

● One of the missions is to safely escort this UN convoy across hostile terrain, but it's very tough. They suddenly become bombarded by heavy artillery, so that has to be found and taken out first.



● An enemy armoured personnel carrier and missile launcher is locked in your sights and it has no chance of getting away. There are bound to be others around though.



● This targeting system enables you to launch a salvo of tank busting missiles and some nifty rockets. Let 'em have it!



● The cockpit view is one of the many viewpoints available and enhances that all important feeling of realism. It swings from side to side so you can see out of the side windows.

**Pro  
Yo!**

**Fires**

**Thunder**

One of the first and best Mega-CD games ever to appear was *Thunderhawk* from Core Design. And with a new, updated version for the Saturn it's looking better and hitting harder than ever before!



**Pro MOTION**

**Tank Buster**

**T**hunderhawk 2 features a very smooth looking intro, the sort of thing we've come to expect

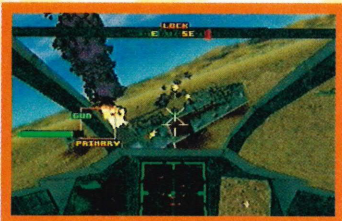
from most Next Generation games. This is definitely one of the better ones though!







● Drug barons are controlling these frigates and they're threatening an innocent cruise liner. They have to be destroyed quickly.



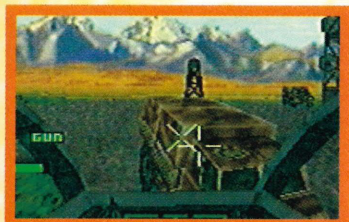
● Another tank about to get blown up, but it's armed with ground to air missiles so you have to be careful.



● Above: You can't get much more of a close up than that - this enemy helicopter is an easy target though. Below: Game over I think!



# Storm: Thunderhawk 2



It seems that Core Design have worked hard to produce a worthy sequel to the very successful Mega-CD *Thunderhawk* which appeared a couple of years ago.

*Firestorm: Thunderhawk 2* now uses a Virtual Cockpit mode and uses 3D scaling graphics, polygon vehicles and multiple camera angles for enhanced realism. Better still, it has hardly any of the glitches that dog games these days.

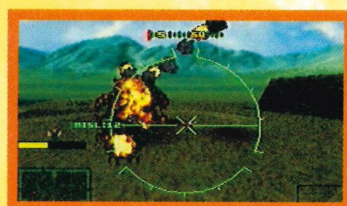
The enhanced graphics produce a fluid moving battleground that moves perfectly in time to the movements of the cockpit. The helicopter itself can be viewed from any angle, whether it be inside the cockpit, from the outside, or even an all round rotating view. A variety of dangerous missions must be completed using just that one helicopter, and there's no back-up. From escorting a UN convoy across deadly ground, attacking advancing tanks to destroying marauding ships in the Panama Canal every mission is full of enemy vehicles to destroy including tanks, helicopters and

missile launchers. There are also main targets that must be taken out to complete each mission.

The chopper is armed with a machine gun and missiles which can take out most targets, but skill and good manoeuvring must be used or your helicopter will be shot down in seconds. The speed and realism is very convincing, and the control system is practically perfect, although it takes some getting used to. This is all backed up by a thumpingly hot soundtrack, although it would have been better without the annoying bloke who buzzes in over the intercom.

Like most games using these new fangled graphic techniques, there is the odd glitch, but nothing that ruins the gameplay in any way. This is a real, no holds barred, frantic, explosive action game that plays brilliantly. It should be checked out by anyone who loves a good blast to relieve tension. The best sky action shoot-'em-up to appear on the Saturn since *Panzer Dragoon*, without a doubt!

● Steve Hardy



## Proscore 90

**Thunderhawk 2 is a fantastic, playable game. Everything we could want from a shoot-'em-up, and a huge improvement over the original.**