at its best and has **Team-17** stamped all over it.

**NES****■ DROPTZONE  
■ MINDSPACE**

Very like the original C64 version of Droptzone, which is a very good thing indeed. The graphics are puny compared to 16-bit games, but the playability shines through. It's got Defender-style gameplay which roars along at a fantastic pace as you try to rescue stranded space men while blowing apart hordes of alien craft. This is by far the best shoot-'em up on 8-bit. In fact, it's almost worth going out and buying a second-hand NES for.

● £34.99

**COMPARISON CHART  
TOP FIVE BLASTERS**

	SPEED	GRAPHICS	SOUND	GAMEPLAY	OVERALL	
						<b>MEGA DRIVE</b>
<b>79</b>	<b>89</b>	<b>86</b>	<b>94</b>	<b>93</b>		<b>JUNGLE STRIKE</b>
						<b>SNES</b>
<b>94</b>	<b>95</b>	<b>89</b>	<b>94</b>	<b>94</b>		<b>STARFOX</b>
						<b>AMIGA</b>
<b>95</b>	<b>81</b>	<b>88</b>	<b>90</b>	<b>91</b>		<b>PROJECT X</b>
						<b>CD</b>
<b>90</b>	<b>96</b>	<b>91</b>	<b>87</b>	<b>88</b>		<b>SILPHEED</b>
						<b>HANDHELD</b>
<b>78</b>	<b>86</b>	<b>80</b>	<b>92</b>	<b>91</b>		<b>DESERT STRIKE</b>



▲ **MICROCOSM**  
Nice graphics, shame about the gameplay.

## CD32

■ **MICROCOSM**  
■ **PSYGNOSIS**

The first game for CD32, and like most debut titles, not as good as most people anticipated. Microcosm uses a filmed background with sprites on top. This limits the gameplay, and despite the programmers' efforts that's exactly what's happened here. While it's great to look at, Microcosm doesn't play at all well.

● £24.99

■ **SEEK AND DESTROY**  
■ **MINDSCAPE**

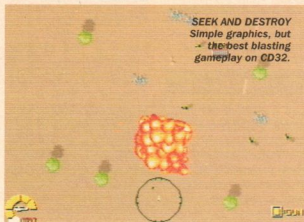
Seek and Destroy reinforces the fact that CD games don't need state-of-the-art graphics. Instead it's a traditional shoot-'em-up with a twist. The helicopter you pilot stays static on the screen while the landscape scrolls round. There's not much beyond blowing up the enemy, but it's good fun and v. addictive.

● £19.99

## 3DO

■ **TOTAL ECLIPSE**  
■ **DYNAMIX**

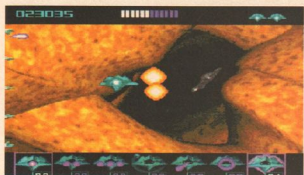
The 3DO's first, and currently only, shoot-'em-up is certainly good to look at. It uses a similar graphic engine to Crash 'N' Burn to create its intricate texture-mapped graphics. The results are astounding, which is more than can be said for the gameplay, which is decidedly lacking



SEEK AND DESTROY  
Simple graphics, but the best blasting gameplay on CD32.

in areas. If you've got a 3DO, this is still worth picking up if you fancy dispensing death to the universe at large, but it's certainly not a game which makes you want to rush out and buy the machine.

● £39.99



▲ **MICROCOSM**  
Nice graphics, shame about the gameplay.

## GAME GEAR

■ **HALLEY WARS**  
■ **TAITO**

Quite basic, with predictable attack waves. However, there's enough variety in the levels and their bosses to keep the game playable, and it's challenging to make sure you get your money's worth.

● £24.99

## GAME BOY

■ **R-TYPE**  
■ **KONAMI**

Even though R-Type II's out on Game Boy, it doesn't match up to this version. It's the same as the coin-op with the same levels

## LYNX

■ **DESERT STRIKE**  
■ **ATARI**

Believe it or not, this handheld version of EA's top Mega Drive hit is almost identical to the 16-bit version. The graphics are spot-on and almost all the missions are featured. Not only is this the best shoot-'em-up on the Lynx, it's one of the best games on the machine.

● £24.99



IN UP, PILOTS YOU ARE ABOUT TO EMBARK ON A MISSION TO SAVE THE WORLD FROM A PSYCHIC MADMAN WHO STOP THIS MADMAN HE WILL START WORKING FOR HIM. OR EVEN WORSE.

## PC ENGINE

■ **R-TYPE**  
■ **TAITO**

There are countless average shoot-'em ups available on the PC Engine, but R-Type is a game we just couldn't let go by without a mention. It's simply the best conversion of R-Type that you'll find anywhere. Admittedly it does suffer a little from slowdown, but you have to give it its dues considering it's running on an 8-bit machine. The graphics are coin-op perfect and the sound's absolutely spot-on. Fantastic, if a little dated.

● £49.99

▲ **DESERT STRIKE**  
Matches its big brother blow for blow in the Lynx version. The best handheld blaster yet.

and addictive qualities which made the game the classic it is. Unlike its sequel, this version is genuinely challenging and the graphics are really clear.

● £24.99

■ **DROPZONE**  
■ **MINDSCAPE**

Similar to the NES version, but lacks the pace of the console versions. A good effort, but you're better off spending your cash on R-Type which will keep you playing for longer. ● £24.99

**COMPARISON CHART RATINGS**

	SPEED	GRAPHICS	SOUND	GAMEPLAY	OVERALL	
						<b>MEGA DRIVE</b>
	88	92	90	91	91	<b>THUNDERFORCE 4</b>
	79	72	79	92	91	<b>HELLFIRE</b>
	84	82	77	88	88	<b>GYNOUNG</b>
						<b>SNES</b>
	89	90	85	90	89	<b>SUPER ALESTE</b>
	82	87	91	89	88	<b>PARODIUS</b>
	89	88	89	91	90	<b>R-TYPE 3</b>
						<b>JAGUAR</b>
	93	85	90	89	88	<b>TEMPEST 2000</b>
	84	90	84	77	76	<b>CYBERMORPH</b>
						<b>PC</b>
	73	75	69	74	74	<b>XENON 2</b>
	74	91	92	86	88	<b>REBEL ASSAULT</b>
						<b>MASTER SYSTEM</b>
	89	85	67	82	80	<b>G-LOC</b>
						<b>CD-I</b>
	85	93	89	84	84	<b>KETHER</b>
						<b>AMIGA</b>
	92	91	92	90	91	<b>STARDUST</b>
	88	90	87	86	88	<b>URIDIUM 2</b>
						<b>NES</b>
	90	76	72	89	89	<b>DROPZONE</b>
						<b>CD32</b>
	89	92	87	74	75	<b>MICROCOSM</b>
	90	62	70	82	81	<b>SEEK AND DESTROY</b>
						<b>3DO</b>
	85	83	76	62	61	<b>TOTAL ECLIPSE</b>
						<b>GAME GEAR</b>
	83	78	67	80	79	<b>HALLEY WAR</b>
						<b>GAME BOY</b>
	81	83	79	84	85	<b>R-TYPE</b>
	87	86	74	90	91	<b>DROPZONE</b>
						<b>PC ENGINE</b>
	81	91	88	90	90	<b>R-TYPE</b>
						<b>MEGA-CD</b>
	89	81	84	85	85	<b>SOL FEACE</b>

These ratings are comparative in relation to other shoot-'em-ups, not respective to other genres. So the marks here will differ from those in the reviews.



