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THE NUMBER ONE CONSOLE MAGAZINE

ZONE

Issue One November 1991 £1.75

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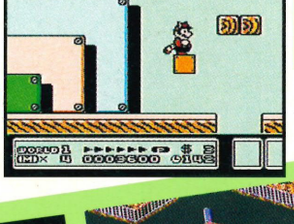




TERMINATOR 2

Exclusive! First Full Preview Inside

SEVEN Pages of hints and tips – James Pond mapped!

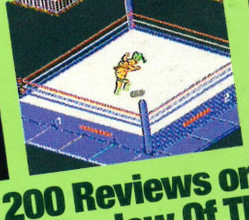


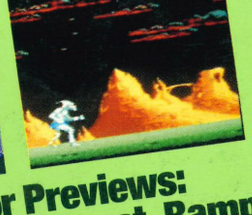
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Plumb Crazy Italians









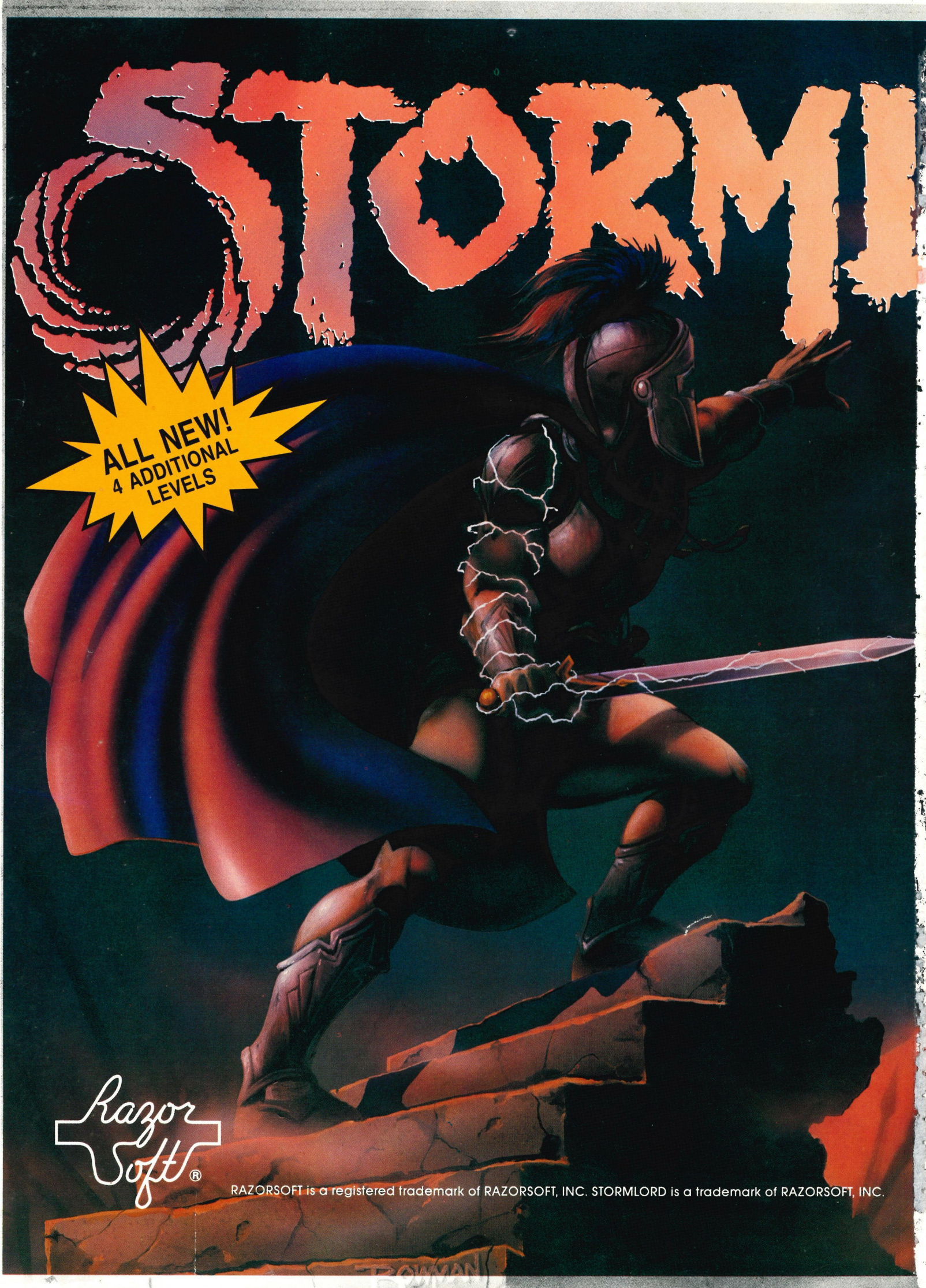
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FAMOUS GAMES PLAYERS

We Catch Vic Playing With Himself!

Plus Console Countdown: Complete Buyers' Guide –*Every* Available Game Reviewed & Rated

GAME ZONE November 1991 Issue One


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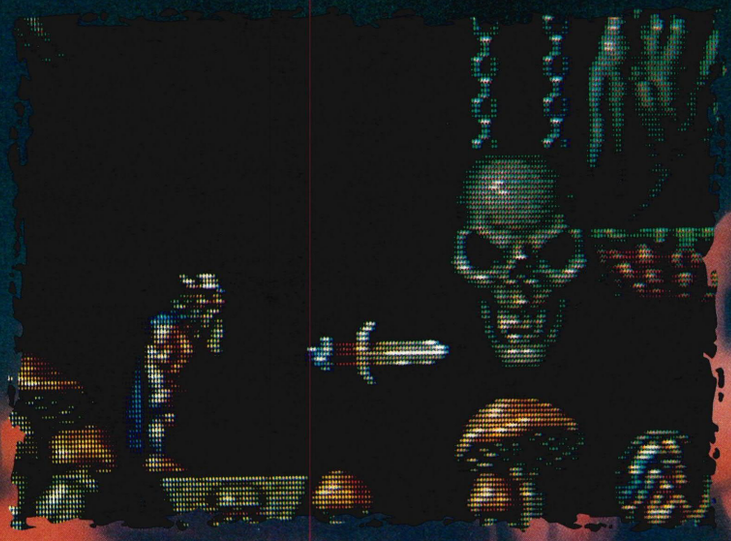
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Psychotic, Death-Dealing Sorcerers.

SPILL TO...
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RUN LIKE H___ FROM...
Hideous, Head-Stomping Hopgoblins.



"Spent hours searching for magical treasures . . . even longer trying to use them." —Trey Green, Game Reviewer



"Battled awesome monsters!"—Aaron Van Stavern, Game Tester

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4 Megabit 16 Bit Graphics

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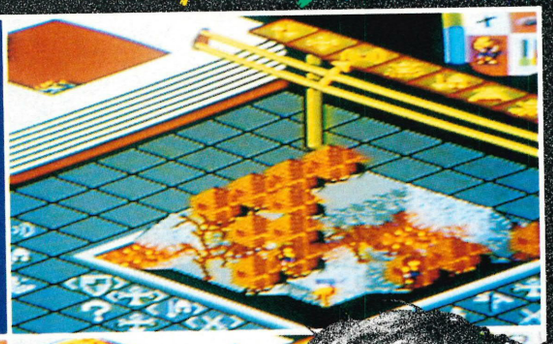
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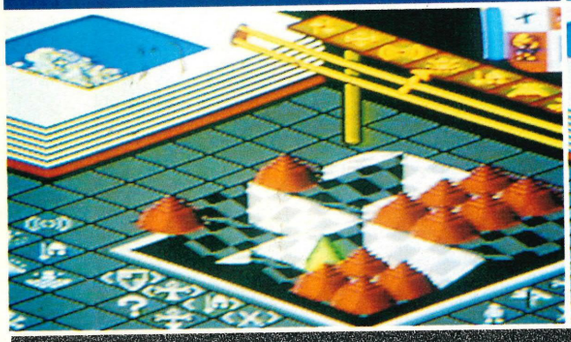
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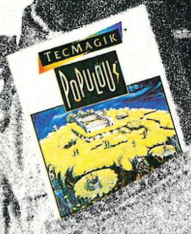
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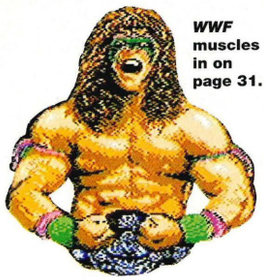
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93 Ultimate Air Combat *NES*

KEY TO MACHINES:
GB Game Boy *GG* Game Gear *MD* Mega Drive *MS* Master System *NES* Nintendo Entertainment System *PC* PC Engine *SF* Super Famicom



WWF muscles in on page 31.



Heavy Unit reviewed on page 59.





Ms Paccy appears on page 88.

ISSUE 1 NOVEMBER 1991

GAME ZONE

8 news

BBC1 has got **Michael Burke**, ITV has got... erm... **Carol Barnes**. *Game Zone*'s got a rusty typewriter, a dodgy phone card and a vivid imagination.

12 in the pipeline: terminator 2

David McCandless checks out the latest Manchester sound – and hears a large metal killing machine striding onto the NES.

16 feature

What do the likes of **Vic Reeves**, **Betty Boo** and **Chesney Hawkes** get up to in their hotel rooms? Intrepid reporter **Jane Goldman** locks herself into a wardrobe to find out.

22 reviews

More reviews than any other console magazine. And more than any other fishing magazine for that matter.

50 mega compo

Play piggy in the middle and win **£4,000 worth** of stereos, consoles and essential fashion wear in our three part compo. Far(m) out!



Find out where Betty Boo hides her two Game Boys and what Rowland Rivron plays on the loo on page 16.

78 zone 7

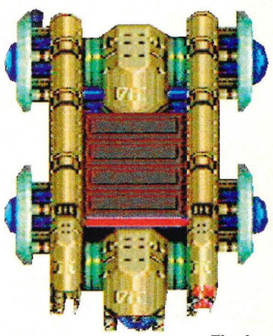
The lifestyle pages. This month the essential guide to what the fashionable Game Boy is wearing this year.

81 compo

Muscle in on a **WWF** Belt, a fistful of WWF tickets and a clutch of WWF videos all thanks to Acclaim.

82 kill zone

An arcade full of action meets a pocket full of pound coins. **David Wilson** and Electrocoin get together to do battle.



Final Soldier **yomps onto**

52 handheld reviews

Robocop, ***Outrun***, ***Turbo Sub***: big games that fit comfortably into the palm of your hand.

56 import reviews

The *Game Zone* staff take a trip abroad and come back with their arms full of some hot new games and a suspiciously large bag of Duty Free.



Why not rash out and try *Road Rash* on page 46? (*Tragic. Ed.*)

85 geez

Letters, Kev's Kool Kode and the chance to win a **GX 4000**. Not so much a letters page, more a thousand-legged crustacean.

88 tba

A look at what's up and coming in the console world including ***Rampart***, ***Terminator***, ***Fatal Rewind*** and ***Turrican***.

64 in the pipeline: shadow of the beast

Looking a shadow of his former self **Paul Lakin** casts his eye over the conversion of a 16-bit classic onto the Master System.

95 console countdown

If you're looking for a game you'll find it here in the complete guide to console games – all reviewed and rated.

67 compo

Hit the road with a great new **Muddy Fox** mountain bike courtesy of those rash roadsters Electronic Arts.

69 pg tips

If tips are the bag you're into then we've got the blend for you. A whole pot of hints, tips and cheats plus an extensive Players' Guide to ***James Pond***.

WIN!

spot the spine star!

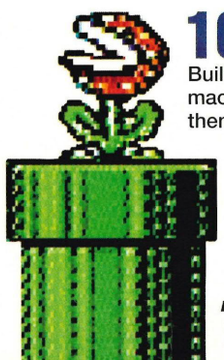
There's someone hiding down the spine of this mag. Every month you'll see a little more of him/ her/ it. The first person to write in and tell us who it is wins a mega software prize.

103 subs

FREE handheld game when you take out a subscription to *Game Zone*. It's a steal!

104 the twilight zone

Build your own virtual reality machine using only household items then realise that it doesn't work.





Super Mario Bros **plumb the depths on page 40**

GAME ZONE

14 Rathbone Place, London, W1P 1DE
Tel 071 631 1433 Fax 071 323 9343

Editor Paul Lakin; **Art Editor** Duncan Hemphill; **Deputy Editor** Jackie Ryan; **Production Editor** Vivienne Nagy; **Staff Writer** Jeremy Daldry; **Consultant Art Director** Vici MacDonald; **Contributors** Philip Dobree, Jane Goldman, David McCandless, Duncan MacDonald, Kai McMann, Sean Maddalena, Dave Rawlings, David Wilson; **Advertisement Manager** Simon Whitcombe; **Assistant Ad Manager** Lorraine Jenkins; **Sales Executive** Kasar Latif-Akhtar; **Ad Production** Alyson Mckay; **Advertisement Director** Alistair Ramsay; **Publisher** Teresa Maughan; **Group Art Director** James Egerton; **Production Manager** Jim Bully; **Group Classified Ad Manager** Cheryl Hamer; **Newstrade Circulation Manager** Sean Farmer; **Marketing Services Manager** Jane Meadows; **Subscriptions Manager** June Smith; **Managing Director** Colin Crawford; **Chairman** Felix Dennis; **Published** by Dennis Publishing Ltd.

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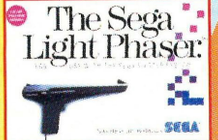
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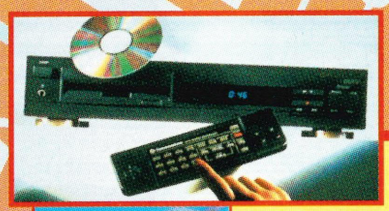
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NEWS

If you want to know what's hot, happening and to do with consoles then look no further - it's all here.





DAC a look at this!

This is a DAC Nintendo compatible. A crafty little machine that plugs straight into the back of your telly and lets you run British, Japanese, American and Asian Nintendo games all off the one system. Blimey!

How does it do it? Well we're not quite sure, but it's obviously pretty clever. Not only does it manage to get round the security codes built into all Nintendo games cartridges, but by using a combination of its inbuilt pin system and a Japanese to UK games cartridge converter, it also lets you play all the different game versions off the one machine.

The machine, which is neither licensed nor endorsed by Nintendo, is produced by a company called Digital Audio Corporation and retails for £119.



bart-er king

World domination by *The Simpsons* is nearly complete. Now not only will you be able to eat your double cheeseburger and chips whilst in Bart's company, but you'll also be able to snuggle up in front of the video with him too. Acclaim is promoting its NES version of *The Simpsons* both in Burger King eateries nationwide and on four soon to be released *Simpsons* videos. But for complete *Simpson* street cred you really need a Bart to share your bedroom. And we've got two seven foot tall Barts and ten Bart posters to give away. Just tell us:

What is the name of Bart's youngest sister?

Answers on a postcard pronto to Rather Brilliant Bart Compo, Game Zone, 14 Rathbone Place, London W1P 1DE, before Friday 15 November.



color me badd

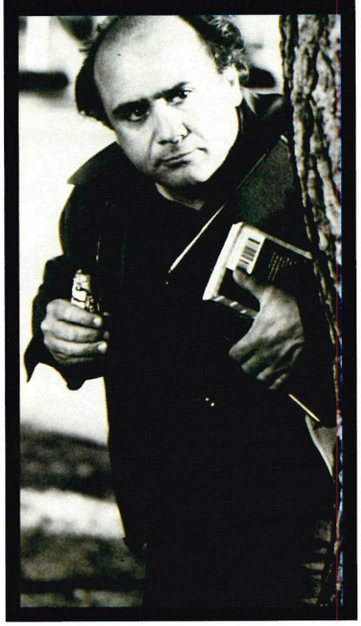
Except it's not actually. The latest craze amongst Game Boy owners is to take paintbrush and paint to the surfaces of the mini machines and indulge in a bit of customisation.

