

Will there ever come a day when evil villains decide to give it all up in favour of getting an honest job, instead of stealing your girly and holding her to an extremely high ransom? This time, it's poor old Bomberman's lass who's been blagged by the bad guys and, as usual, the only way he can get her back is by confronting the evil doers face to face.

But, not being best pleased with the prospect of getting caught red-handed, the kidnapers have hidden themselves deep in a labyrinth of mazes. So, along with his bottomless pouch of bombs, the man Bomber sets off in search of his lovely!



Bomberman gets down to business!



Even better than the original!

PC ENGINE GT £29.99
BY HUDSON SOFT

BOMBERMAN 93

DEJA VU

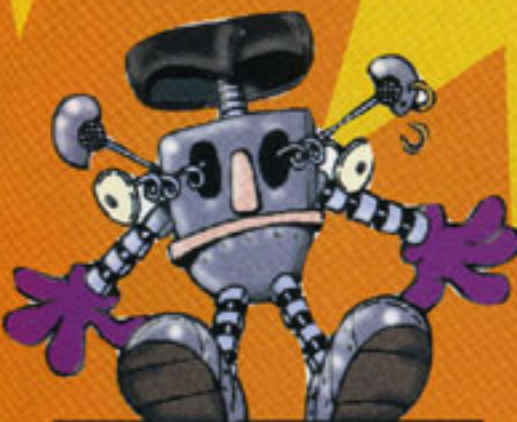
Bomberman's first appearance came on the PC Engine in 1990. This was a little before the GT's time, but it made a real impact on the home machine. The game was pretty much left alone, until 1991. This saw the release of Dynablaster on the Amiga. As regular readers CVG will know, Dynablaster is, in fact, Bomberman with a new name, and the game received rave reviews everywhere. Next up is the SNES version, which will be sold with the new five-player multi top adaptor, for some real multi-player action.



PEOPLE POWER

Seeing as the odds are heavily stacked against Bomberman, it's only right that he should get the occasional bit of help. Blowing up certain blocks will reveal power-ups; these range from bomb upgrades to speed-up boosts. Although there aren't many to be found on each stage, they can really help you out of a tricky situation. One of the better collectibles is the flame; this increases the range of all your bombs, which helps when you've got a lot baddies on-screen, but it does mean that you have to shift out of the way – and quick!

THANKS...to ACE Consoles (071 439 1185) for the review cart.



6 This is a great sequel! The graphics are still very simple and the gameplay is still absolutely stunning! The ultimate multi-player game – get hooked up right now!

PAUL ANGLIN



7 LOOK	8 SOUND
9 FEEL	9 VALUE



THE MEAN MACHINES ARCHIVE