▲ Starfox is loaded with original, if sometimes bizarre, concepts. This particular bonus stage pits you against a giant fruit machine, which spews out power-ups if you stop the wheels on the right symbols.

**WORLD BEATER!**

- STARFOX
- SNES
- NINTENDO



It's not everybody's idea of how a shoot-'em-up should look, and that's one of the reasons why Starfox is top dog. Apart from the excellent high-speed polygon graphics, it's loaded with excellent ideas and some of the most imaginative bosses you'll come across in any game. The FX chip is what makes the game possible, but it's also what adds a few quid more to the price. Still, for a game of this quality it's well worth the extra cash.



▲ STARFOX  
There are two different game modes – a behind-the-ship view and one from inside the cockpit. Different tactics have to be used with each.

**MEGA CD**

- SILPHEED
- SEGA

The impressive 3D backgrounds are mainly cosmetic on the first three levels, but from the fourth stage onwards you find yourself zipping between massive towers while trying

**SILPHEED**

The best graphics ever in a shoot-'em-up. The later stages are excellent.

to take-out on-coming ships. The only thing that lets this down are the puny bosses, which stand out like a collection of pussy boils against the brilliance that is the rest of the game.

● £44.99

- SOL FEACE
- SEGA

Despite being a bit of an oldie, Sol Feace still packs enough of a punch to keep it up there as a top CD blaster. There's nothing in the game to give it away as a CD title, but that doesn't stop it being nearly impossible to finish on the hardest level. Your ship features a novel positionable gun system which adds an extra dimension to the gameplay.

● £49.99

**SOL FEACE**

It doesn't look as good as Silpheed or Microcosm, but you won't finish it as quickly.

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## BIG MUSCLES FAST!

### Get Big! And Get Noticed this Summer!

Do you want an attractive muscular body? Have you noticed the 90's woman's preoccupation with men with sculpted physiques? Have you noticed the rise and rise of Chippendales, Venace Models, muscular actors etc? Would you too like to build an attractive, hard, muscular physique? If not, stop reading, if you do here is the way.

Building a good physique is not easy. You may have wasted money on manuals, on joining 'keep fit' gyms with clueless self-centred instructors, spent a fortune on magazines learning the ways of the 'champs', sent off for expensive 'no weights required' gimmicks. You may have wasted all this money and still had zero results and then gotten bored and stopped! We don't blame you. 99% of our clients went through all this themselves until they discovered the RIFFAST muscle building programme, based on the very latest American scientific concepts. This explosive new system is 100% natural requiring only 4x30 minute sessions a week from the privacy of your own home. It gives fast and phenomenal muscle growth in just 6 weeks, yes, 6 weeks! By Week 3, gains are even greater.

The system can be used to whatever degree of muscularity, mass or fitness required. The package contains a full instructional PROGRAM with COMPREHENSIVE MANUAL giving full details on this explosive system. And it is unbelievably simple to use.

Price is only £22 + £3 postage, packing & handling for a phenomenal system that really does work. Compare the price with that you have spent or maybe will spend! We promise that you will be 100% delighted with the results!

These ecstatic user reports confirm its phenomenal success.

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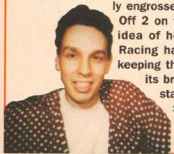
# BIG EDS

THE EDITORS OF BRITAIN'S  
BEST GAMES MAGAZINES TELL  
YOU WHAT TO LOOK OUT FOR ON  
THEIR SPECIALISED FORMATS...

## STEVE MERRETT, EDITOR MEAN MACHINES SEGA

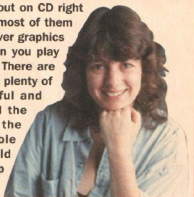
I've been split three ways this month. Firstly I've been playing an early copy of Konami's Probotector conversion – which has had me blown away more than the alien scum it contains! I'm similarly engrossed in Virgin's Goal! – imagine Kick Off 2 on the Mega Drive and you'll get an idea of how playable it is. Finally, Virtua Racing has proved it's worth the price by keeping the Mean Machines team busy with its brilliant racing action. Just think: it's starting to get sunny outside, and the

Sega scene is getting every bit as hot – I'd get that console out in the garden if I were you...



## CHRISTINE ERSKINE, EDITOR PC REVIEW

There are more games coming out on CD right now than on floppy, trouble is, most of them are pretty poor. You can drool over graphics and bop with the tunes, but can you play the damn things? Can you hell! There are some exceptions: Megarace has plenty of thrills, Myst is a very beautiful and intense adventure game, and the Star Trek CD is worth it for the authentic voices. On the whole though, we go back to our old faithful floppy disks and load up Doom. Now there's a real game!



## TIM BOONE, EDITOR NINTENDO MAGAZINE SYSTEM

This month the outstanding Super Metroid is out to prove that Nintendo is still ahead of the competition for quality. Hardware-wise the Super Game Boy looks on schedule for autumn, promising all kinds of fun for SNES and Game Boy owners alike. Meanwhile the NES is soon to benefit from a near perfect conversion of the Namco classic Pac-Man. Finally, as Sega prepares to launch Mega-32, NCL has issued press releases in Japan regarding a product bearing the potential to blow this Mega Drive peripheral clean away! It's not Project Reality, it's something entirely fresh and exciting! (Turn to CVG's news pages to find out!)



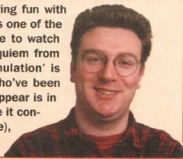
## PAUL RAND, EDITOR OF CVG

Looking for a game that'll get you in the mood for the World Cup next month? Then there's only one to go for in my opinion – the brilliant Kick Off 3 on SNES. While the industry in general seems to be baying for the collapse of the console market, there are still softies who can trot out some incredible titles – the aforementioned footy game, for instance. But games for the new systems are getting better and better – Frontier on CD32 and Tempest 2000 for Jaguar are prime examples. Hurrah – the future is starting to look rosy.