Brightly coloured Game Boys have been seen cropping up all over the place. We thought we'd have a go at sprucing up one of ours. Erm, but we weren't very successful. If you've done better, send us a snap shot to **The Gallery, Game Zone, 14 Rathbone Place, London, W1P 1DE.** If it looks like a Warhol or a Lichenstein we'll print your picture and maybe send you a prize. Then again, we might not.



mario at the movies

Everyone's favourite plumber is to be immortalised on celluloid. Nintendo has decided that its most famous and cuddly character, Mario, is ripe for portrayal on the silver screen. And one of Hollywood's film companies has agreed. But who's to be the person filling those red dungarees? Well after a fruitless search through the Plumbers section in the *Yellow Pages*, Hollywood moguls decided to plump for that infamous Mario lookalike Danny De Vito. Watch out for Mario in the cinema sometime in 1992.





sega play nes

Sega owners will soon be able to look forward to playing top NES games such as *The Simpsons* and *Smash TV* on their own machines. No, it's not thanks to a neat little piece of hardware that lets you play Nintendo games on your Master System or Mega Drive, but rather to a lucrative deal that Sega publisher Mirrorsoft has signed with Nintendo publisher Acclaim. The deal gives Mirrorsoft the rights to take Acclaim titles onto Sega machines in both Europe and Australasia. So Master Drive, Mega System and Game Gear owners should expect a visit from *Terminator 2* soon. Yikes!

hand in glove

Well you won't find one of these in the glove department of your local department store. The Mattel Power Glove is an innovative Nintendo-compatible control device which makes you feel like you should be auditioning for the *Paul Daniel's Magic Show*. Slip this magic glove onto your hand, load up any of your Nintendo carts, point your hand spookily at the television screen, say a few 'abracadabras' and with a mere wiggle of your fingers all the action on the game screen will be under your control.

The glove sort of works along the principles of a light gun – except it's a lot more sophisticated. It's very user-friendly too. Simply slip it on, plug it into your joypad using the special attachments provided, power up, make a fist a few times so it calibrates itself and away you go. The glove comes complete with nine different programs – each one suited to playing a particular type of game.

At present the Power Glove is officially marketed only in Japan and America, but it is available in this country through Medlantic, 10 Church St, Market Bosworth, Warks. CV13 OLD. Tel: 0455 291865. It retails at £44.95.



off the cuff

This is the bit of *Game Zone* where we fill you in on all the latest gossip on the console front. You know, all those salubrious little pieces of information that we, as industry moles, have managed to unearth. But the thing is, nothing very much seems to have happened this month. Well, it rained a bit which made a nasty splash all over our office windowsill. Oh, and last week our tube train was delayed for ages in the tunnel between Pimlico and Vauxhaull. That was a bit frustrating. Er... and basically that seems to be it on the gossip front. Except... oh, hang on a sec...

It seems three cheers are in order for Gremlin Graphics. It's just been granted a publishing licence from Nintendo. The company plans to release its first NES product *Power Golf* early next year. While on the Game Boy front, there are plans to release *Brainbender* and *Return Of The Tiger*. The company has also just signed up the Nigel Mansell licence. So perhaps we can expect an NES racing game sometime next year too.

We also heard tell that brilliant gamesplayers should be making themselves known to the makers of a new Channel 4 show *Games Master*. The show, all about video games and the people who make and play them, is looking for great gamesplayers to star in special 'gladiatorial' challenges on the show. Budding media mega stars should write to Hewland International, Gamesmaster Competition, 1 Indescon Court, Millharbour, London, E14 9TN. Enclose details like your high scores, name, age, occupation and address, and a recent photograph. A spot on the telly at the end of the year might be yours.

Activision has announced a brace of NES titles due out early next year including *Sword Master, Die Hard* and *Galaxy 500*. On the Game Boy titles such as *Boxing* and *Malibu Volleyball* look like appearing sometime after Christmas.

Dom and Mark at Domark are apparently feeling quite pleased with themselves at the moment. And so they should too. They've just signed a deal with coin-op giants Tengen which means they can market Tengen's Sega titles in Europe. Watch out for *Hard Drivin, Pacmania, Ms. Pacman* and *Rampart* for the Mega Drive on the Domark/Tengen label sometime early next year. But for a sneak look at how some of these titles are looking on the Master System turn to *Previews* over on page 88.

At Virgin Games we hear tell that *Tin-Tin* for both the Master System and Mega Drive is on its way.

Meanwhile back over at Mirrorsoft, the appearance of *Speedball* on the Nintendo looks fairly imminent. We saw a pre-production version recently and reckon that the game should be as fast and as furious as is possible on the Game Boy.





gear up

It may not look stunningly attractive, but this little black box with its electric blue knob could do great things for your Game Gear. It's a Master Gear Converter, a neat little device that basically turns your Game Gear into a miniature Master System. Brilliant.

All you do is slot the Converter into the back of your Game Gear, slip a Master System cartridge into the back and away you go. For just £35 you can double the amount of games you can play on Sega's little handheld at a stroke.

Thanks to Axe Computers for kindly supplying our Master Gear Converter.

bug off!

This rather peculiar looking fat, black, shiny, thing turned up in our office last week. But we needn't have worried. It was only the Bug – the latest in a new range of Sega and Nintendo-compatible joysticks from Cheetah.

The Bug is a rather useful hand held joystick which comes complete with eight-directional control and built in auto-fire. Ergonomically designed, it's suitable for both left and right handers which means that at a cost of £14.99 the ambidextrous amongst you should get double your value for money. Hoorah!





breaking and entering

It would seem that cartridges are not the only way to store console games data. In the States, pirate techno wizards have developed a piece of machinery with a 3 1/2 inch high density disk drive attached that can be fixed on to either the PC Engine, Mega Drive or the Super Famicom. Using a high speed modem the pirates are then able to download games and cleverly store them on disk.

Mind you we don't think that this form of data cracking will catch on very easily. Potential pirates need around a cool £1,000 simply to purchase the device!

we're on the air!

It's true! Not only is *Game Zone* available in print from your local friendly neighbourhood news vendor, it's also available in the form of a veritable cacophony of sound on your radio.

Radio Luxembourg (1440 KHz AM/208m MW) recently started up the hottest, most radical computer game show this side of Milton Keynes. And of course *Game Zone* is a part of it.

Every Tuesday night at 9pm *Zero Hour* (which is being produced in conjunction with *Zero* magazine, the best 16-bit multi-format computer mag in the cosmoverse) is 'on air' with music, news, reviews, fab compos and special features on all the latest game releases. Our bit is the *Into the Game Zone* feature and it's stuffed to the oscularthems with all the latest console news. Don't miss it.

smart stickers – free with the next issue of game zone

Don't miss the next issue of *Game Zone*. Not only will it be stuffed full of all the latest console news, reviews and previews but it will be bursting with brilliant competitons for prizes worth £4,000. And there's more! Don't forget to keep your sticky-fingered friends away from the fantabulous stickers available FREE only in the next edition of *Game Zone*.

kuchikomi

As everybody knows, Japan is *the* happening place for console owners. And if you want to catch up on all the latest developments in the Japanese console world 'Kuchikomi' is *the* column to read. First person to write in with the meaning of Kuchikomi wins a fab prize.

On the Super Famicom front, no fewer than four baseball sims were released in Japan this month as well as a brilliant tennis sim. It seems Japanese Famicom publishers are going sport sim mad. But shoot 'em up fans won't be disappointed. *Hyper Zone* is due out shortly – a game which plays like *F-Zero* but includes up and down control. And Famicom owners can also look forward to Kemco's role-playing game, *Lagoon*, Imagineer's *Pro Soccer* (which you in the UK know best as *Kick Off*) and Naxat's *Super Pinball*. Watch this space.

Meanwhile, the PC Engine seems to be taking a trip down memory lane with *1941* and *Squeek* due out shortly. The Engine also continues its recent trend towards role-playing games with *Sorcerian* on CD, due to be released about the time you read this.

For Mega Drive owners there's a veritable feast of arcade newies coming up including *Galaxy Force 2*, *Slap Fight*, *Fighting Master* and, you guessed it, *Baseball*.

The battle between the portables is still firmly leaning in the Game Boy's favour, with nothing much happening on the Game Gear. Still, lists of future releases for both machines are as long as your arm, but the Boy gets the spotlight this month with *Nemesis 2*, *Battle City*, *Fleet Commander*, *Elevator Action* and a team sport, first letter B that we can't quite think of at the moment.

On the hardware front, the latest joystick to hit the Japanese market is the new JB King joystick from Hal. It's cram packed with features, weighs in at slightly more than a bag of sugar and costs a whacking great £40. It's been receiving rave reviews in the Japanese games press. In fact, not wanting to be found guilty of the usual uncontrollable Japanese verbiage, *Hippon Super* even went as far as to say "it's perfect." It's official release date has still to be announced.

Anyone out there with money to burn may be interested in SNK's recent price cut of the Neo Geo, now down to around £210 over in Japan. *King Of The Monsters*, *Armoured Scrum Object* and *Burning Fight* have all been released at around £80, but you'll still need a bank loan if you want to get hold of this set-up.

And what are the most popular plays over in Japan at the moment? Well on the Super Famicom it's Square's *Final Fantasy*, on the PC Engine it's Liverhill Soft's *Burai*, on the Mega Drive nothing seems to GameZone 2 touch *Sonic*, whilst on the Game Boy *Wizard Gieden* from Asci seems to be the hit of the month.

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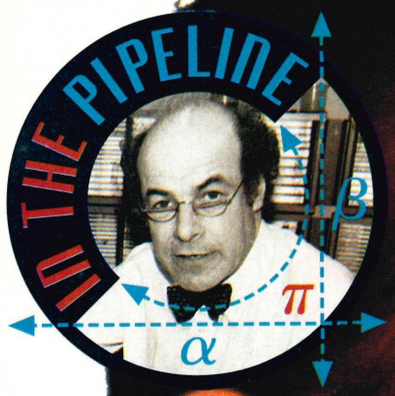
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Violent, merciless and virtually indestructable... but that's enough about *David McCandless*. *Game Zone* sends the only games reviewer with a degree in unarmed combat to Manchester where he squares up to Acclaim's *Terminator 2*.

This game, as you might expect, is centred around our Austrian meatball turned fine actor, Arnie. He pummels his way through various scenes from the film, dealing out that special brand of Schwarzenegger violence, carrying out his prime objectives – Get Clothes, Protect John Connor, Knee-Cap As Many Members Of The LAPD As Possible – and generally being 'good'.

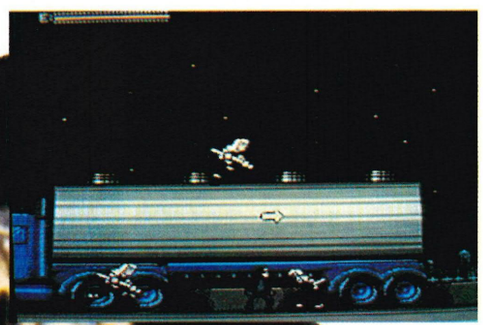
objective 1: find leader

The first level is the truck-stop at night, backdropped with oil tankers, lorries and motorbikes. The moon is out, the stars are shining, the city traffic rumbles along in the distance. Ah, peace. Not for long of course. Arnie is beset by tough rockers, mad American football players, and kamikaze bikers. Unfortunately, our family Terminator hasn't acquired his Uzi 9mm so has to rely on his bare feet and fists and extraordinary leaping abilities to see him through his troubles.

Cleaving his way through the mob, he finds himself in the pool hall, faced by the leader of the pack, who is actually bigger than Arnie. What kind of genetic mishap has to occur to make someone bigger than Arnie? "Originally we had the boss smaller than Arnie," says programmer Antony, "but Nintendo didn't like it, so we made him bigger."



Shy, retiring boy next door, Arnie goes Christmas shopping.



Arnie tries to fight his way out of a Happy Eater.

terminator 2

T3: scenario1*

Arnie, the ruthless cyborg killing machine, now knows 'why we cry' and has sent himself back in time to help some poor orphaned kids who live in a little house on the prairie... The camera pans across a placid wheat field, undulating gently in the wind. A little house is visible in the distance. Children are laughing and singing in slow motion. The sun is shining. Suddenly a great wind blows up. Arnie appears in a flash of lightning, crouched over, naked.

BOY 1: Wow! Who are you mister?

Terminator CPU view. Sizes up wide-eyed kids. 'TARGET: OBNOXIOUS BRATS' appears. Arnie focuses in on the largest boy.

ARNIE: Give me your clothes.

BOY 1: What is it? Wash day?

Arnie is suddenly seized by one of the new emotions that he has been 'programmed' with – embarrassment. He covers his nipples with his fingers and crosses his legs.

ARNIE: Just give me your clothes dickwad.

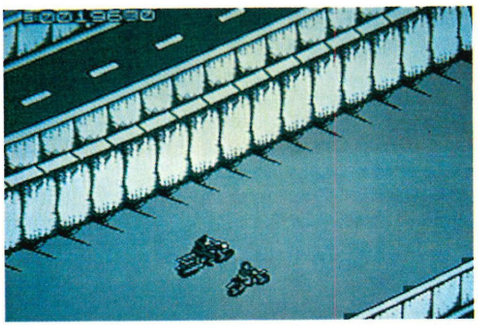
BOY 1: I can't take my clothes off or I will be beaten by my evil father who doubles as my pimp.

Arnie cries at the vast injustice of it all. Terminator CPU view. Large animated tears fall down the screen.

*maybe



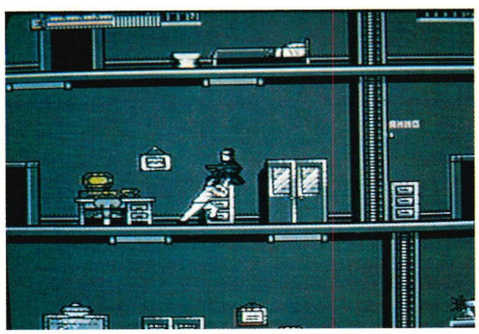
That's the last time you laugh at my acne.



So what've you got against the road , Arnie.

objective 2: protect john connor

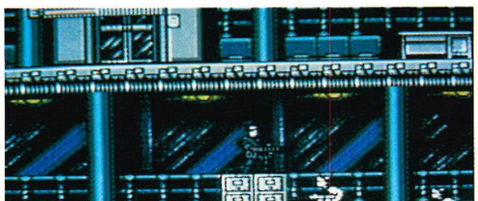
Level two is based on the canal chase sequence in the film, with massively fast scrolling and isometric graphics. Arnie has to weave in and out of assorted canal obstacles (dead tramps, Austin Allegros, piles of Amstrad GX 4000s) and reach John Connor before the pink tow truck bears down on them both. It's hi-speed hardware scrolling at its best. The scenery bullets along and Arnie gracefully sweeps left and right to avoid the truck and low-lying bridges. No Uzi 9mm as yet, but we're hoping.



NHS sim; find the empty hospital bed.

objective 3: find sarah connor

The Pescadero State Hospital is the setting for level three. Arnie has at last been reunited with his beloved Uzi 9mm, but is rather upset to learn he's 'not to kill anyone'. Faced by hordes of slavering security guards and peculiar men in white suits wielding broom handles, Arnie tamely 'knee-caps' everyone he encounters, and loses points for shooting people in the head.



objective 4: destroy cyberdyne research

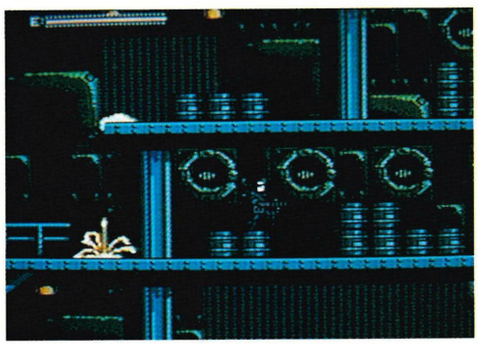
Sarah Connor has gone nuts and tried to assassinate the scientist Miles Bennett Dyson, creator of Skeynet, the self-aware computer system that will destroy the world in 1997. She cannot complete the cold-blooded act, but Arnie, John, Sarah, and Miles (now shot), infiltrate the Cyberdyne building to destroy all the files. Good idea in theory, but complicated by the maze-like properties of the building, the increasing number of SWAT team members and security guards haunting every floor. Uzi's here, but same rules apply:

John: Don't kill anyone!

Arnie: [Hurt voice] What, not even with the Uzi 9mm?

John: No!

Barrels of explosive have to be retrieved from each floor and placed in indicated places on the top floor. A quick leap in the lift and kaboom!



Changing his image, Arnie provides a barrel of laughs.

objective 5: destroy T-1000

Having repulsed seven hundred police men (with exactly 0.0 human casualties), obliterated the files, the Cyberdyne building and a substantial area of downtown LA, Arnie reaches the steel mill. The T-1000 is in hot pursuit and Arnie must leap through a tortuous scrolling maze of molten steel drips, deep pits, narrow corridors, hydraulic presses, swinging chains and flame throwers. No Uzi in this sequence, alas. Even Uzis are useless against the T-1000.