## ALAN DYKES, EDITOR OF CU AMIGA

Excitement isn't the word. Amiga is. I've been having fun with Bubble and Squeak (review on page 60) recently; it's one of the cutest and most playable platformers in ages. One to watch out for in the next month or so is Robinson's Requiem from Silmarils. This maximum realism 3D 'survival simulation' is impressive, to say the least. Any CD32 owners who've been waiting for Adventuresoft's Simon the Sorcerer to appear is in for a treat too. Although the game remains the same it contains voice-overs (including Red Dwarf's Chris Barrie), instead of the voice bubbles of the original.



# HELP!

**'ANSWER ME THIS' WE HEAR YOU ASK! AND THIS IS WHERE WE DO JUST THAT; REPLIES TO ALL YOUR POSERS, WHETHER IT BE ABOUT A PIECE OF KIT OR AN OBSCURE QUESTION ABOUT A PARTICULAR GAME, HERE'S WHERE WE'LL PUT YOU STRAIGHT ABOUT YOUR QUERIES...**

## GIZ A JOB

Like many other people I'd love to work on CVG but I've no idea how to go about it. Could you give me a few tips please?

Terry Thompson, Ireland

*First and foremost be a fan of games. The main problem we have with people writing in is that they only play games on one format, and so they don't have a great knowledge of what the other machines are like. Secondly you'll have to have played games for a long while. Some of the CVG team have been playing games for up to 15 years so they know their stuff. Try and get some sample reviews together but make sure it's not Streetfighter II because everyone does that! And make sure you've got a decent education and that you've got a sound grasp of the English Language. Then it's just a case of waiting for a vacancy to appear in either CVG or The Guardian (on a Monday) and giving it your best shot!*

## CLEAR PICTURES

I've been reading CVG for about eight years now and one of the main things I've noticed is that the quality of your game shots has improved. By the look of things you used to use photographs but clearly you don't anymore. So what's the secret?

G Virgoe, Barnsley

We've recently updated from a piece of kit called Theatrics on our screenshot grabbing Apple Macintosh (the machines we write and design CVG on) to a new system called RasterOps, which means we can now use an electronic method of 'taking pictures' of game screens for every machine. Previously, however, we had to use a camera to take pictures of games on the new machines, like the Jaguar, Cd-I and the Panasonic REAL Player.

The grabbing system is quite simple to use. You take the machine you want to grab graphics from (say a SNES) and put a special lead in its video output port (instead of the normal TV or monitor lead). This lead then plugs into an electronic box of tricks which in turn plugs into a Mac. The RasterOps software circuitry is installed on the Mac and once the signal from the SNES reaches it it appears on the Mac's monitor and we simply save to hard disk whatever shots from the game we want!

You will still see photographs or transparencies of games in CVG, but these will only be in First Shots or for some Work In Progresses, where we haven't yet been able to review fully in the CVG offices.



▲ Apple Macs are one component of the sophisticated system we use to grab images of the games we review.

## GAME TIPS

### ■ ARCADE

#### SUPER STREET FIGHTER II TURBO

We reckon you lot have had enough of Mortal Kombat for the time being so here's a look at the moves on the new machine from our old favourite beat-'em-up, Streetfighter II.

**BALROG** - Dashing upper cut  
Charge BACK, then FORWARD, BACK, FORWARD, PUNCH

**M BISON** - Knee Press Nightmare  
Charge BACK, then FORWARD, BACK FORWARD and KICK

**BLANKA** - Grand Shave Roll  
Charge BACK, then FORWARD, BACK, FORWARD and PUNCH

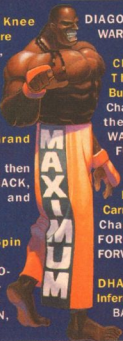
**CAMMY** - Spin Dive Smasher  
DOWN, DIAGONAL FORWARD, FORWARD, DOWN.

**DIAGONAL FORWARD** and **KICK**

**CHUN LI** - Thousand Burst Kick  
Charge BACK, then FORWARD, BACK, FORWARD and KICK

**DEE JAY** - Carnival Hook Kick  
Charge BACK, then FORWARD, BACK, FORWARD and KICK

**DHALSIM** - Yoga Inferno  
BACKWARDS SEMI



## VHS OR BETAMAX?



▲ The Panasonic 3DO machine is beginning to get some decent software with John Madden and Twisted, but there's still no clear leader in the race for the Next Big Thing in the hardware market.

Congratulations on the new look, it's an awesome improvement! Anyway, believe it or not I've still got a crusty old Commodore 64 which recently died a sizzling death. I've long been a fan of both the A500 as well as the 16 bit consoles. The thing is with all the new machines (3DO, CD32 etc) plus all the planned ones

(Saturn etc) I don't know whether to plump for a current console like the SNES or to wait for one of the new machines to arrive?

A. Kruse, Denmark

Certainly it would be difficult to give you a definitive buying decision in the current climate, and that is because simply no-one knows which of the new machines to plump for, since there are so many ancillary factors to take into account other than which is the best machine on paper; ie how will the machine be marketed? What sort of software support will there be? Will the American contenders be able to fight off the wealthy Japanese offensive? Sure the Jaguar is very impressive, but Sony's PS-X (to be launched next year)

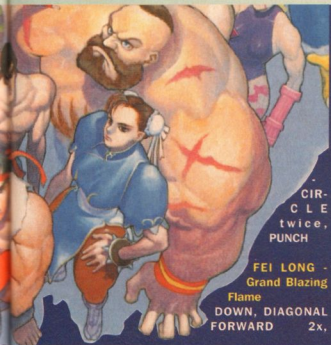


▲ There's plenty of software for the CD32, but nearly all of it are port over from the Amiga.

sounds a phenomenal piece of kit on paper. The best we can do is give you the facts as they stand, and at the moment it is very unclear as to where to put your money. The advantage of the incoming new technology though, is that the current machines, and their software, will become cheaper and cheaper; and one thing's for certain is that the SNES and Mega Drive are going to be around for a long time to come yet (the 32-bit upgrade will no doubt ensure the Mega Drive's longevity). As to the new crop of machines the best advice we can give is to sit and wait.

## THE HELP! LINE

This is your magazine, so if you've got a tip or query about a game why not phone it in to the CVG! Help Line. It's open from Friday afternoons right the way through to Sunday evening. All you've got to do is phone 071-972 6720 and leave your message. That's all there is to it so get cracking and remember there's a software prize on offer for any stupendously excellent or unique tips.



## PUNCH

GUILE - Double Somersault Kick  
BACKWARDS DIAGONAL DOWN, FORWARDS DIAGONAL DOWN, BACKWARDS DIAGONAL DOWN, UPWARDS DIAGONAL DOWN

CIRCLE twice, PUNCH

FEI LONG - Grand Blazing Flame  
DOWN, DIAGONAL FORWARD 2x,

E. HONDA - Super Killer Head Ram  
Charge BACK, then FORWARD, BACK,



## FORWARD and KICK

KEN - Violent Dragon Punch  
FORWARD, DOWN, FORWARD DIAGONAL DOWN, FORWARD, DOWN, FORWARD DIAGONAL DOWN,

PUNCH

RYU - Vacuum Hurricane Punch  
FIREBALL MOVE x2, PUNCH

SAGAT - Tiger Genocide FIREBALL MOVE,

DOWN, DOWN DIAGONAL FORWARD, PUNCH.

T HAWK - Double Typhoon  
360 DEGREE LEVER SPIN x2, PUNCH

VEGA - Rolling Inza Drop

This is the same as Guile's, but when airborne hit PUNCH

ZANGIEF - Final Atomic Buster

The same as T Hawk but spin lever ONCE only.

# HELP!

## AMIGA WORRY

I'm quite keen on buying an Amiga but my mates say that Commodore is about to go bust at any moment so it wouldn't be a good idea. Is this true?

Worried CVG fan

*Commodore is a worldwide company, and the rumours that your mates will have heard will be concerning Commodore in the States, where the company has announced considerable losses. The UK division of the company however is relatively more successful. This is mainly because in Britain the Amiga's strength is that it is sold as a games machine, which is not the case in the USA. The thing to remember however, is that here the Amiga does very well indeed because it's marketed strongly for its game capabilities (the Amiga recently regained its No 2 sales spot from the SNES) and software sales are consistently high. Not only this but many top games are developed on the Amiga first (Sensible Soccer) and then are converted to console.*

*If the worst does come to the worst, though, and Commodore does go under, that doesn't necessarily mean that the Amiga will go down with it. Commodore did not invent the Amiga in the first place, it bought the Amiga off the developers of the machine, and should Commodore kick the bucket it will not be short of buyers for what is a truly formidable home computer.*

*With the A1200 doing well, rumours abound that Commodore is working on a 64-bit machine.*



## NUMBER 1 OR 2

After not buying anything for what seems like years I've finally got together the cash to buy a Mega Drive. The thing is I've been saving for so long that Sega has now brought out the Mega Drive 2. What are the differences between this and the old Mega Drive?

Peter Duggsey, Catford, London

*The answer is very little as it happens! The main difference is that there's no headphone socket so if you're like Rik and you like playing your games with headphones don't buy it. Also we think it looks a bit crappy and childish compared to the original machine. The reason for the redesign was simple. It enabled Sega to make the machine cheaper but sell it at the same price.*



*▲ The Mega Drive II is cheaper for Sega to produce, but the difference is purely cosmetic, though the later model doesn't have a headphones socket.*

## GAME TIPS

### MEGA DRIVE

#### NBA JAM



Boomshakalaka! OK this is one top basketball game, mainly because you don't have to have a clue about basketball to play. Many wise CVG readers

have sent in this tip but Spencer Adams was first out of the hat. On the 'Tonight's match-up' screen tap A 13 times and then hold B and C until the court appears. This enables 'Juice Mode' in which the game is speeded up and new dunks can be pulled off. And no Spencer you can't have any money. Want do you think we are, a cashpoint or something!

To find the hidden characters:

Select YES to enter your

initials, input the first two letters, then place the cursor over the third letter - but don't enter it. Hold down START and press either A, B or C depending on which character you want to play as.

Character Initials Press

Bill Clinton	ARK	A
Al Gore	NET	B
Turmel	MJT	A
Riveit	RJR	B
Divita	SAL	C
Airdog	AIR	A
Chow-Chow	CAR	C

POWER UP TURBO CODE:

Press A, B, or C at least FIVE times on the 'Tonight's match up' screen, then HOLD A, B, and C until the court appears. The words 'power up turbo' appears directly over your players' name and you will be then granted an unlimited supply of TURBO.

Power up defence code:

Press A, B, or C FOUR times on the 'Tonight's match up' screen, then HOLD down all three buttons until the court appears. The words 'Power up def' appear



over your players' names and your defence will be super tough.

### FIFA INTERNATIONAL SOCCER

If like some forgotten national football manager you couldn't manage a football team to save



▲ One of the best PC games around at the moment is Doom. The cut down shareware version costs only £3.95.



want something that I can upgrade in the future. Can you throw some help my way?

**Roger Weir, Leics**

Certainly can my friend. These are the sort of numbers you should throw out in a shop if you want a good, upgradable games machine: 486DX2 33mhz, 110 Mb hard drive, 4-8 Mb of RAM (no less than four), SVGA graphics card and a Soundblaster Pro compatible sound card. If you want a CD-ROM drive (and that's quickly becoming the norm), then add about £150 to the total. Oh, and make sure it's double speed because very few games support single speed drives.

## PC GAMES

I'm really sick of playing shoot-'em-ups and beat-'em-ups and have decided to flog my SNES and games and get

a PC so I can play more in-depth games. I don't know a lot about PCs but I guess my local electrical store will. What I'd like to know is what sort of specification I should be looking for. I've got just over a grand to spend and I

## LONG JOHN SILVER

One of my friends said he could get me some top quality SNES software on floppy disk very cheaply. I didn't know there was an external disk drive available for the SNES, so what's he on about?

**Dennis Smith, London**

Woah! Piracy alert I'm afraid. What your 'mate' is talking about is a **Magicom**. This highly illegal device plugs into the SNES cartridge port whereupon you load the cartridge up and the Magicom reads the game to disk and stores it in memory.

It's then just a case of backing the game up on to floppy disk. Software piracy is now treated very seriously by the authorities and because basically it's theft, pure and simple, and if you're caught by the police or

the **FAST** you could get either a hefty fine, a prison sentence or both. Whether you shop your 'mate' or not is up to you but make sure you stay away from this shady chap's software!

## THE HELP! LINE

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your bacon, and clearly had some perverse liking for being splashed across the back pages drawn as an onion then these cheats are probably for you. These are for four of the top teams in the tournament.