Arnie does some filing... sorry firing.



interludes

All the game levels are linked with zappy, in-depth, Nintendo-style scenes from the film which set the scene and spoil the plot if you're too young to see it.



This is the title screen showing Arnie and his cybernetic innards. It flickers and clicks and beeps like all good cyborgs do.



Arnie struggles with the concept of not being allowed to kill anyone. "I am a termeen-ay-dor," he insists, rather unconvincingly.

This screen links most of the levels. Above the scary endo-skeleton are your mission details and directives, which must be followed to the letter, or you will be termeen-ay-ded.

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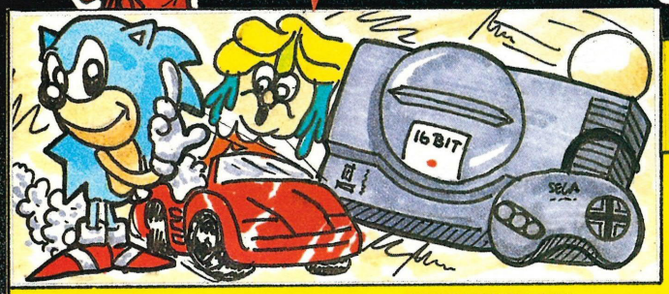


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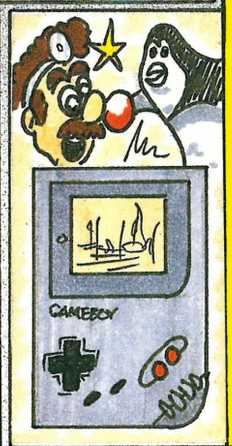
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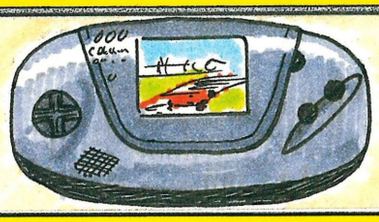
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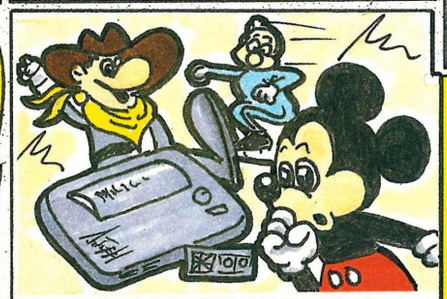
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film facts



fact 1 *Terminator 2* is reputed to be the most expensive film ever made, cashing in at a meaty $100 million. Not all the moolah was lavished on special effects however. Before director James Cameron could even unfold his tarpaulin chair and start calling people "darling", he had to fork out $5 million to his ex-wife, Gale Ann Hurd to buy out her share of the *'Terminator* Concept' (and ditto to Hemdale Films, the company who made the first one). Then James had to go back to the cash machine and withdraw 15 million smackers just to pay Arnie. Blimey!



fact 2 With this much money riding on two hours and 16 minutes of film, the investors were sweating a little bit around the collar in case the film bombed. Not so of course. *T2* raked in $82 million before it was even released: $65 million for the theatrical rights, $10 million from video licensing, and a cool $7 million from sales to TV companies. Not only that, but it recouped all its $100 million outlay in the first two weeks of general release in the states.



fact 3 The first un-cut version of the film weighed in at just under three hours, too long for a family film so several sequences were cut. The future war intro sequence was originally ten minutes long. During the mid-film lull, the part when Sarah Connor and co. head for the desert to grab some weapons, originally Sarah was forced to shoot Arnie in the head at close range to prove to her compadres that he is a cuddly robot.



fact 4 There are two sequences in the film where two Sarah Connors (actress Linda Hamilton) are on screen at the same time. No trick photography was required however, since Linda Hamilton has an identical twin sister called Lindsey who stood in for these shots.



fact 5 During the lorry chase sequence, Arnie careers off the road and flies 50 feet into the empty flood canal still on his bike. What you don't see is the overhead wire rig and industrial strength cables that lower Arnie and bike sedately into the canal. They were digitally removed from the film afterwards by a rather large and extremely clever computer.



fact 6 When the T-1000 comes out of the liquid nitrogen spill, he is frozen solid. When he tries to take a step his ankle snaps off; he takes another and leaves his knee behind. For added realism, James Cameron used a stand-in actor who was actually missing those body parts.

the programmers

In a small backroom two 'talents' have been slaving over hot PCs and development modules to bring you this scrolling shoot 'em up. Sun-crinkled pictures of Linda Hamilton clubbing people are stuck to the walls. Scenes of mayhem from the film are scattered on the floor.

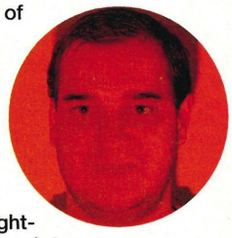


"Nintendo wouldn't let us use the word 'kill'. Instead the T-1000 is sent to 'get' John Connor. It's a family game you see."

Such are the rules imposed by coporate games-mogul Nintendo. Programmer Steve also laments the lack of memory. "I wanted to have more pictures of Arnie and sampled speech. You know, "Uzi 9mm" and "I'll be back" – but there wasn't enough memory."

The Nintendo only has 128K . Isn't that a bit tricky to work with?

"Well yeah, but a special development system called MMC3 allows us to access and maximise the Nintendo's banks of memory easily. I program on a PC and just port the stuff down to the Nintendo."



The project started five months ago, just as the film was finished. Steve and Antony worked from a mass of press photos, the original storyboard and a worth-its-weight-in-gold copy of the script. "The scripts were being sold for £200,000 before the film was out. We could have made a fortune."

"Er, but we didn't," Antony adds quickly.

"Yeah, right."

So what did you think of the film?

"Good. Really good. Arnie's great."

All right then, that's enough about films. This is a console mag so... er... what do you think of the Famicom?

"Graphics-wise it's unreal. Unbeatable. The rotating chip is stunning, but [conspiratorial tone] the japs, you see, slip extra chips into their cartridges to do special things. We can't do that here because we don't have the hardware support".

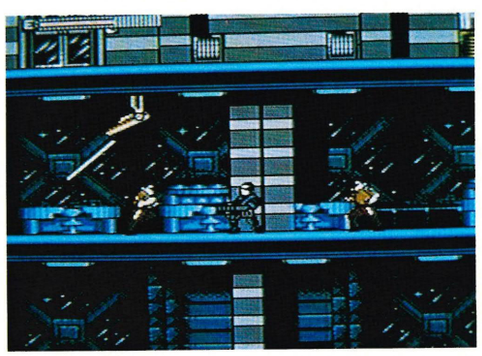
What about the Mega Drive?

"Well, it suffers from being 68000, which is a poor games processor and takes tons of memory so most of the Sega games I've seen are either technically excellent and average on the gameplay side, or vice versa – except for *Sonic* of course."

It must be pointed out that Software Creations is licensed to Nintendo and it is in their contract to regard 'Sega' as a four-letter word. What about the Game Boy, eh Steve?

"That's Nintendo innit? Excellent machine." E

Out: early 1992
Publisher: Acclaim
Price: £tba



In five seconds time two of the characters in this screen will have no use for long trousers.





betty boo

The divine Ms. Boo's interest in computer games started with her brother's Atari ST, but she now has a rather impressive console collection of her own. A Mega Drive, a Master System, a Game Boy, an NES and a Super Famicom. The Famicom is her current fave bit o' hardware, and top of her ratings for the soft stuff is **Super Mario Land** (Game Boy) **Super Mario World** (Famicom) and **Speedball II** (Master System). Says Bet: "I love playing games but I'm hoping to get even more involved too. It looks like 'Doin' The Do' is going to be sampled on **Magic Pockets**, which is brilliant. There's a bit of talk about doing a Betty Boo game, but that's only in the early stages at the moment. Ideally, I'd like it to be a street-fighting type game about making it in the record business with dangerous weapons to throw at people."

I love playing games...



michael jackson

Good ol' 'Wacko' is undoubtedly one of Sega's biggest enthusiasts and his Encino pad boasts an arcade room stuffed to the gills with real Sega arcade units. He's also got a Mega Drive, and word has it that he thoroughly enjoys powering-up his very own **Moonwalker** game and makes himself twiddle around a bit on screen (it's less tiring than twiddling around in person, I suppose). He's also the lucky owner of one of the very special limited edition white Game Gears that are currently only available in Japan (watch out for 'em on these shores next year).

gary davies

The Radio 1 hero is a Game Boy owner and **Tetris** addict, and always spends his train journey to work and to 'gigs' getting stuck in. He said: "My other passion in life is golf, so if they'd only invent a golf game on the Game Boy, I'd be over the moon. They have? Oh brilliant. That is good news."



lloyd cole

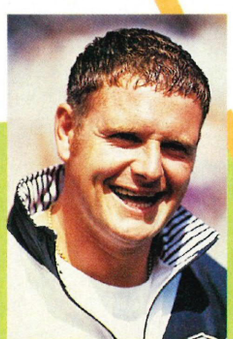
Lloyd and the rest of his band all have Game Boys and can usually be found firmly linked-up of an evening, playing heated bouts of head-to-head Tetris. They're such fans, in fact, that they've even written a song about it.

vic reeves' big

What has Dannii Minogue got in common with Angela Lansbury? Apart from both being female and having a penchant for tiny little sequined hotpants and fishnet vests (*Are you sure? Ed*), they're both part of the ever-growing ranks of famous console owners. If you've got a console you're in good* company. *Jane* 'my parents live next door to Betty Boo' *Goldman* went to investigate.

***Generally speaking.**



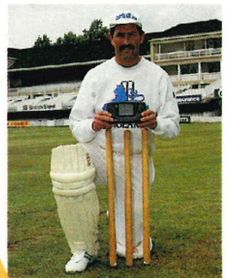


paul gascoigne

Cheeky Geordie chappy Gazza got given a Lynx by the caring, sharing folk at Atari when he was in hospital receiving treatment for his manky pin earlier this year and has been hooked ever since. His current cart of preference is the stonking WWII flight sim, **Warbirds.**

graham gooch

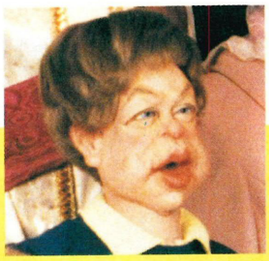
The cricket supremo is the proud owner of a Game Gear (rumour has it he keeps one handy tucked away in his box), and he's usually to be found stuck into a few laps of **Super Monaco GP.**





david bowie

Good ol' Dave's got a Sega Game Gear and a Game Boy, and it would seem that puzzle games are his favourite, as his preferred carts for his hardware are, respectively, Columns and Tetris.



prince william

As soon as news broke of young Prince Wills tragically getting his bonce bopped with a golf club, those generous and thoughtful types at Nintendo sprung into action. In no time at all a Game Boy was winging its way to his bedside. Reports came back that he and wee bro Harry were having a high old time with it. But, we wondered, were there other console fans lurking amongst the Windsor clan? We asked Buckingham Palace Press office. "Erm... I'm sorry, I can't help you with that..." said the Royal spokesperson. So Princess Di never indulges in a crafty bout of **Tetris** when the lads have gone to bed ? "Er... I have no idea. Sorry." What about the Queen Mum, then? She seems like quite a card. Perhaps she enjoys zapping the bejazus out of a rousing game of **R-Type** over a gin gimlet after a hard day's engagements? "Look, I really can't be of any assistance to you on this matter." Oh well.

bass-o-matic

The guys are all-round console enthusiasts – they share a Mega Drive and they also all have Game Boys. The eagle-eyed amongst you might have noticed that on their latest album they give Sega a credit for artistic inspiration, while the eagled-eared will have noticed the Super Mario Land ditty sampled on their last single!



caron keating

TV temptress Caron's hubby Russ reports that she is often to be found tinkering with his Game Boy. She just can't get enough of **Super Mario Land** and **Tetris**, while Russ prefers a round of pixellated **Golf**, but luckily, they don't mind sharing the hardware.





I play my Mega Drive while I'm cooking!

night in!

bros

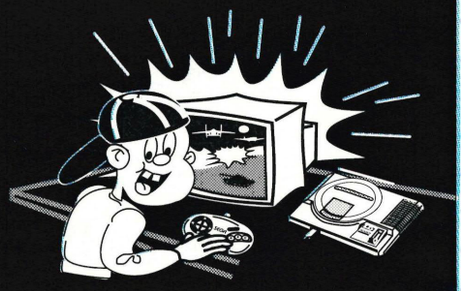
Matt and Luke have a Lynx, and although they've got a decent collection of games, their favourite diversion is still the good 'ol surfing on the freebie **California Games** cart. Says Luke, "It's definitely one of the most exciting games I've played. It's best if you get four players hooked up - then it's really wild!"

Continues on page 20

vic reeves

Britain's top light entertainer and singer started his console collection with a Game Boy last year and now owns a Mega Drive too. He told us: "I'm currently getting very involved with Sonic The Hedgehog. I love it. I love the speed. It's brilliant. I've not got all that far though – I can get a few levels into world two – the marble ruins – and then I get completely foxed in some tunnels and am in need of help. It's horribly frustrating and sometimes I just want to take a hammer to it. On the Game Boy I like puzzle games best, like Cat-trap and Pipe Dream. I'm rather good at Pipe Dream. I got all the way through to the end of that and onto the level where you have to fill every single square. I managed that the first time but never again since then – it's always the way, isn't it? It's a rather sad story, why I'm so good at Pipe Dream: I was working in Manchester with Bob for a few days, and then Bob went home and I didn't know anyone, so I just sat in my hotel room from 5.00 till 12.00 one night playing Pipe Dream. A rather sad tale of a lonely life, that. I quite like Qix, too, but I often get bored and don't do it in quite the correct manner. I just draw huge shapes and hope for the best. I once got 98% that way, but it was just a one-off. Like I said, my favourite Mega Drive game is Sonic, but I like stuff like Fantasia too. I've got quite a large collection of games, but unfortunately I don't actually like all of them. I bought Italia 90 because someone told me it was really good, and I can honestly say it's the worst game I've ever seen. I've got Centurion, which I don't like either because I don't really like games where you have to plan stuff ahead and think a lot – it's a bit like being a train spotter. Of that kind of game, the one I dislike least is Populous, but it can get to the stage where you feel brain-dead. I mean, basically, you're just raising and lowering land... Quite therapeutic, though, I suppose. I have my Mega Drive set up in the kitchen and I always play it while I'm waiting for things to cook. Since Sonic though, it always ends up with me still playing three hours later and the dinner's cold. It's all so addictive, isn't it? It's a technological drug. It can't be good for you. Mind you, it's better than being hooked on heroin. I like the idea of having a Vic Reeves game. I think it should involve world domination through the invention of various products, such as a device to transport mackerel directly from the sea to your fridge. Yes, that would be a good level along the lines of Pipe Dream – channelling fish through land. Marvellous."

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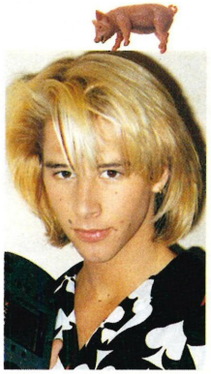


rowland rivron

Rowland – a.k.a. Dr. Scrote and Duane of *French and Saunders'* brilliant Raw Sex duo – first got into gaming when he borrowed a friend's Game Boy on holiday last year. He spent the rest of the holiday glued to **Tetris** and **Tennis**. Last Crimbo he became the proud owner of a Game Boy and a Lynx. He told us: "My favourite Lynx game is **California Games Surfing** – I just keep going back to it. My high score is 7000. Is that any good? I don't know. Apart from that I like a bit of **Blue Thunder** – it certainly gets your aggression out. **Gates of Zendocon** is good too. You can really lose yourself in that. Literally. A friend lent me **Pacman**, too, but... Errr... No. Tetris used to be my favourite on the Game Boy but I've not played it for ages. I left it after topping 100 in a drunken haze one time... My favourite game of the moment is the pool table one. I've forgotten what it's called. You Versus The Pocket or something. No, no, **Pocketball**? It sounds vaguely rude. Perhaps that's what caught my eye in the shop initially. Anyway, it's brilliant, and I play it all the time. How does it compare to regular pool? Well, it's a lot smaller for a start and you can play it on the toilet. I tried playing real pool on the toilet once, but it wasn't nearly as good."