### HOLLAND:

QUALIFIERS:  
Vs Czech Republic  
Vs Germany

PLAYOFF:  
QUARTER FINAL  
SEMI FINAL:  
FINAL:

C9'BYG4S  
C9'BYNP2

Vs Hungary C9'BYVPPWB  
Vs USA C9'BYO60K  
Vs Italy C9'BY3POVG  
Vs Denmark: C9'BY4600V

### GERMANY:

#### QUALIFIERS:

Vs Morocco JH7BWJMZ  
Vs Russia JH7BWP69

PLAYOFF: Vs Hungary JH7BWYP1W  
QUARTER FINAL: Vs USA JH7BW1619  
SEMI FINAL: Vs Italy: JH7BW261B8  
FINAL: Vs Italy: JH7BW5P1GH

### BRAZIL:

#### QUALIFIERS:

Vs Romania GP5WHF4B  
Vs Austria GP5WHQ62

PLAYOFF: Vs Mexico GP5WHXPWW  
QUARTER FINAL: Vs Germany GP5WHIPOM  
SEMI FINAL: Vs Switzerland GP5WH3P1M9  
FINAL: Vs Scotland GP5WH461GW

### ARGENTINA:

QUALIFIERS:  
Vs Hungary  
Vs Mexico

PLAYOFF:  
QUARTER FINAL:  
SEMI FINAL:  
FINAL:

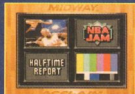
HYRBCHDR  
HYRBCQDJ  
Vs HongKong HYRBCDY  
Vs Morocco HYRBC1DRW  
Vs Poland HYRBC3DSBS  
Vs Scotland GP5WH461GW

# HELP!

## GAME TIPS

### SNES

#### NBA JAM



To get to the final on NBA Jam with a winning streak of 136 enter:

DBKHQJ5YBV15C

Many cheers to Stuart Garner from Dorset for that pearl of wisdom.

#### SUPER EMPIRE STRIKES BACK

Want to know where there's a bonus room with extra lives and power ups? It's on the 6-3 carbon chamber with Han Solo. If you go down the second elevator at roughly a



quarter of the way through the level to where the purple hovering pods first appear, you can drop down to reach the room. It's easier than it sounds, trust me! Sadly whoever sent this in didn't put their name down but they come from Manchester. Cheers anyway.

#### TURTLES TOURNAMENT FIGHTERS

Harvey Tang from Lancashire has been kind enough to tell us



how to pick KARAI and RATKING. First go to VERSUS MODE and use player one or two to go to LEO and then keep on pressing RIGHT until you get to SHREDDER. Then simply turn the SNES OFF and then ON. Repeat this process one more time. This time when you get to Shredder, then move RIGHT. Now you

should be able to pick KARAI and RATKING.

#### MACROSS

We know you like reading up-to-the minute reviews in CVG. And of course up-to-the minute tips are pretty important



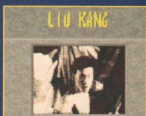
too. So how's about this nifty cheat for a recent shoot-'em-up then? At the Zamuse logo press UP then circle the d-pad anti clockwise twice then press LEFT, RIGHT, LEFT, RIGHT and START. Hey, guess what? You've now got a handy stage select option available to you from the option screen!

#### SUNSET RIDERS



### AMIGA

#### MORTAL KOMBAT



What a great conversion this is and it's no wonder why the Amiga has returned to number two in the software sales charts. Enough of the chat though. On the GAME START/OPTION screen type in the alpha-numeric characters from A to U four times and you should now get access to a cheat menu.

#### GOAL!

When you get sent off, press the left or right ALT key which will take you to the substitute screen. Now click on the player that got sent off and swap him with a new player. Now when you return to the game, a new player should have come on!

#### SUBURBAN COMMANDO

He he! I've got a few tips for this steaming jobbie of a game! First of all don't buy it! If you're a bit sad and have bought it then read CVG, so you'll know not to buy such trash in future! But

as we're feeling in a kind and chirpy mood we'll provide you with some handy hints if you own this 'game'. Perhaps you received it as a Christmas present or something, that's a sort of excuse. These are the level codes.

LEVEL 2 - PIXIEDIXIE  
LEVEL 3 - THOMAS  
LEVEL 4 - POSTMANPAT  
(no spaces)

### HIREG GUNS

Top ranking RPG game-play is guaranteed with



this nice little earner from Psygnosis. Still, it can prove a bit of a beast to tame at times so simply type in AMIGA while you play for good old unlimited ammo and energy. Groovy huh?

### PC

### DOOM

Whoever said you couldn't get decent shoot-'em-ups on the PC should be marched to their local games store and forced to play Doom. A contender for Game of the year we think. Here



are some codes with all sorts of different affects, but note they don't work on the Nightmare Level of version 1.2.

IDDDQ - Invulnerability  
IDKFA - Gives you all weapons and refills



ammo. And gives you all the keys for the level you're on.

ID BEHOLD - Brings up a menu on top of the screen which offers you a choice of powerups.

### GAME BOY

#### KIRBY'S DREAM LAND

The prequel to the excellent, and current office fave, Kirby's Pinball. This is a dream game in its own right. To be able to select how many lives and how much energy you want, plus a sound test option, hold DOWN on the control pad and press B and SELECT at the same time. Thanks to Ben Pringle from Tamworth for that beauty.

### GAME GEAR

#### MICRO MACHINES

Not only is this a top two-player game but you only need one cartridge

### THE HELP! LINE

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and one Game Gear to play it on! Anyway during Race 1 (Breakfast Bends) on the one player challenge, drive round the course in the wrong direction (you may crash head on with the other cars). After one lap you will hear a noise meaning that the cheat has worked which lets you come in first in every race. Cheers to Andrew Mac Pherson from Inverness for that one.

### SPIDERMAN

When you're wandering around Electro's lair and in the KEY ROOM in particular make the Web Slinger drop down to the left-hand side of the area. You should see a Game Gear near the



### CVG'S BEST CORDLESS PAD!

Rather than waste your time and our space with a round-up of infra-red control pads, we'd just like to say that having done a comparison of what's available, the only one you should consider is the Hayger Freestyle. Apart from its very com-



petitive price of just £29.99 it also has the best build quality, design and conservative use of batteries. The reception angle is also very wide, so you don't have to sit in front of it. It's available for SNES and Mega Drive (three button only) via mail order. Ring Hayger on 0303 242233 if interested.

### GAME BOY COIN-OP



### ALL THE LATEST GAMING ADD-ONS FOR YOUR GAMES MACHINES...

Turn your Game Boy into a miniature coin-op with the popular HyperBoy from Konami. You slot your Game Boy in the top and the magnifying glass and joystick makes the games more playable, albeit less portable. You can get one from Special Reserve for approximately £40, but check it out on 0279 600204.