Continued from page 17

I tried playing pool on the toilet once...



chesney hawkes

Clean cut and strangely cuddly pop star Chesney Hawkes is something of a Lynx fan "I've found it's the best way to while away the hours on the tour coach between gigs, especially because you can plug it into the cigarette lighter adaptor to save batteries, and of course, the whole band can link up and play against each other." His favourite games are **Gauntlet III** and **Chip's Challenge** "because they take some thought and you can get really involved in them." Chesney's interest in computer games dates back to the dim distant days of **Donkey Kong** which is, oooh, ages old. For the future he'd like to see more "adventure games, sort of strategy or role-playing things. But I guess you need a way to save your position." Atari tells us it's working on this problem and there'll be some big news soon. So that's lucky, isn't it?



george bush and general 'stormin' norman schwarzkopf

Reports from the US say that when Norm's not blasting the poo out of the towel-heads, he likes to sit down for a civilised break with his NES and blast the poo out of some pixellated nasties instead. The prez, meanwhile, has a Game Boy, which he played extensively whilst laid-up in hospital with a gammy ticker earlier this year. When we phoned the White House for a quote, they told us: "I'm afraid we can't help with your enquiry because it's five o'clock in the morning and there's no-one in the press office." Oh.



mark moore

S-Xpress' genius DJ and knob-twiddler is a console fan, but doesn't actually own any. His plans lie on a much larger scale... He revealed: "I'm a terrible collector and my flat is bursting with my record and video collections, so although I've been tempted to buy a console of some sort for a while, I thought I probably shouldn't because I'd end up buying so many games for it that I wouldn't have anywhere to put them. Instead, I've decided to invest in a couple of real arcade machines, cos there's just enough space in my music room. I think I'm going to go for **Gauntlet**, because it's an all-time favourite of mine, and also **Smash TV**, which is my current passion. It's too brilliant. **Narc** used to be one of my favourites, so I knew I'd love Smash TV from the start because it's by the same people, but I think I like it even more than Narc now. I love the way the eyeballs fly around when you blast people!

more nes and gameboy owners

Michael Keaton
Tom Cruise and Nicole Kidman
Jack Nicholson
Michael J. Fox
Rob Lowe
Christian Slater
Gloria Estefan
Geena Davis
Robin Givens
Whoopi Goldberg
Eddie Van Halen
Tom Hanks
Goldie Hawn and Kurt Russel
Henry Winkler ('The Fonz' from *Happy Days*)
Stefan Edberg
Emily Lloyd
Bomb The Bass
Neneh Cherry
New Kids on The Block
McCauley Culkin (*Home Alone*)
Fred Savage (*The Wonder Years*)
Pee Wee Herman

demi moore and bruce willis

The Hollywood love-birds have an NES and Bruce even made sure that a reference to his favourite console got slipped into his multi-squillion-dollar, non-box office smash, *Hudson Hawk*. For those who haven't seen it, the flick ends with Bruce turning to co-star Andi McDowell and asking "Will you play Nintendo with me?". Frankly, one would have imagined he'd have preferred a spot of rumpy-pumpy with Andi instead.







dannii and kylie minogue

The pint-sized antipodean cuties like their electronic entertainment in a similarly diminutive form – they've both got Game Boys. Dannii informed us: "I'm best at Tetris – my highest score to date is 134 lines, but Kylie always beats me at Super Mario Land, because she plays it all the time. The furthest I've managed to get is about three levels into world two, but I'm going to keep practising!"

robin williams

The Williams household has had an NES for positively yonks. Our Rob's all-time favourite game is **Legend Of Zelda**, and just to prove it, he even went so far as to name his daughter Zelda. However, rumours that he also has twin boys called Mario and Luigi are completely unfounded (i.e. we just made them up).



vic reeves' big night in



danny baker

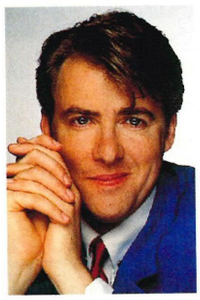
You'd be hard pressed to find a truer console enthusiast than TV host Danny. He's got a Sega Mega Drive, a Master System, an NES, a Lynx and a Game Boy. "I like most stuff except yer street-fighting stuff. I can't get enough of sports games. My great sorrow is that because most of the best programs come from the US and Japan, nobody's managed yet to produce a really top soccer game. The biggest disgrace on the soccer front is Nintendo's effort – the players are little bloody animals with super-powers. I spend a couple of hundred quid a month on games. In fact, I just bought a new one this afternoon – **Alien Storm** for the Mega Drive. Yesterday I bought **Fantasia.** The graphics are great, but as a game it's a real wash out. I'd have to say I'm a Mega Drive man. Mind you, the Game Boy might just measure up, being the handiest, especially for the brilliant **Scrabble** I just bought on import. A favourite game?. Despite my many reservations, I'd say **World Cup Italia 90**. It's probably the best soccer game available to date although I don't find it all that satisfying – I can finish it in about 45 minutes without conceding a goal."

more mega drive and game gear owners

Lindy Layton
Junior
Kim Wilde
Smiley Culture
MC Tunes
Jive Bunny
Inspiral Carpets
Glenn Goldsmith
Simon Bates
Jakki Brambles
Bruno Brookes
Andy Crane
Stefan Edberg
Chris Tarrant
Jazzy B
Andi Peters
Boris Becker
Alan Smith
(Arsenal)



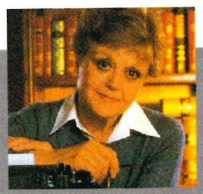
jonathan ross



Jonathan Ross revealed: "I always played the arcades ever since I was at university, but I never owned any of the early consoles. The Master System got me hooked and now I'm a confirmed addict. If I had to pick a favourite console, I'd say the Famicom and the Mega Drive would tie for first place. My only reservation about the Mega Drive is that there's no quality control over the games released for it. There are some incredible games, but there are some really duff ones too in terms of graphics and gameplay. So far I've found all the Famicom carts are really good and assume there's more control over what's released for it. It's hard to pick a favourite handheld. I'd say the Turbo Express and the Game Boy. The Express uses the regular carts from the full sized console, so the games are all as fast, playable and sophisticated graphically as full-sized console games. My current passion is **Super R-Type** on the Famicom. As all-time favourites I'd have to mention **Super Shinobi** and **Sonic** on the Mega Drive, **Splatterhouse**, **Jackie Chan**, **Bonk's Adventure** and **Atomic Robokid** on the PC Engine, and **Operation C**, **Nemesis** and **TMNT** on the Game Boy. I still play the arcades and I get excited when a game I've loved comes out on console – I waited for years for **Legend Of Tonma** to turn up somewhere after I got hooked on it on holiday. It finally appeared on the PC Engine.

top 5 celebrity games

1. **Tetris** Game Boy
2. **Super Mario Land** Game Boy
3. **Sonic** Mega Drive
4. **Speedball 2** Master System
5. **Super Monaco Grand Prix** Game Gear



angela lansbury

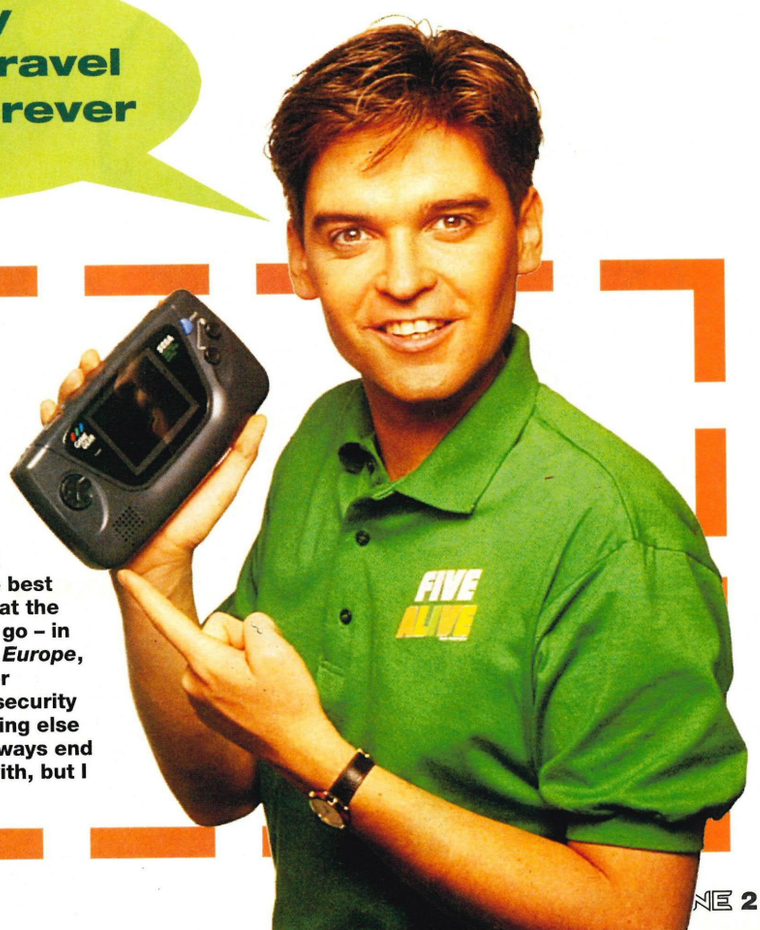
You're never too old for a bit of console action as the lovely, crumbly, crinkly, cuddly, lavender-scented* old *Murder She Wrote* star Ange – who has her very own NES – goes to prove.

(* Well, she looks like she smells of lavender anyway.)

vanilla ice

We didn't manage to speak to Vanilla, that silly old sausage of the rap 'scene', but our spies tell us that he has an NES back home in his Miami pad. His favourite games are anything of the racing variety, especially one involving trucks that he can't remember the name of. When he "hits the rock 'n' roll highway" (i.e. goes on tour) he likes to grab a few games of whatever's going on the Game Boy belonging to a mate of his who travels with him, who, according to our aforementioned spies "has a silly name like Stig or Banana or something".

Both my handhelds travel with me wherever I go!



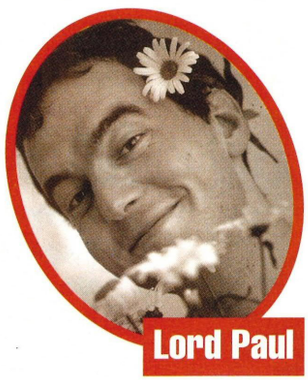
phillip schofield

Pippy told us: "I've got an NES, plus a Game Boy and a Sega Game Gear. I keep my two handhelds with me at all times and play them whenever I get a spare minute. They suit me brilliantly, because I'm usually so busy rushing around working that I don't have much time at home. My favourite game on the Game Boy is **Super Mario Land**, and, of course, **Tetris** – it's so addictive! **Super Monaco GP** on the Game Gear is probably the best game on the Game Gear for ages, but I'm playing a lot of **Shinobi** at the moment too. Both my handhelds really do travel with me wherever I go – in fact, I've just been off filming abroad for a new series of *Schofield's Europe*, and they've been tucked away in my little backpack with all my other essentials. The only problem is that I always get stopped at airport security after they've gone through the X-ray thing and I have to turf everything else out of my backpack to get to them, so they can check them out. I always end up taking twice as long to get through as the other people I travel with, but I haven't missed a plane yet, thank goodness!"

revi

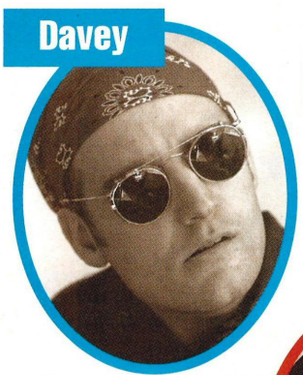
the cartridge family

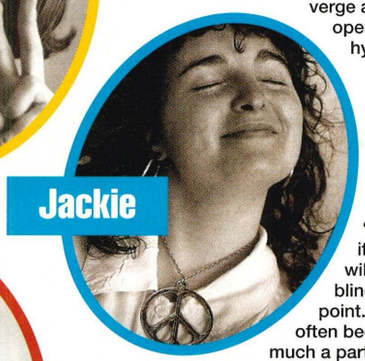
During working hours our reviewers huddle together over the office consoles, checking out the latest game releases. But when their work is over, well... Wearing flared trousers, flowered shirts and headbands, they travel the length and breadth of the country in their psychedelic mini-bus. They are The Cartridge Family. An all-dancing, all-singing pop sensation. They love the world, the world loves them and adventure is never far away...



Lord Paul "What's that back there?" asked Paul from the driver's seat of the mini-bus, nodding into his rear view mirror at a strange blurry shape bouncing along a few hundred yards back down the road. Everybody stopped playing their guitars and turned round to see for themselves. "It's gone into the hedge," said Jackie. "I'd better investigate!" Paul pressed the brake pedal, steered the bus carefully onto the grass verge and turned off the engine. Jackie opened the psychedelically adorned hydraulic doors...







Jackie "I won't be gone long," said Jackie as she clambered down the steps. Everybody looked concerned and Jeremy suggested that maybe they should all go, in case there was trouble. "Better not," cautioned Jackie. "It's an important concert tonight – and if something terrible happens none of us will make it. Who will entertain all the poor blind orphaned children then?" She had a point. (Besides, Jackie and danger were often bedfellows – adventures like this were as much a part of her life as her songs.)

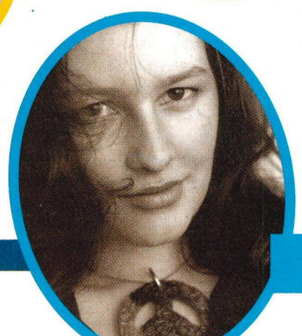






Jeremy Jeremy was beside himself with worry, but he needn't have been. After fifteen minutes Jackie returned, safe and sound. "I've found the strange mystery object," she said. "It was our rear offside wheel. It's come off. It's okay, but I can't find the securing nuts anywhere." Jeremy checked his watch. "Oh no," he said. "How do we put it back on again without the nuts?" Nobody knew. Over 50 miles left to travel in a multi-coloured tour bus with only three wheels. The Cartridge Family were sunk.

Davey Ever the most resourceful member of The Cartridge Family, Davey had an idea. "The spare tambourine will do the trick nicely," he announced. "The four finger holes are spaced in exactly the same positions as the wheel-bolts. If we replace the wheel and jam the tambourine



ews

over the top, we should be back in the game, as they say. We'll be there in no time." Paul was impressed. "Brilliant," he said. "As long as the wooden disc holds out, the non-sighted orphans shall have their musical evening after all. Hoorah!"

Macca As you may have gathered, The Cartridge Family are a rather pleasant bunch – loving, caring and always willing to make a sandwich for a starving person: but there's generally an exception in every group, and in the case of The Cartridge Family, it's Macca. Sitting quietly at the back of the bus, he cradled his bass guitar and looked angrily out of the window. "How much are we being paid for this stupid gig anyway?" he demanded. "Nothing," replied Paul. "Typical," snarled Macca. "Absolutely bleeding bloody typical."

Dunc "Hey look! A load of children in the road," said Dunc, half an hour later. The bus stopped and everyone got out. "Are you The Cartridge Family?" asked one of the children. "Why, yes," replied Paul. "We're on our way to play at an orphanage for the blind. What's your name?" "Timmy," said the child. "I'm one of the blind orphans," he gestured vaguely behind him with his stick, "...and these are the others." Paul was stunned. "But how did you get here all on your own?" Timmy explained at length...

Janey "Well I never," remarked Janey. "So you were in the middle of a cross-country run when your gym mistress died of a heart attack." "Yes," said Timmy, "and being blind we knew we'd never find the way back alone in time for your concert." Janey smiled. "But then you heard the jingle-jangle of the tambourine from our rear wheel, eh?" "Exactly," said Timmy. "We knew it was you. We knew The Cartridge Family wouldn't let us down." Janey picked Timmy up and gave him the biggest hug he'd ever had!

Teresa Very soon The Cartridge Family and all the blind orphans were on board the bus, heading for the orphanage – and the gig of a lifetime. Teresa started to sing a folk-style song she'd just made up: "We can see you, Nonny noo nonny noo, But you can't see us – and you can't see our bus..." and so it went on with a "But we love you" at the end of each verse. "You're all so kind," said Timmy, choking back the tears. In fact everybody was weeping by this time (except for Macca, that is, who was being violently sick down at the back).