### CORDLESS MARTY

Cordless pads aren't too popular in Japan because bedrooms are so small you don't need them. Even so, that smashing MARTY console (see last issue) now has a



remote pad with buttons which are thankfully bigger than the original. You might want to ask Raven Games (081663 6810) to get hold of one.

### TAP DANCE

Multi-play adaptors are getting bigger all the time. In fact, you'll soon be having a hard time trying to find enough friends to play with. This latest one comes from

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# HELP!

## GAME TIPS

electrocuters which, once collected allows you to play Pac Man the next time he visits his abode. Simply slap button two to switch the game on.

### ■ LYNX

#### BATMAN RETURNS

Woah, calm down Lynx fan! Yes it's true we've got a cheat for you. On the TITLE SCREEN press UP 8 TIMES, DOWN 12 TIMES, RIGHT 15 TIMES, LEFT 1 TIMES and OPTION 1 27 TIMES. Now, for a level skip, play the game as usual and press PAUSE, OPTION 1, PAUSE. Or for invincibility try PAUSE, OPTION 2, PAUSE.

### ■ CD32

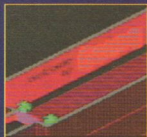
#### BUBBA 'N' STIX

Want to see the final level? Well, if you

haven't reached it already then the code you're looking for is NNDDBB2N77.

### D/GENERATION

When you get to the first computer to ask you for a user name type SETH



and for the passcode enter OSTERICH. When the second computer asks the same question shoot it! Then blow up the purple door with the bomb that the man gave you near the first computer that asked for the passcode. Be warned though, stay well back! Thanks again to Stuart Gardner of Essex for those CD32 tips.

### MICROCOSM

Put your hands together for Sean Watson from Belfast who's come up with a rather nifty cheat for Microcosm. But give him a big 'ahh' for buying it in the first place! Anyway this cheat is for invincibility. At the first waystation, select the

first level and start. At the first junction turn RIGHT and at the second go UP. Press PAUSE and do the following combination on the joystick: YELLOW, RED, GREEN, BLUE, UP and then LEFT. You should hear a strange noise. UNPAUSE the game and after your shield has gone you should be invincible. Also, all the movie sequences will now be in black-and-white.

### ■ NES

#### KIRBY'S DREAM LAND

Complete the quest once and you'll be rewarded with an extra, and much harder, quest; plus a special sound test screen. Complete it again and the small pink one can visit any of the sub games at will. A pleasant little incentive to complete the game wouldn't you say.

### THE HELP! LINE

*This is your magazine, so if you've got a tip or query about a game why not phone it in to the CVG! Help Line. It's open from Friday afternoons right the way through to Sunday evening. All you've got to do is phone 071-972 6720 and leave your message. That's all there is to it so get cracking and remember there's a software prize on offer for any stupendously excellent or unique tips.*



Super Link and supports up to five players - ideal for playing FIFA on the Super NES. It's also the smallest tap available on the market. Easily the best to import.

#### GAME BOY SNES

A curious launch from Nintendo is this SNES add-on which lets you play Game Boy games in colour. Why SNES owners would want to play



Game Boy games is a bit bewildering but at least it'll add an extra 350 plus games to the SNES library. It should be out in time for Christmas.

#### OFF MY BACK

A new rechargeable battery pack is out for the Game Gear from Sega. The unit screws into the back of the Gear and



charges in under two hours. Now you can play for longer than the three-odd hours you get on normal batteries. The PowerBack is much better than the existing belt-clip charger and at £45 it's not bad really.

#### THE TRAP DOOR

The A1200 doesn't have the friendliest design when it comes to expansion so GVP has released the new A1291 SCSI board which enables you to link up to seven external devices

like hard-disks and CD-ROMS without voiding the warranty. Because it's SCSI, everything bombs along at 32-bit speed. For £79.95 it's a bargain. Contact Silica (081-309 1111).

#### SATELLITE SNES?

We had to let you know about this cordless pad from Konami because it looks so silly. Yep, it actually uses a miniature satellite dish to receive signals. You might even get MTV if you're unlucky. We don't know anyone who stocks the Hyperbeam, so you'll have to hunt all around the importers we're afraid.



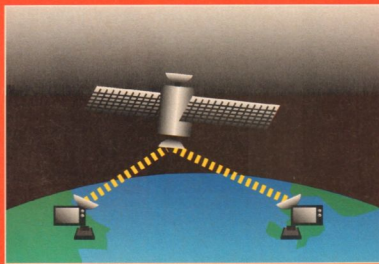


# EXTRA PEPPERAMI AND A DEATH MOVE PLEASE

WOULDN'T IT BE GREAT? A NEW GAME EACH NIGHT AT THE TOUCH OF A BUTTON...

**L**ook at all the great things that are instant and convenient – non-stop TV and take away tandoori – then tell me it wouldn't be fun if you could flick between games that you've dialled for and hired from a satellite system.

There are two terms for satellite or cable software and you're bound to hear a lot more of them: 'games



◀ Beam me up Mercury. Communications satellites hold the key to low-cost global gaming. The data transfers fast and reliable – certainly more so than conventional phone lines.

on demand', or, if you want to be fancy, 'interactive TV'. Either way, the day that they arrive may be sooner than you think. Proposed changes

to the phone system would make dialling for a hire game as easy as ordering a pizza with extra sausage and no pineapple.

## THEY WANT YOUR BUSINESS

British Telecom is considering the idea of an interactive TV channel in the UK (it already has a 'movies on demand' channel testing in some

homes). BT is thought to be in discussions with Sega and Nintendo regarding the project and is rumoured to be



Battle Isle 2: strategy becomes more complicated when you have four human generals each commanding an army. Alliances, betrayal, a free-for-all, the choice is yours.





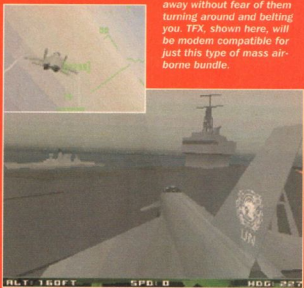
▲ Our two unwilling participants volunteer in an experiment to find out which ranks as best - delivered pizza, a big pile of sweets, Sega Meg's Rastan Automatic's crud desk toys or games on demand. Not surprisingly, games won.

spending £10 billion to make this happen. Rival company, Mercury has said it will spend £1 billion upgrading its network as part of its own plans, which includes a

one million person pilot scheme in London. Business software giant Microsoft will be setting up a trial games channel in Europe next year. The firm is hoping to invest a



Go head-to-head with anyone in the world and blast away without fear of them turning around and belting you. TFX, shown here, will be modem compatible for just this type of mass airborne bundle.



massive \$100 million in such a project. So things are on the move.

'Games On Demand' is more than just a dream: there is already a Sega TV channel up and running in the US in selected homes, and AT&T (the American equivalent of British Telecom) is launching the Edge 16 - a device which links Mega Drives over the phone line and puts gamers all over America in touch with each other. It's likely that this device will make it over here before long. Nintendo is rumoured to be working on its equivalent piece of kit and is well advanced with its own interactive channel called Gateway Project. And don't forget

that 3DO and the Jaguar can be linked into games rental networks, too.

And there could be good news too for modem users, who already hook into the telephone network to go head-to-head against 30 or 40 players. BT's under a lot of pressure from Mercury at the moment so the smart money says that, sooner or later, one of them will offer free local calls just to get up the other one's nose. A system already active in America. When that happens, we can all get into challenge games, leagues and multi-player bloodfests over the phone lines without going broke in the process. Amen to that.

JOHN BENNETT

## PHONE FREE-CALL SIMULATION

No matter how powerful a computer is, it never learns from its mistakes. People do. Which is why beating live opponents is always more fun than hammering a computer into submission. In the States modems are big business, simply because some

local phone calls are free. They've got multiplayer flight sims, strategy and role-playing games running all the time. You just dial up and join in. You can even send messages to other players as you gun them down.

Plenty of PC games support modem play -

like IndyCar Racing, Aces over Europe and soon TFX - and there are host games like Air Warrior, where up to 30 flyers log-in every week to take each other on in mass aerial dogfights. All we need now are free local phone calls and we're well away.

# yawn!

The **PC** is the most **powerful** games machine in the known **universe** (probably), and is home to some of the most **exciting** and **innovative** entertainment software ever **created**.

So why are **many** PC games magazines so blimmin' **dull**, then?

We don't know, but rest assured that **PC GAMES** will be a touch **different** to the rest of the run-of-the-mill **crowd**.

Inside **PC GAMES'** 132 throbbing pages, you'll find totally **authoritative reviews** of all the latest games, **in-depth previews** of tomorrow's hits and **copious tips and playguides** for the games you're playing now, as well as a bundle of **entertaining and informative** features.

Oh, and you'll find something else — a sense of **humour**. You see, although we at **PC GAMES** take our games-playing very seriously, we don't take *ourselves* very seriously.

Phweep! Ka-zing! Wibble!

See what we mean?



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and joystick  
recommended

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- Find the Ro'Geld of Midgard in our fully-playable HEIMDALL 2 demo, and you could WIN a multimedia 486 PC worth over £1500!
- Discover what happens if you cross-breed the Lemmings with Sim City in our playable demo of THE SETTLERS!

# DISKS!

# PCGAMES

Requires mouse,  
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and DOS 5.0;  
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recommended

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Requires 4Mb RAM

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- A whole bundle of **EXCLUSIVES**, including top-secret, hush-hush, mum's-the-word previews of BioForge from Origin, Desert Strike from Gremlin and Battledrome from Dynamix!
- Over 40 — yes, FORTY! — hot games reviewed, including the **FIRST** review of Origin's Pacific Strike!
- Complete solutions of Gabriel Knight and Police Quest: Open Season, plus comprehensive playguides for Lilit Divil and Sim City 2000!
- Loads of other really good stuff!
- And more besides!

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# PCGAMES

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Heimdall 2!  
The Settlers!  
Are we good to you or what?

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**REVIEWED!** Over 40 games, including MegaRace, Genesis Myst, Pagan, Ultima VII, Cannon Fodder, Resistance and Fleet Defender. **PLUS!** First review of PACIFIC STRIKE!

**PREVIEWED!** Battledrome, Desert Strike, World Cup 95, and TIE Fighter exposed and ready for your perusal.

**TIPPED!** Complete solutions to Gabriel Knight on DOS and PC, and Sim City 2000 and Lilit Divil playables on PC.

NO DISK? ASK YOUR NEWSAGENT!

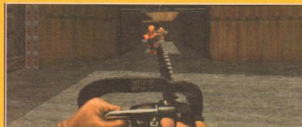
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Issue July 1994  
Printed in the UK

# THE CVG ALL-FORMATS TOP TWENTY WITH



WHAT GAMES HAVE THE POPULACE BEEN BUYING? WE'LL TAKE TIME TO PERUSE THE CVG CHARTS, AND WE'LL TELL YOU EXACTLY WHAT GAMES, AND ON WHAT MACHINES, ARE ALL THE RAGE AT THE MOMENT...



## 1. DOOM PC ID Software

The critically acclaimed blast shoots justifiably to the top spot.



## 2. NBA JAM Mega Drive/SNES/G ame Gear Acclaim

Acclaim's brilliant co-op convert is just pipped to the post.



## 3. SIM CITY 2000 PC/Mac Mindscape

Become a town planner in this superb sequel to the fab Sim City.



## 4. ROCK 'N' ROLL RACING SNES Ocean

Originally from Interplay, Ocean has bought the rights to this – not a bad move.

## 5. SUB- TERRANIA Mega Drive Sega

Thrust-style spacefaring goes down well with Meg Drive owners.



## 6. FIFA INTERNATIONAL SOCCER Mega Drive Electronic Arts

It's still in there after four months – and there's no signs of it slipping yet.



## 7. KIRBY'S PINBALL Game Boy Nintendo

He's pink! He's round! He's holding his own in the top ten!



## 8. SUPER EMPIRE STRIKES BACK SNES Bandai

Better than the original? We think so – and you certainly like it.



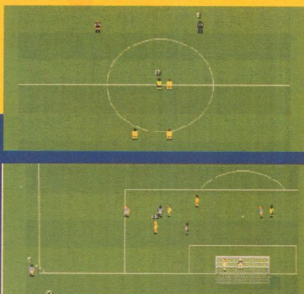
## 9. SENSIBLE SOCCER Mega Drive/SNES/ Game Boy/Game Gear Sony

The 16-bit versions are great, but the handheld ones are scabby. Still, it's doing well.



**10. MANCHESTER UNITED PREMIER CHAMPIONS**  
Amiga  
Krisalis

A top team deserved a suitably top game – and this is it.



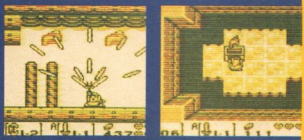
**11. JOHN MADDEN '94**  
SNES  
Nintendo

Old JM struts his stuff on SNES – to your approval, it seems.