The Cartridge Family*

**It's The Partridge Family actually. Ed.*



OVERALL 85

Out: December **Price:** £39.99
Publisher: Electronic Arts

Scores are broken down into four categories: Graphics, Sound, Addictiveness and Playability. In each of these categories the game is scored out of ten.

There is also an overall score out of a hundred. This is not an average, total or square root of the other four scores. It's a complete stand alone score. In fact if you just want to read this score and ignore the rest of the review, well that's fine... it's a free country... *(Don't start. Ed)*

skill zone

Let's face it, who actually reads the reviews? No-one. You simply look at the pictures and then cast your eyes straight down the page to the score. It's heartbreaking really, all that time we spend searching for the right word, the most poetic turn of phrase and does anyone read it? Not that we're surprised of course, hurt yes, but surprised... (*Pull yourself together man. Ed*) Oh well, if you're only going to read the score box we'd better explain how it works. The reviews are divided into three sections. Consoles covers the big, sit-on-the-table-and-look-impressive machines while Handhelds takes a peak at their pint-sized relatives. Finally it's into the strange world of Import, games which haven't been officially released in this country but are available from the so-called Grey Importers. The imports section includes both Consoles and Handhelds. Games reviewed here only receive an overall mark and shortish review because they are not as widely available as games in the main section.

CONSOLE

HANDHELD

IMPORT

MEGA ZONE

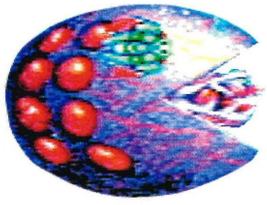
Games which get over 90 in their overall score win a Mega Zone which isn't a new ice cream from Lyons but shorthand for 'this game is the complete and utter business.'

ZONE GROAN

Any game with a score below 20 gets a Zone Groan and a one-way ticket to the bin.

brill zone

Some games get played, reviewed and bunged back on the shelf. Others hang on in there in the "Just one more go then I'll do some writing" syndrome. (*You mean "Touch that game again and you're fired" syndrome. Ed.*) The five games currently standing between us and getting this issue out on time are...



1. **Super Mario 3** Nintendo
2. **Ice Hockey** Mega Drive
3. **Pilotwings** Super Famicom
4. **Star Control*** Mega Drive
5. **California Games** Lynx

*Only admired by Dunc and Paul – everyone else hates it.



Xenon II

What's the similarity between *Duncan MacDonald* and *Xenon II*? Is it? a) They've both been converted to the Master System or b) They both live in a cardboard box on the *Game Zone* shelves.*

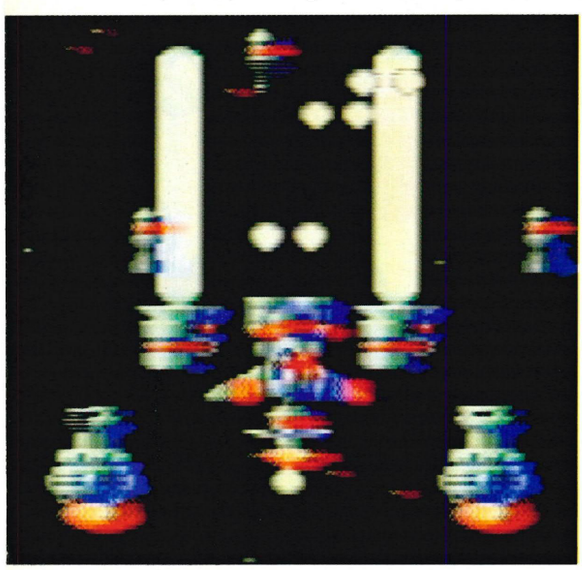
With coin-op conversions, it's generally worth making comparisons between the arcade original and the game you end up plugging into your telly. However, in this case it's slightly different, because while *Xenon II* **is** a conversion, it's not from the arcades – it's from the 16-bit computer world. So is there any point in making comparisons at all? Probably not, so I won't bother. Let's pretend this is the first time *Xenon II* has ever appeared anywhere, eh? It's easier that way.

Xenon II. It's a brand spanking new game, the like of which has never been seen before. Anywhere. Ever. I'd better tell you the scenario first, which, like all game scenarios, is extremely stupid: try this for size. "Some Evil Geezer from the future has travelled back in time and has planted bombs in five crucial periods of Earth's history. He intends to destroy mankind by destroying the process of evolution which led to its existence in the first place."

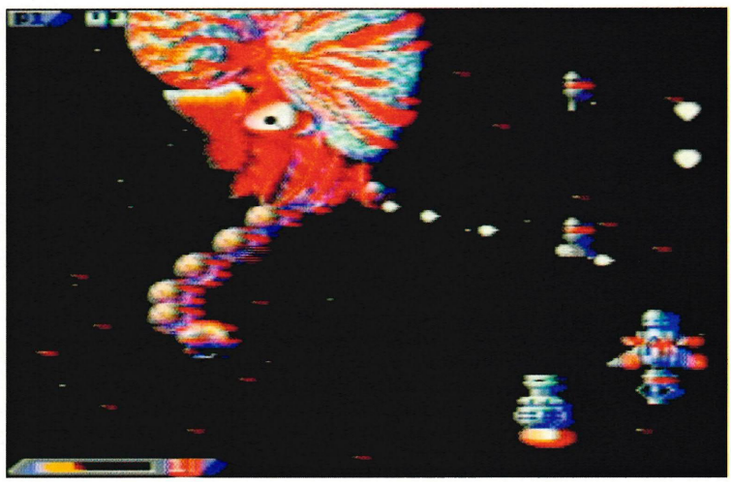
Silly, eh? If the mission is a success then the Evil Geezer will cease to exist (as he's part of mankind himself), and if the Evil Geezer ceases to exist then he wouldn't have been able to plant the bombs in the first place. If you think about this deeply enough it means that... er... oh dear. Um...

it's all very confusing

Yup, this jaunting around in time lark leads to all sorts of headaches, and no mistake – but luckily there is something you can do about it. Travelling through the five vertically scrolling time zones you can disarm the bombs before they go off, and then nobody need worry about a thing. Smart eh? No paradoxes. So what are the five levels like? Well, murder's a pretty good word here, because they're not easy at all, and you only get three lives. Another good (though slightly poncey) word is 'beautiful', because – well, just take a squizz at the screenshots. You could be forgiven for thinking this was a Mega Drive game, couldn't you? But don't fret, it isn't – it's a Master System game alright. I think. Actually, hang on a minute, I'd better check. (Sound of someone checking something). Phew, yes, it's a Master System game. Thank God for that. I would have had to have started again. *(Get on with it. Ed.)*



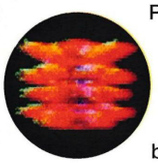
A full compliment of weapons. Twin everything's, from missiles to lasers to photon bullets. (Leave room for a while and the ship may well complete the game itself.)



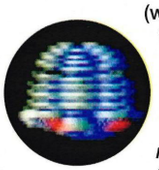
A giant end-of-level 'mutha' which squirts death from its moving truck thing. Below are some of the beasts that try to stop you reaching it. Tip: shoot when tail is swinging right.

Now, I don't know about you, but I sometimes get a little bit tired of all those 'samey' Japanese shoot 'em ups. You know the sort I mean, not classics like *R-Type*, but the ones that crop up every eight picoseconds and call themselves things like '*Astro Force*' or '*Ultra Warrior*'. Those ones. We've all played them, haven't we? They nick a bit from this and a bit from that, but at the end of the day they're rather boring – play one and you've played them all basically. The reason I mention this is that *Xenon II* is something of a refreshing change. For instance, the amount of time that's been spent on the design of the backgrounds really shows. You could frame some of the things and hang them on your wall. And the same goes for the nasties, which, well, what can I say... each one is a tiny masterpiece in its own right – and they're fully animated in most cases, whether throbbing, spinning, gyrating or whatever. It's quite often a shame to blow them up actually.











As you may have gleaned from the scenario, there are five time zones (levels) to travel through. The first level is set way back in the Palaeozoic era. Claustrophobic rocky catacombs await you, and the nasties within are the sort of things you'd have encountered if you lived back in the real Palaeozoic age. Polyps, hydras, funny single-celled doofers, jellyfish and trilobites come at you from all angles – from the front, the left, the right and behind. The only difference between the genuine Palaeozoic creatures and those in *Xenon II* is that those in *Xenon II* can kill you (whereas the real ones tended to do nothing but lie around on beaches, making squelchy noises when the tide came in). *(A bit like naked German holiday-makers. Ed.)*

Survive the endless Palaeozoic attack waves and destroy the end of level nasty (a massive Nautilus shellfish) and you move on a bit, chronologically speaking. Now you're in the period of pre-history when insects started to

*b



the weapons

A shoot 'em up wouldn't be a shoot 'em up without one thing... Power-ups. And guess what? *Xenon II* has got a power-up shop. It appears at the end of every level, like all power-up shops. Need cash? No probs. The more nasties you've killed along the way, the more dosh you'll have made. As simple (and as formula-ridden) as that. Oh, and as long as there's room on your ship, you can have as many items as you can afford, all at the same time. So what's on offer?

1 **ADVICE (£200):** Why spend this much on advice when you can write to Claire Rayner and get it for free? Mind you, Claire won't be able to tell you how to kill a giant spider which spawns laser-firing offspring, will she? The useless cow.

2 **SPEED UP (£500):** Is your spaceship behaving in a slightly Austin Metro-like fashion? Do you dream of being pulled over by the time-police for speeding? Then for a mere 500 notes, why not inject a bit of turbo boost. Go-faster stripes? Ha!

3 **HEALTH POWER ONE (£500):** The old power bar a bit on the low side? And only one life left? Oh dear, you're going to die? Or maybe not – just dig deep into your pockets and get this. It'll probably buy you an extra 22.3 seconds. Crap eh?

4 **AUTOFIRE (£500):** Got a slightly crap thumb muscle? Or is your joypad a bit on the knackered side? (There's no point pressing that fire button if nothing comes out of the front of your ship). You need this basically, don't you?

5 **THE TASTER (£600):** Feeling happy? Want to depress yourself? Then buy this – for ten seconds you'll own every single weapon the shop can offer . And then suddenly you won't. It's only 'a taster', after all. Boo hoo hoo.

6 **HEALTH POWER TWO (£1000):** This is a bit more useful than health power one, but it is twice as expensive, so it blooming well should be. It replenishes your whole energy bar. Not just a third of it, not just half of it, but all of it.

7 **REARSHOT (£1000):** Do you think you've got a particularly prone bottom? Then either pull your trousers and pants up or buy one of these. It fires 'posterior projectiles' at those nasty nasties that creep up behind you.

8 **MINE (£1000):** If you fork out a grand for something, you really want to be able to say 'Mine', don't you? Unless it's as crap as this of course. Sell it back as quickly as possible and say 'Yours!'. Not the most effective bit of kit.

9 **SIDESHOT (£1000):** This is not so much an optional extra as a must buy. It's more essential than water in a desert. It's more essential than an off-switch on your telly during those *Les Dennis Laughter Show* moments. Get the idea?

10 **ELECTROBALL (£1200):** If you bought an electrified ball that hung around behind your ship and only frazzled things that got within touching distance, what would you be called: (a) clever or (b) stupid? The answer is (b) you silly clot.

11 **POWER-UP (£2000):** How about effectively doubling the strength of your bullets with one single purchase? Not bad, eh? If Arnie had had one of these in *Terminator 2*, he would have won within the first fifteen seconds of the film.and the money saved on the budget could have been donated to Childline.

12 **MINE (£2000):** Hopefully you weren't tempted by the smaller mine, but maybe you'll be tempted by this – at double the price, it'll be twice as good, surely? True. But two multiplied by crap equals twice as crap. Oh well...

13 **DOUBLESHOT (£3000):** Sick of only seeing one stream of bullets leaving the nozzle of your ship's cannon? Feel like a bit of double vision? Then this will do the trick. (Mind you, so will eighteen snakebites. You choose).

14 **CANNON (£3500):** Want to pump out a constant barrage of explosive shells? Then look no further. With this little gem strapped to the side of your ship you can, er, pump out a constant barrage of explosive shells. (*So good he said it twice. Ed.*)

15 **DIVE (£4000):** This does something very strange. There you are, zooming up the screen, when suddenly your ship gets very small for a few seconds, and then big again. It's almost as if you've slipped below all the action for a moment. Spook!

16 **MISSILE LAUNCHER (£4000):** If you can't guess what this one does then you really ought to be playing with dolls or something. It, um... oh, what does it do again? Oh yes, it goes over your head like a really brilliant hat! (*Do whaaat? Ed.*)

17 **LASER (£4000):** If those nasties have forgotten what the individual letters in LASER stand for then you can remind them. Simply shout "Light Amplification Stimulated Emission Radiation!" as they burn. They'll never forget again.

18 **FLAME THROWER (£5000):** This is like one of those cheap plastic lighters that have the nozzle jammed into the 'extremely open ' position. Anything within five trillion miles is burned alive. Anything beyond is just singed.

19 **WHO KONOWS (£5000):** Another of the question marks. Unfortunately we were never in the financial position to afford this one, so we can't tell you what it is. Still there's nothing like a little mystery to add to the excitement to the day, is there?

20 **THE BITMAP SHADES (£6000):** Hmmm. This just looks like a pair of Raybans or something. Surely it must be more than that. Is it a strange programmers 'joke'? Or a mutha of a weapon like you wouldn't believe? We're not telling. Ha ha!

evolve. Your enemies are beetles, earwigs, ladybirds, spiders and so on. After the insect end of level nasty, it's on to the aquatic level. Eels anyone? Piranhas? Puffer fish? You name them, they can kill you (unless you kill them first of course). And then it's onto everybody's favourite prehistoric creatures: the dinosaurs. Yee-ha! Pterodactyls glide across the screen shooting bullets from their beaks, Tyrannosaurs trundle down the sides of the screen shooting bullets from their mouths, and so on. It's all very much like a crap *Land That Time Forgot*-type film (except *Xenon II* hasn't got Doug McClure in it). Survive the dinosaur level (if you can) and you'll be ready for the final assault – after a huge time leap that is, because this is the place the Evil Geezer from the scenario comes from. It's a shiny metallic future world, full of spaceships, photon rays, and all the fare you normally associate with the shoot 'em up genre. And that's your lot, should you ever make it.

It's sort of excellent really

Okey dokey, with what's been said and what you can see from the screenshots, you should have the rough flavour of the game by now. It's sort of rather excellent, isn't it? But surely nothing can be that good? Er, no, this isn't an ideal world unfortunately, and there are some rather annoying *Xenon II* things which are a direct result of the very brilliant *Xenon II* things. I think we should end with a little list, don't you?

A BRILLIANT THING

✓ The game not only scrolls vertically, but, as the game area is actually one and a half screens wide, there's a limited degree of horizontal scrolling as well. What a vast playing area. Smart eh?

AN ANNOYING THING

✗ Not always so smart though. If you're on one side of the screen, you can't see what's happening over on the other – so if something there shoots at you... well, imagine. Still, it all adds to the difficulty, I suppose.

A BRILLIANT THING

✓ The graphics. Detailed, colourful and very large in some cases. Plus everything carries its own animation. (You don't just get static things moving about, you get moving things moving about: the ship, the weapons, the nasties, the bonus icons – yup, everything).

AN ANNOYING THING

✗ The Master System's a bit crap when there's too much graphical cleverness going on all at the same time, especially when it's large graphical cleverness. So sprite-flicker rears its ugly head...



A six legged spider! *(A crab actally. Ed.)*

but it's not the worst case I've ever seen. It's bearable.

A BRILLIANT THING

✓ The music is *Megablast*, the 80s chart hit from Bomb The Bass. Unfortunately the Master System version sounds like it's being played by a retired sailor on a pipe organ with lots of silly pull-out knobs. Not a 'brilliant thing' at all, in fact.

AN ANNOYING THING

✗ You don't want the 'Megablast Extended Pipe Organ Mix' playing throughout the entire game, so you pick the sound effects instead. Uh oh. Fire a laser: "Pffft". Frazzle a nasty: "Pffft". Do anything at all: "Pffft". Tut tut tut.

A BRILLIANT THING

✓ Scared of an attack wave above you? Then go backwards. Yes, backwards. Pull down, your retro rockets glow, the screen starts to scroll the other way and your ship goes into reverse.

ANNOYING THING

✗ *Xenon II* isn't the fastest game in the world, but with graphics this good you have to make a trade off: fast and jerky or slow and smooth? The latter's what you get. E



level 1 Barry's trips to the corner shop in his small spacecraft were never 'run of the mill', but then he did use a short cut which took him through the fifth dimension. Dangerous yes, but it was more fun than using his bicycle and saved several very valuable minutes into the bargain.



level 2 "Get ready to die you scum," thought Barry, bracing himself as yet another wave of strange prehistoric creatures approached him from the right. All he had to do was survive for another eight minutes and he'd reach the exit portal. Then he could go to the shop to buy his bag of lemon bonbons.



level 3 Nine minutes had passed and Barry was becoming very concerned. "Uh-oh," he said aloud, "I've missed the exit back into the third dimension." The fifth dimension was a bit like a motorway, you see, and if you missed a slip road you could be sure the next would be blooming miles away.



level 4 The attacks were becoming more furious, so Barry switched to full laser assault power. "I should have gone to the shop the normal way," he sobbed as his energy bar dipped to rock bottom. Suddenly an unexpected wave of shell things hit him up the bottom. Plucky Barry was killed.

verdict

One of the most graphically impressive shoot 'em ups we've seen on the Master System. And seeing as the gameplay is no slouch either, you could do far worse than buy it (even with the sprite flicker and crap music).

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 90

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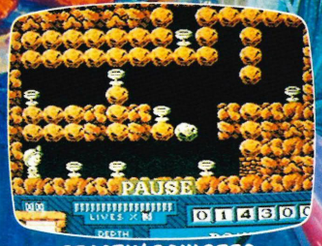
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TIME LORD







turrican

There are few games tougher than *Turrican* and few game reviewers more cowardly than *Paul Lakin*. They made a lovely combination.

Let's face it, if there's one thing that ruins even the greatest game it's the scenario. As you blast your way across the wilderness with danger flying in from every corner, is it really going to make you feel any better to know that you're fighting the forces of the evil Morgul? Of course not. All you want to know is where the nearest power-up is. So let's do away with the scenario of *Turrican.* Better still let's start with a scenario for the review.

The scene is Dover, England. The year is 2020 and the world sweats under the evils of a society dominated by cutesy platform games. A small band of rebels (not a band of small rebels you understand) risks lifelong imprisonment and a diet of fluffy bunny rabbits to bring fast, action-packed and violent games to a starving population in danger of going soft.



One brave man has arrived at customs cunningly disguised in a pair of floppy ears, a fluffy tail and a sack of love fruit. The disguise has worked before but today his luck has packed its bags and taken a vacation

Scene 1 HM Customs, Dover. Mr A (Real name Reginald Blythe, 15 Acacia Avenue, Surbiton, Surrey) stands nervously by as his luggage is pulled apart by an enthusiastic Customs Officer.

HMC: What's this then? *Leather Nuns In Bangcock*... well that'll pass as a religious work so I expect you can keep it. And this mineral water? Well... it tastes a bit funny I grant yer, but if you says it's water then I'll believe it's water. Hang on a minute, what's this?



Now of course this block might simply hang in mid-air minding its own business but somehow I doubt it...

7 up

(Except there are five and they're not really power-ups)

***Turrican* is equipped with five super weapons which can only be used a limited number of times.**



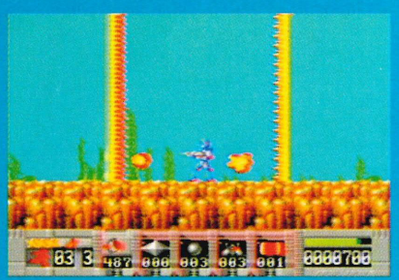
spinning jenny

Not really the Spinning Jenny you understand. Using this turns *Turrican* into a fast spinning wheel that destroys everything it touches. Unfortunately wheels don't have feet, can't balance on ledges and so tend to end up at the bottom of caverns. Violent mayhem followed by waking up in a strange environment. Bit like a night out at the Pickled Wombat really.



mega bomb

The Persil option. The screen goes white and everything, even those difficult to shift nasties, are destroyed.



walls of death

Fires out two walls of flame, one in front one behind wiping out everything in their path. Useful if someone's making advances on your bottom (see "Night at the Pickled Wombat").



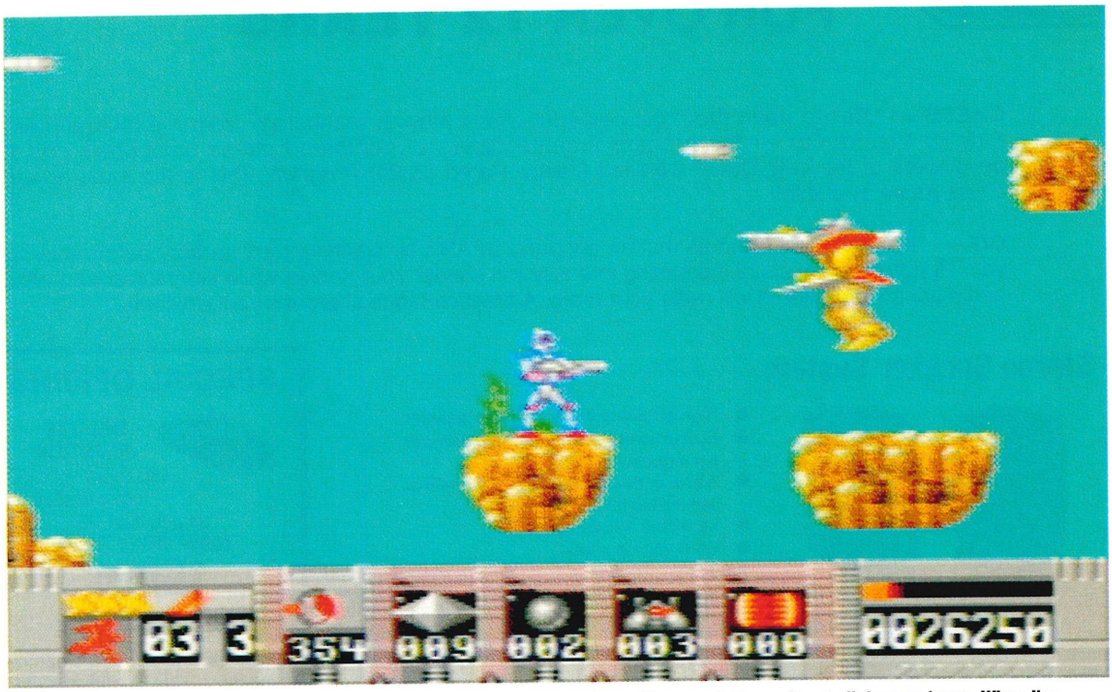
time bomb

Cunning little device. Place in ground and it'll explode a few seconds later destroying anything standing over it. (Usually you, cos you didn't realise you'd planted it.)



flame thrower

The only one of *Turri's* power-ups that recharges itself. A jet of flame flies from his gun and can then be rotated through 360°. Particularly useful against flying nasties, falling rocks and for cleaning those tricky bits above the light shade.



Oh for heaven's sake! Why can't you just stand still and let me blast you to smithereens? I haven't got all day you know. When I've finished here I've got to wage total war against fluffy bunnies and steal their love fruit.

Mr A: Er... it's *Turrican*.
HMC: And what, may I ask, is *Turrican*?
Mr A: Well it's a new game on the Mega Drive... er... that's a console.
HMC: Less of the lip sonny Jim, I know what a Mega Drive is. *Turrican*... hmm that rings a bell.
Mr A: It was very popular a couple of years ago on the Amiga and ST.
HMC: So it's not a new game after all! (Hah another brilliant cross examination. I could've been a lawyer only I never had the Latin.)
Mr A: No, it's a conversion but it's very similar to the original.
HMC: So what's this *Turrican*? Some sort of tin opener sim? (That's a joke. You laugh.)
Mr A: Oh, ha, ha. Well it's to do with...
HMC: Look matey, I don't want no bleedin' scenario. What sort of game is it?
Mr A: Well it's a shoot 'em up and it's got this amazing parallax scrolling. In fact technically...
HMC: A shoot 'em up eh? So it's violent then?
Mr A: Erm... yes it's fairly violent. But you should see the animation of the main sprite. I mean the way he runs is just...
HMC: Only fairly violent you say?
Mr A: Well very violent to be honest.
HMC: 'ow many levels 'as it got.
Mr A: Well there are five different worlds and each world has got about thirteen levels, each level has got...
HMC: All right, all right I get the idea. So it's a bit big then?
Mr A: Yes, very big.
HMC: With lots of monsters?
Mr A: Yeh, yeh and they're all really different but deadly.
HMC: So 'ow come your import order describes this game as a challenging fluffy cuddly cutesmobile?
Mr A: Well it is challenging. Gosh it's tricky. Luckily there are lots of power-ups and special weapons, but it's still really super difficult.
HMC: Look matey, you and I are men of the world. Where's the catch? What's wrong with it?
Mr A: Ah well, the collision detection is a little bit ropey. Sometimes you can hang in mid-air and bullets occasionally pass through things but...
HMC: But nothing, matey. I'm not worried about the collision detection. I want to know how cutesy it is.
Mr A: Oh it's fairly cutesy.
HMC: Are there any bunny rabbits?
Mr A: Er, not exactly, in fact, not at all.
HMC: Hedgehogs?
Mr A: Not exactly... but...
HMC: And this *Turrican* geezer. Is he a plumber? A mouse? A prince perhaps? A lemming, or a fish?
Mr A: Not as such, no.
HMC: So what is he then?
Mr A: Well he's a sort of metal-clad fighting machine.
HMC: That doesn't sound very cute to me.
Mr A: It would if you were a lady iron-clad fighting machine.
HMC: You speak when you're spoken to. I'm taking this game in for questioning. As for you... it's a night on fluffy mountain for you.

verdict

A tough, action packed shoot 'em up complete with stonking soundtrack and more screens than you can shake a blaster at.

the good the bad & the ugly

The Good Things In *Turrican*
- the scrolling
- the animation (particularly of the main sprite)
- the scale of the game
- the range of weapons
- the range of monsters
- non-linear gameplay
- it's bloomin' difficult

The Bad things in *Turrican*
- ropey collision detection
- not terribly original
- uninspiring end-of-level nasties
- it's bloomin' difficult

The Ugly things in *Turrican*
- there's nothing ugly in *Turrican*



That's the problem with modern architects all over. How can you believe in them when they can't even get the stairs right?

block out

Usually bonuses are found in the form of flying eyes. These have to be shot to reveal the bonus. Until then they're a bit dangerous, though Dunc remains the only man alive to have been killed by a power-up. For a real plethora of power-ups, bonanza of bonuses or a wangmaroo of weaponry you need to destroy the bonus blocks to reveal a plethora of... *(I think we get the idea. Ed.)* Easy. Except these blocks are hidden and are only revealed if you fire into the right bits of the big blue sky. If you do, the bonanza... *(Shut up. Ed)* And where are the blocks? Well they're... no, you can work it out for yourselves. What do you want, spoon feeding?



END ZONE

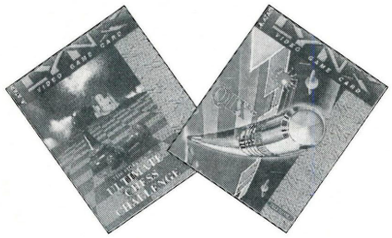
Graphics
Sound
Addictiveness
Playability

OVERALL 87

Out: Mid October **Price:** £39.99
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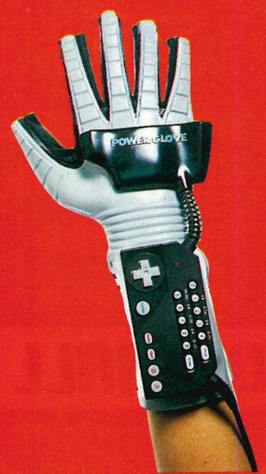
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WWF



When asked if he thought wrestling was fixed, *Duncan MacDonald* replied he didn't know it was broken. (We made him play LJN's *WWF* to teach him a lesson...)



English wrestling, eh? Two old men pretending to fall over each other while loads of old women in the audience wave handbags around. But that's English wrestling. American wrestling is different. *(No it's not. Ed.)* In American wrestling, the men all look like Arnold Schwarzenegger. In American wrestling the contestants can actually injure each other just by saying their names – Wrestler One: "Hello. I'm called Macho Killer Savage Ninja!" Wrestler Two: "Aaaargh! I submit!"

Then there's the audience. No handbag-wielding women in sight – just lots of, er, oh dear, handbag-wielding women. Ahem. Yes, well... maybe American wrestling's not so different after all. *(Told you. Ed.)*

LJN's *WWF Wrestle Mania Challenge* brings you Hulk Hogan, Ultimate Warrior, Brutus The Barber Beefcake, Hacksaw Jim Duggan, Big Boss Man, Ravishing Rick Rude, André The Giant and Macho King Randy Savage. And they're tough. Some of the sprites are so incredibly hard that their skin is yellow – always a sure sign. *(You whaaat? Ed.)*

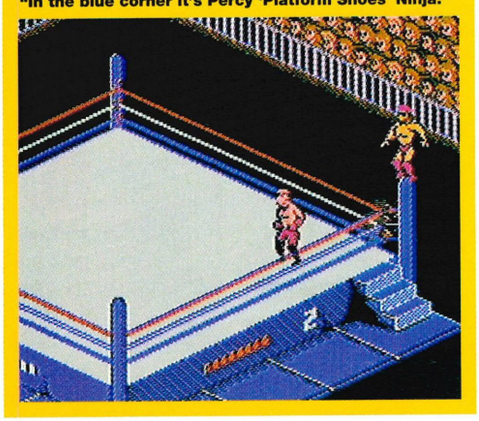




As well as being ready and able to kick and throw opponents, each wrestler has his own 'specialist move'. A Flying Turnbuckle Leap anyone? An Atomic Drop? A Hulkster Splash? No? How about a Warrior Wallop then? And there are more. There's only one problem though. It's actually getting your sprite to pull off the required 'specialist move' when you want him to. Actually it's not so much a question of when, but where. You see *WWF Wrestle Mania Challenge* is let down by one thing – the visuals. They look okay in the screenshots, but when things start to move the trouble begins. We're talking slight confusion here.

If you want to take a flying leap and kick your opponent in the chops then you have to be facing him, obviously. Unfortunately it's as often as not that you're actually standing behind him and facing the ropes. Boing! Off you go, and there he still stands. Run back and have another go then. Boing! Into the corner-post. Boing! Into the audience. And on it goes. If your opponent is actually moving (and he generally is) then this becomes extremely annoying. Against the computer, anyway.

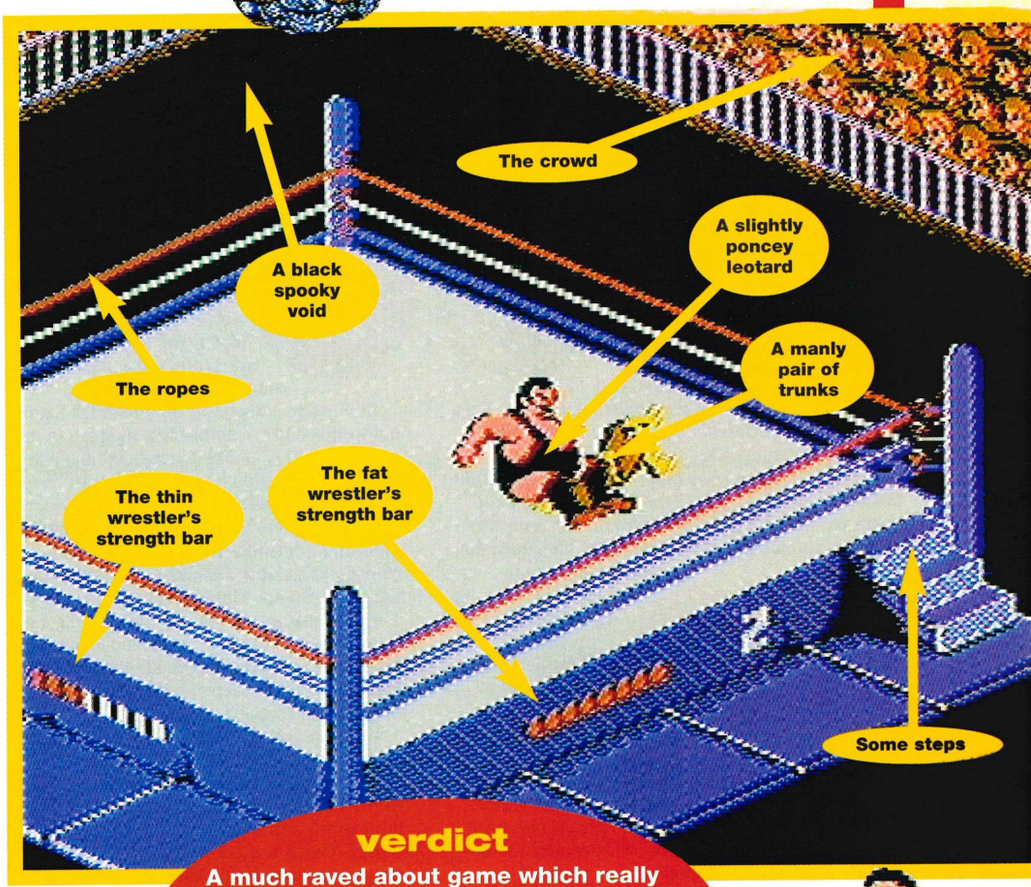
What always improves any game is the inclusion of a simultaneous two player option. And *WWF* has got one. In fact, it's sort-of got two. The first is that you can take on a mate head-to-head. Now you've both got the same positioning problems. Climb up the corner post, jump, miss your chum and thud onto the canvas. Watch your mate as he charges across the ring, misses you and rams into the post. Smart.