**12. ZELDA: LINK'S AWAKENING**  
Game Boy  
Nintendo

The best game around on Game Boy is still selling well.



**13. GROUND ZERO TEXAS**  
Mega-CD  
Sony

Probably the best Mega-CD title around, judging by its position.



**14. SKIDMARKS**  
Amiga  
Acid

The Aussies from Acid hang on in there.



**15. STRIKER**  
SNES  
Elite

A fine showing from Striker considering how long it's been available.



**16. SAM AND MAX**  
PC  
US Gold

LucasArts' latest is going down a storm with PC adventurers.



**17. SONIC 3**  
Mega Drive  
Sega

A surprisingly poor showing from the spiky blue one.



**18. MICRO MACHINES**  
Game Gear  
Codemasters

Loads of fun, and two players on one Gear! No wonder it's in the top 20.



**19. CHARLES BARKLEY: SHUT UP & JAM**  
Mega Drive  
Accolade

A bit of a surprise to see this one here, frankly.



**20. TURTLES TOURNAMENT FIGHTERS**  
Mega Drive/SNES  
Konami

Leo, Donny, Raph and Mikey cling on in there – and rightly so.



## CVG CHARTS WITH HMV

## MEGA DRIVE

1. FIFA International Soccer EA
2. PGA European Tour EA
3. NBA Jam Acclaim
4. Sub-Terrania Sega
5. Sonic 3 Sega
6. Ren & Stimpy Sega
7. Ground Zero Texas Sony
8. Skitchin' EA



9. Castlevania Konami
10. Barkley Shut Up & Jam Accolade

## MEGA-CD

1. Ground Zero Texas Sony
2. WWF Rage In The Cage Acclaim
3. NHL Hockey '94 EA
4. Sonic CD Sega
5. Microcosm Sony
6. Lethal Enforcers Konami
7. Sewer Shark Sega
8. Thunderhawk Sega
9. Night Trap Sega
10. Silpheed Sega

## GAME GEAR

1. Aladdin Sega
2. NBA Jam Acclaim
3. Micro Machines Codemasters



4. Sensible Soccer Sony
5. Road Rash US Gold
6. Sonic Chaos Sega
7. Desert Strike Sega
8. Dr Robotnik Sega
9. Star Wars Sega
10. Jungle Book Sega

## SNES

1. NBA Jam Acclaim
2. Rock 'n' Roll Racing Ocean
3. Equinox Sony
4. Lethal Enforcers Konami



5. Rainbow Bell Adventures Konami
6. Sensible Soccer Sony
7. Super Empire Strikes Back

- Bandai
8. Striker Elite
9. Young Merlin Virgin
10. R-Type 3 Irem

## GAME BOY

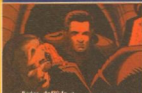
1. Kirby's Pinball Nintendo
2. Konami Golf Konami
3. Zelda: Link's Awakening Nintendo
4. Sensible Soccer Sony
5. Super Mario Land 2 Nintendo
6. Empire Strikes Back Ubi Soft
7. Pinball Dreams Gametek



8. Star Wars Ubi Soft
9. Road Rash Ocean
10. Batman Animated Series Konami

## AMIGA

1. Beneath A Steel Sky Virgin



2. Man Utd Premier Champions Krisalis

3. Skidmarks Acid
4. Brian The Lion Psygnosis
5. Frontier: Elite 2 Gametek
6. Premier Manager 2 Gremlin
7. Mortal Kombat Virgin
8. Microcosm Psygnosis
9. Cannon Fodder Virgin
10. Alien Breed 2 Team 17

## PC

## COMPATIBLE

1. Doom ID Software
2. Sim City 2000 Mindscape
3. Ultima VIII: Pagan EA
4. Beneath A Steel Sky Virgin
5. Sea Wolf EA
6. Sam And Max US Gold
7. Rebel Assault US Gold



8. Ultima VIII Speech Pack EA
9. Frontier: Elite 2 Gametek
10. Star Trek: Judgement Rites Interplay

## PHILIPS CD-I

1. Star Trek VI (film) Philips/Paramount
2. Space Ace Philips/Readysoft

3. Patriot Games (film) Philips/Paramount
4. Top Gun (film) Philips/Paramount
5. Black Rain (film) Philips/Paramount
6. Nature Under Threat Philips
7. Video Speedway Philips
8. Voyeur Philips/Propaganda



9. Joy Of Sex Philips
10. Escape From Cyber City Philips

## MACINTOSH

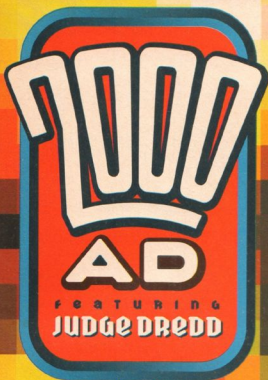
1. Sim City 2000 Mindscape



2. Sierra Award Winners Sierra
3. Peter Gabriel: Xplora Real World
4. Iron Helix MicroProse
5. Crystal Caliburn Star Play
6. Eight Ball Deluxe Softline
7. Flying Nightmares DoB. Beetles: Hard Day's Night Quicktime
9. Tortoise and the Hare Broderbund
10. Oh No! More Lemmings Psygnosis



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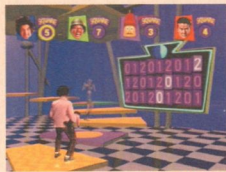
## COMPUTER VIDEO GAMES

### GREAT SPORTING ROUND-UP

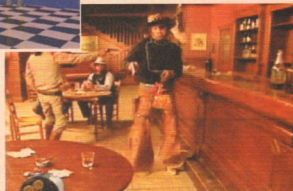


### 32-BIT GAMING IS COMING

● THE DAWN OF 32-BIT GAMING DRAWS CLOSER, WITH THE PROMISE OF GAMES THAT ARE BIGGER AND BETTER THAN ANYTHING YET SEEN. BUT DO THE PRODUCERS' CLAIMS HOLD UP? WILL THE FUTURE OF VIDEO-GAMING BE RADICALLY DIFFERENT FROM BEFORE? CVG ROBES THE PEOPLE WHO MATTER.



● With Wimbledon, the World Cup and a host of other sporting events taking place over the summer, CVG gives you the low-down on the best – and worst – sports games around. Which game will win the gold? And which will be sent home in disgrace?



### AND THERE'S MORE...

● And as always, CVG's 100% independent reviewers will guide you through the very latest games available...



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**SUPER NES CARRY CASE:**  
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