"In the blue corner it's Percy 'Platform Shoes' Ninja."

The second two player option, should you tire of the first, is that you can play in a tag team. You and your chum versus the computer. Tag him if you need a rest to top up your flagging energy bar (he hops into the ring, you hop out). You can even 'break the rules' and both jump into the ring at the same time (which increases your chances of actually hitting something twofold, but eventually gets you disqualified).

At the end of the day, *WWF* is one of those games that could have been absolutely brilliant, but isn't. Mind you, it could also have been absolutely terrible (but isn't). If *WWF* isn't very brilliant, and it also isn't extremely terrible then guess what? Yup, it's rather average. Ho hum.



verdict

A much raved about game which really isn't worth all the hype – unless you're such a mega wrestling fan that any old cart will do, in which case this is the one for you. *(Not surprising as it's the only wrestling game available. Ed.)*



END ZONE

Graphics

Sound

Addictiveness

Playability

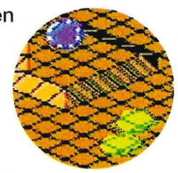
OVERALL 62

Out: October **Price:** £29.99
Publisher: LJN

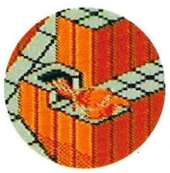
marble madness

"I can't play it without that tracker-ball thingy!" said *Jackie Ryan* as we sat her down in front of the NES version of this 1984 coin-op classic. "It'd be like playing Brahms' *Piano Concerto* on a tambourine!" "Yes you can," we said. So she did.

I like things that are round. Steering wheels, footballs, oranges... I don't have a problem with round things. Which perhaps explains my fond memories of the original Tengen coin-op *Marble Madness*, 'cos that was quite round too. The game involved rolling a very round marble down a series of 3D tracks. And the control system consisted of a very spherical tracker-ball which was used to guide the marble down the tracks. This gave you real control over how your marble moved on screen. Roundness galore!



So when I heard *Marble Madness* was coming out on the NES, my first thought was how on earth would Nintendo manage to recreate the very round 3D feel of the original? The tracker-ball system was obviously going to have to be replaced by joypad control, and how well was the 8-bit machine going to cope with the creation of the original 3D graphics? Well, I shouldn't have worried. Nintendo has coped admirably. *Marble Madness* on the NES looks, feels, and plays almost as well as the arcade original. In fact, it's very round indeed.



Not an eggcup but a hurl-you-up cup.

In *Marble Madness*, the aim of the game is to guide your 3D marble down a series of tracks to a finishing point, within a given time limit. Getting used to controlling your marble in this 3D environment takes a while. But the earlier levels give you enough time to learn how to master the control system and complete each race. And the learning curve for each track is pitched just right, so the gameplay becomes very addictive very quickly.

These acid pools are fatal. Avoid.

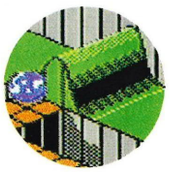
Still, negotiating the six different tracks using the eight way control system is no easy feat. The tracks twist and turn like nobody's business and seeing that they are about 2,673 miles above solid ground, if you fall off it's hello Grim Reaper and bye-bye valuable seconds on the clock before rematerialisation. Numerous nasties like Steelies, Slime, Marble Munchers and Hammers will also appear, trying to melt, suck, bash and hammer your marble out of existence, again losing you yet more time as you belt towards the finish. Tricky dips and ramps have to be negotiated to boot.

To help you on your way you are given infinite lives, an extra speed option, plus the occasional chance to add an extra 10 seconds to your time limit thanks to a passing magic wand. There's a zappy little sound track to help you along too. It's nothing special, but again, as with the gameplay, it recreates the feel of the original perfectly. Oh, and let's not forget the two player option. That's just like the original too and lets you take on your chums in a race to the death.

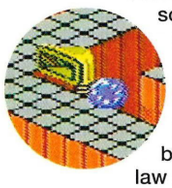
A pop-up wall – one ping and you die.

Mind you, that's not to say it's a totally perfect conversion. For a kick off, the collision detection between the marbles and the end flags can sometimes be a little bit dodgy. (But seeing as that usually allows your marble to sneak through the finishing post a little more easily, we'll overlook that.) The Marble Replace system sometimes puts you back a nudge further than maybe it should. (Er, I think we'll overlook that too as sometimes it puts you on a touch further). And occasionally, some of the Marble Munchers brazenly flout the law of gravity! (We won't overlook that. The munchers can flip on in mid-air, while your marble plops to its death at the first sign of a precipice! It's not fair!)

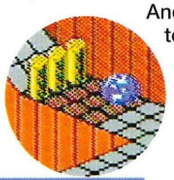
Ripple to the finish on these waves.

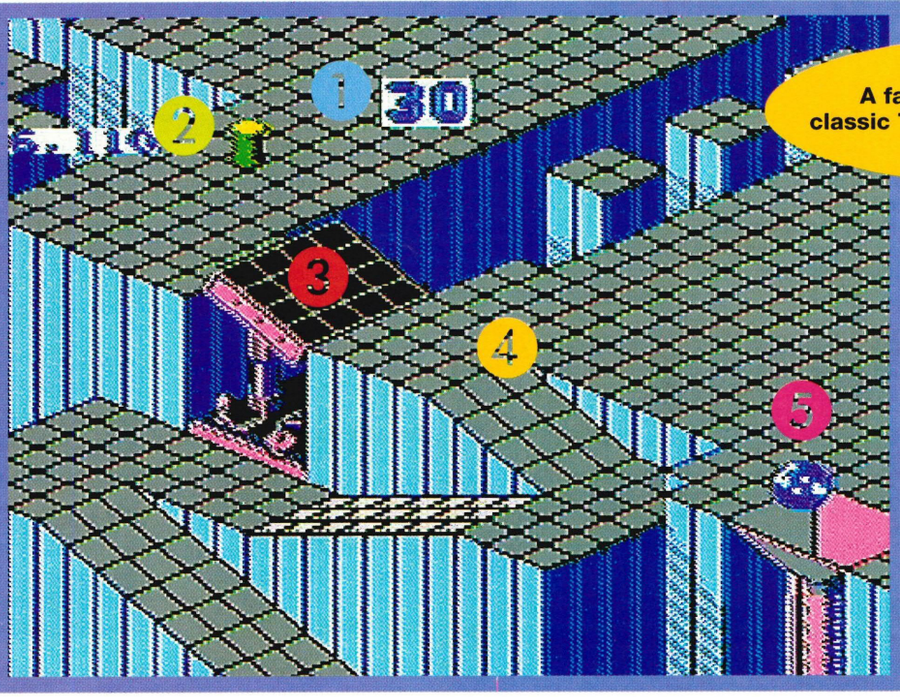


Hoover-like vacuums slow your progress.



Overall none of these glitches are enough to fault the execution of this game. All in all I reckon it's as near perfect a conversion of the coin-op classic as you can get on the NES. The only improvement would be a tracker ball add-on. And seeing as I've just managed to construct one using an empty Persil box, a chopstick, a lovely round Jaffa orange and a second-hand scart lead, I'm off for yet another roll round the track. Hoorah!





1 **TIME** Er, this is the time you have left to finish the race. Just watch those seconds tick away. (It's a bit like *Countdown* really.)

2 **MARBLE MUNCHER** Avoid, avoid, avoid! Get munched by one of these and you'll lose valuable nanoseconds in the race for the line.

3 **RAMP** Not quite Tower Bridge, but still one to be negotiated with care.

4 **CROSSROADS** Which way to go? Take the left route for an easy life, or take your chances down the funnel (right) for a few extra points.

5 **MARBLE** This is your marble. Very round. And well able to rock and roll as well as Elvis Presley (last spotted alive and well doing twice nightly shows at the El Castille Bar, Tenerife).

verdict

A faultless conversion of the classic Tengen coin-op. It'll keep you 'in a spin' for hours.

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 80

Out: Octoberr **Price:** £39.99
Publisher: MB Games

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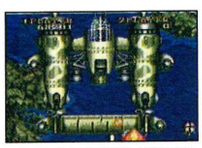
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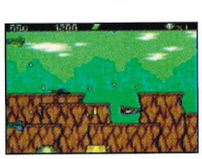

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mike ditka po

What's got more more beefcake than Burger King? More poundage per yard than BCCI? And more receivers than British Telecom? The latest American Football sim to hit the Mega Drive, as *Jackie Ryan* found out.

Give me an M! Give me a Z! Give me an X! What have you got? Mzx!!! Oh dear. I'm not very good at this cheer-leading lark am I? Which is a bit of a shame really since I've always wanted to have a go. All that shouting, dancing and waving pom poms about really appeals to me. So when the latest American footie sim *Mike Ditka's Power Football* hit my desk, I thought now's my chance. I scoured Mike's manual looking for instructions on dance routines and game chants, but there were none to be found. Still, what was to be found rather more than made up for this. As *Mike Ditka Power Football* actually turned out to be a rather good American football simulator.

verdict
A rather good American football sim. 'Snap' it up quick.

Now, getting a good American football sim together is no mean feat. American football itself is such an incredibly complicated game. But Accolade has managed to squeeze the combination of tough gameplay and careful strategy into *Mike Ditka* well.

You come into contact with the strategy side of the game first. You must make initial choices about games, sides, team strengths, weaknesses and so on. But doing this is really easy as the options are presented very clearly – essential to a game like this.

Next it's away from the strategy and out onto the grid-iron for some actual hard-hitting gameplay. The grid-iron is the 100 yard long playing area that the two teams must battle on. It's divided into 10-yard strips or grids with two 10-yard endzones at either end. Points are scored when either team takes the ball over the opponent's goal line into the endzone. The two teams move towards the opposition goal line in a stop-start manner by a series of downs. The team in possession is allowed four downs (or chances) to take the ball 10 yards. If they succeed, they get another four attempts to go the next 10 yards. If they fail, the other team gets possession.

Hit the grid in *Mike Ditka* and you notice that all the action is viewed from above, at a 45° angle. This gives you a 3D view of both pitch and players and from here the scrolling and animation are shown off well.

As soon as the ball is 'downed' after kick off, it's back to the strategy aspect to pick formations and plays before returning to the field. But back on the grid things aren't so hot. As play begins and the quarterback searches for his receivers, the screen display quite cleverly zooms in on them. Unfortunately this then results in both players losing sight of the ball at a vital moment in the game – in fact you can sometimes come back to the main screen to find the quarter back has been sacked and you have been unable to prevent it.

Still, most of the time you do manage to get round this problem. And overall the game has plenty of depth, good graphics and sound and a nice mix of strategy and gameplay. The only thing it lacks is cheer-leaders! Oh well. E

END ZONE

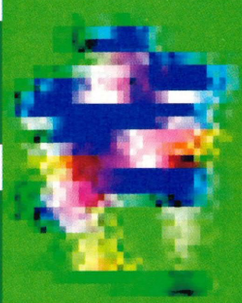
Graphics
Sound
Addictiveness
Playability

OVERALL 83

Out: October **Price:** £34.99
Publisher: Accolade

game plan

Oh dear. We thought this might happen. Even though you've read the review, checked out Channel 4's American Football programme and discovered that there's more to the Fridge than being an electrical appliance, you still can't tell the difference between a 3-4-4, a 4-2-5 and a 318 to the power of 27. Lucky for you that we decided to put together this rather brilliant *Game Zone* Game Plan. Follow this and you'll soon be fooling Mike's running backs with waggle passes and tight ends along with the best of them. Then again – maybe you won't.



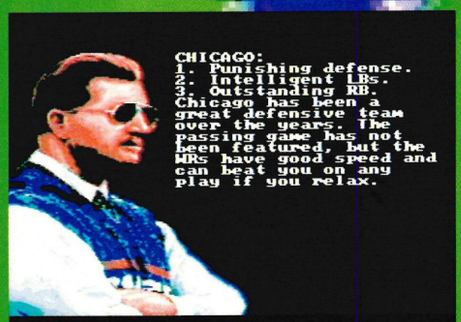


1 MAIN MENU SCREEN: Okay, first things first. If you want to play with the big boys, you need to suss out the main menu screen. It's straightforward enough and immediately gives you the first taste of the variety and depth to be found in *Mike Ditka*. (*It's about 50 fathoms I think. Ed.*) Just look at all those options! Best to start with a 'Single Game' to begin with!

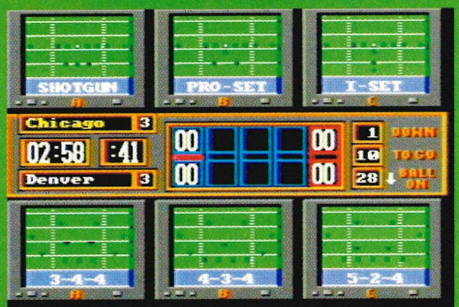


2 TEAM SELECTION SCREEN: Once you've selected your game, it's time to pick your team. In a one player 'Single Game' you get to pick the team you want to control *and* the team you want to play against. Keep things simple first – pick a really skill side like Chicago to play for you and a rather dodgier one, like Denver to play in opposition.

wer football



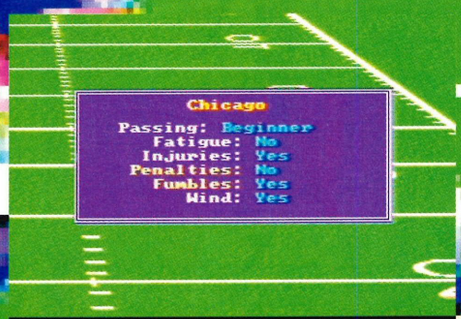
3 SCOUTING SCREEN: Once the match has been made, Chicago Bears' Head Coach, Mike Ditka himself puts in an appearance. It's time for his scouting reports which consist of a brief statement from him on the strengths and weaknesses of each team. Statisticians might be peeved at the lack of individual player statistics at this point. But this is no bad thing since Mike's overview is only what you'd work out for yourselves. Just make sure you pay attention to it.



6 FORMATION SELECTION SCREEN: This is the bit where it starts to get a mite complicated. Time for tactics. When the ball is 'downed', both teams go to the Formation Selection Screen. What you pick is the formation your team will take at the next line out. A 4-3-4 means four men in the front, three in the middle and four at the back. The formation options show off the depth of the game nicely. Choose from nine offensive and six defensive formations.



9 GAME IN PROGRESS SCREEN: The day of reckoning. When the action begins you will know whether your formation and plays will out-manoeuvre your opponent's. Blimey, things don't seem to be going too well. Obviously time to use the nifty manual control option. This lets you control one of your team members and sneakily change the course of play by switching things like who your quarterback will throw to, or where your linebacker will run to. Hoorah – more depth!



4 SETTING GAME CONDITIONS: Next it's time to set the game conditions and make the toss. Again, if you're a beginner at all this American Football malarkey, make sure you pick better passing skills and game conditions for your team than for your opposition. And when it come to the toss, if you win, elect to 'receive' rather than 'kick off.' You should then gain first possession and get to make the first offensive play.



7 PLAY SELECTION SCREEN: Having picked your formation, you picks your play. There are six different plays available for each formation. Phew! What's more you even get to see exactly how each play works. Arrows show where your running or linebacks will run to to receive or intercept the ball. Each play has a suitably stupid name such as Shotgun or Blitz. So when you're starting out, your best bet is to pick the stupidest-sounding play – it's more fun that way.



10 TOUCHDOWN: Will this game get any deeper? Yes, deeper into trouble for us as the opposition has just scored a touchdown. Got the basic idea? You'll improve as you learn to judge the strengths and weaknesses of each team, the playing conditions, the choice of formations, plays and how best to use the manual option. Eventually you'll end up shocking Mike himself by scoring the ultimate – a touchdown in your opponent's endzone. Howzat! Oh sorry, wrong game.



5 OPENING KICK OFF SCREEN: Hoorah! At last we're onto the grid and waiting for kick off. The kicker's aim is to boot the ball as far into the receiver's half of the field as possible. A vertical kicking meter at the bottom right hand side of the screen is used to control the power and direction of each kick. Once the kick has been taken, a member of the receiving team automatically picks the ball up and carries it forward... until SPLAT! It's time for a 'first down'.



8 GAME SCREEN: Now it's onto the game screen for the 'scrimmage'. What's the scrimmage? Er, a silly American word for line-up. Here see all your players line up in the formation chosen on the formation selection screen. At this stage you already know that both teams are ready to move into action according to the tactics that you've given them. But what you don't know is whether your chosen move will successfully offset the opposition's play. Oh dear.

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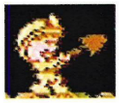
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digger



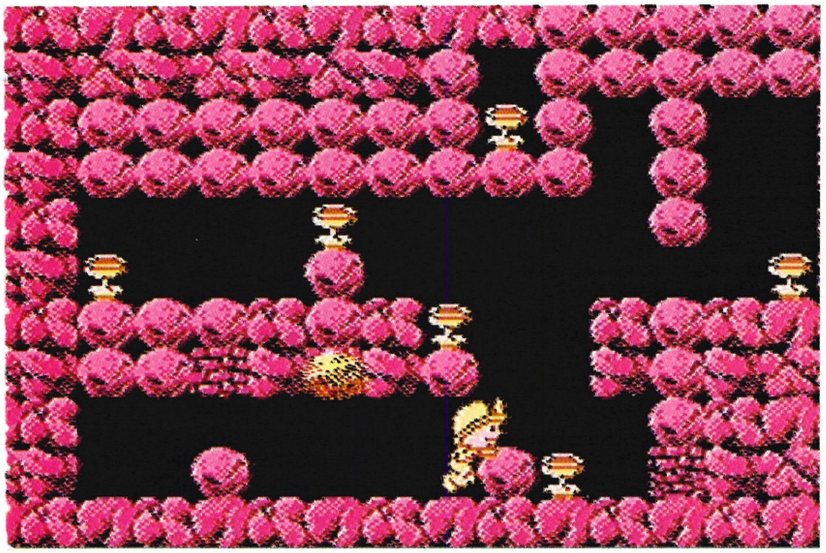


Digger T Rock : the legend of the Lost City. **Sick to death of hearing *Jeremy Daldry* tell us how much he 'digs' console games we gave him a pickaxe, a Davey lamp and a copy of *Digger T. Rock*.**

There are three things I really hate at parties; couples who snog on the stairs, people who recite Monty Python sketches, and think they are being witty (they're not!) and the boring sod who always gets left on his own in the corner and who you feel you should talk to out of pity. You know the one, he's called Keith. I was at just one of these parties the other evening and found myself surrounded by rampant couples and parrot jokes. Out of a sense of duty I had a conversation with Keith (yawn). Keith happens to be Australian (says it all really), and kept calling me 'digger'. True to his boring nature, he went on to explain, amongst other things, that the term 'digger' originated in the gold fields of Australia in the 19th century. This pushed me over the boredom/ violence threshold so I punched him and left.



Diamonds are a girl's best friend, not to mention Digger's.



Collect loads of cups for extra goodies. A veritable gaggle of Holy Grails.

verdict

Cute graphics and quite nifty animation make *Digger* nice to look at. Misses out on a higher score due to some very ropey gameplay. Still worth a place in anyone's NES library.

But what has any of this got to do with the latest release from Milton Bradley for the NES, I hear you cry from the length and breadth of this fair isle of ours? Well, apart from the title, *Digger T Rock*, is also set in what looks like the gold fields of 19th century Australia. (See it all ties in, in a subtle, if not rather sexy way.) Very much in the mould of *Boulderdash* you're cast as an intrepid explorer of underground caverns, searching for untold riches and battling fierce blobs of nastiness. (No National Trust pot-holing holiday, this. Oh no.) Sounds familiar? Yer well, it's by no means revolutionary, but *Digger* is saved from the obscurity of the bottom draw of the *Game Zone* filing cabinet by sweet graphics and endearing animation.

Maybe it's old age, but I'm softening towards cutsie games. First *Sonic* and now this. What ever happened to all the balls bad shoot 'n' mutilate, slash 'n' dash games that used to keep me up half the night with a six pack and a Wonderstuff LP? Now it's more likely to be a cup of Horlicks and Glen Campbell. So why and how has *Digger* managed to convert me from greebo cyber punk to a member of the South London Country and Western Circle of Cow Folk.

It's a lot to do with Digger himself. He's *soooo* sweet. He runs around the maze of caverns digging his little heart out. He even manages to die in a rather endearing way, kind of melting away into nothingness. The animation is really appealing as he burrows and battles, crawls along on his tum and struggles with his little spade while scowling at the baddies. You just want to take him home to meet your mother. Above all though, it's the gameplay that wins the day. Instantly playable and immediately addictive. If *Digger* was a book I'd say it was easy to pick up but impossible to put down. But it isn't, so I won't.

Gripes? Well, yer there are a couple. After all, there is only so much fun to be had from crawling around on your belly, collecting diamonds. So maybe the gameplay could have done with a little more spice. The way the little flies are either impossible to kill or a dead synch, is a bit annoying. Then there's the way you fall down great holes that appear out of nowhere, taking half your life force, and then there's... But no, I *like* this game, *Digger* has humour and is sweet without being sickly. It's a game requiring a bit of thought, a bit of planning and a fair quota of skill.

Digger T Rock could be set to become something of an NES classic, so the likes of Italian plumbers and street tuff hedgehogs had better watch out. Great stuff. *Digger 2* please MB.

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 75

Out: Month **Price:** £39.99
Publisher: Milton Bradley

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MEGA DRIVE

klax

"This calls for someone dextrous," shouted Lord Paul when *Klax* appeared in the office. "I don't know about that, but I'm good with my hands," piped up *Teresa Maughan*.

Well, I always thought I was good with my hands. Give me some rubber tubing, a pot of marmalade and some empty yoghurt cartons (*Are you sure you should be telling us about this? Ed.*) and I can build the perfect four-stroke combustion engine. But that was until I discovered *Klax* – the classic arcade puzzler from Tengen. The game tied me into such knots that now I wouldn't trust myself to do an oil check on a Reliant Robin.

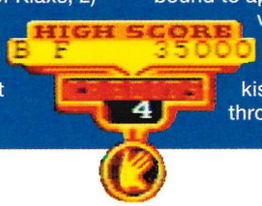
Like all classic puzzle games the idea behind *Klax* is relatively simple. Different coloured tiles (ten colours altogether) move down one of five conveyor belts. At the bottom of the belt is a paddle which you use to catch tiles and drop them into the bin below. If you do not catch a tile it will drop to its death; you are only allowed a limited number of 'drops' before the Game Over message appears.

The object of the game is to create a specified number of Klaxs. Ah but what is a Klax? It's a pattern of same coloured tiles either vertically, horizontally or diagonally. There are also five types of 'waves' (or rounds if you like) where you are instructed to either 1) get a set number of Klaxs, 2) get a set number of diagonal Klaxs only, 3) catch a specified number of tiles, 4) score a minimum number of points or 5) get a set number of horizontal Klaxs. Got all that?

To make it all a little easier for you there are also 'wild' tiles which flash and can be substituted for any colour. You can also increase the speed of the tiles' approach and flick a tile back up onto the conveyer belt. To make it all a little more difficult the tiles get faster and faster until it feels like being caught in the middle of an avalanche. (Except avalanches aren't square, or multi-coloured and of course there's a lot of snow in avalanches... Okay, so it doesn't feel anything like being caught in an avalanche.)

Klax has converted well onto the Mega Drive – the graphics are clear and well detailed, even the backgrounds are interesting, if a tad pointless. Sometimes it's a little tricky to make out similar colours like orange and yellow, especially when the action hots up. I was a bit disappointed with the sound effects and music but, to be honest, most of the time you're concentrating so much that you don't even notice them.

It's one of those games that's so simple yet sooooo addictive. Nothing stunningly original but it's bound to appeal to puzzle fans everywhere. *Klax* is very hard though and if you think you'll just have a quick go before going out for the evening think again – you'll be kissing your social life goodbye. Heh, I got through all that without mentioning *Tetris*.



verdict

If you like puzzle games then you'll probably love *Klax*. If you don't then what are you bothering to read this review for? – Naff off.

END ZONE

Graphics

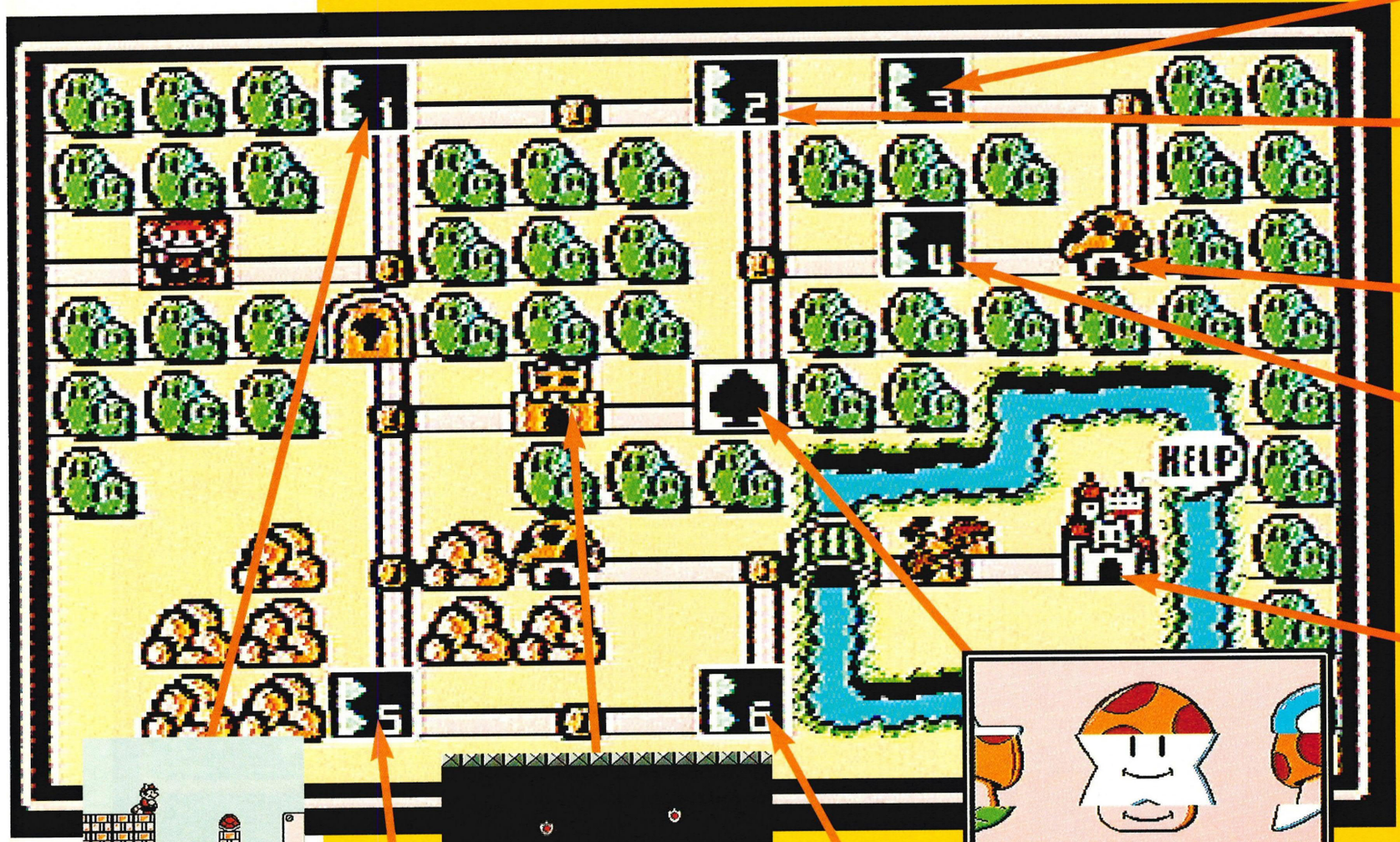
Sound

Addictiveness

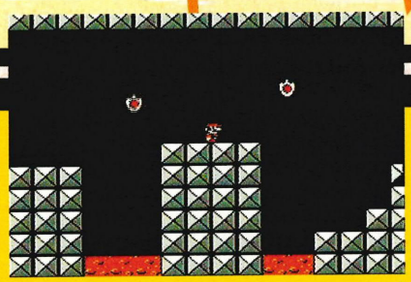
Playability

OVERALL 86

Out: Now **Price:** £34.99
Publisher: Tengen/Domark



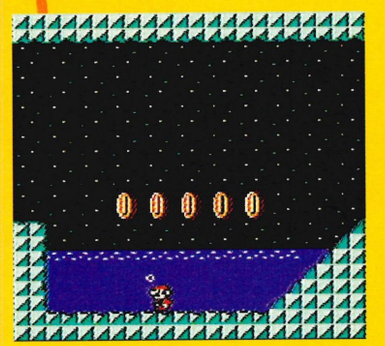
Platforms abound here, but avoid the evil mushrooms and turtles. If you want a bonus jump on the turtle and knock his shell into these blocks.

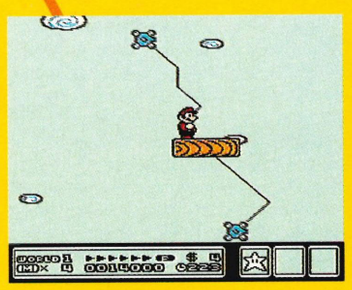


This sub-level has more than a passing resemblance to Marble Zone on *Sonic*, with lava flows and assorted nasties to overcome. It also has Boom lying deep within it's heart, a more nasty piece of work you are not likely to come across outside the *Game Zone* offices.

You know those crap little games you get in crackers at Christmas? Well, this Bonus game is like the one with little slidey plastic panels that fall out after Boxing Day. Just line up all three panels and win two extra lives. Simple? If it is, I'm Gyles Brandreth. (I'm not, thank God.)

'Ello mon amie, my naem ees Jacques Cousteau, zee trés faymouse under warter 'xplorer. On this level Mario dons a wet suit to embrace the French tradition of underwater exploration. What can we look forward to next, Mario on a push-bike selling onions?

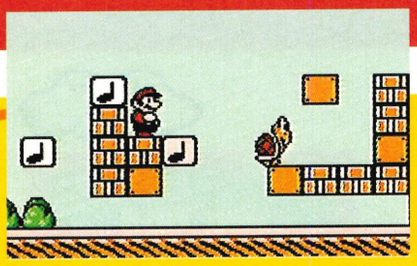




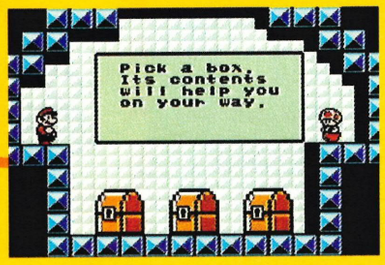
Yet more hair-raising leaps over death defying falls. (I've never seen if Mario has any hair, so can he perform 'hair-raising' feats? One to ponder, eh readers?)

NINTENDO NES

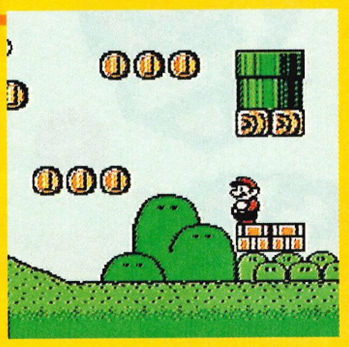
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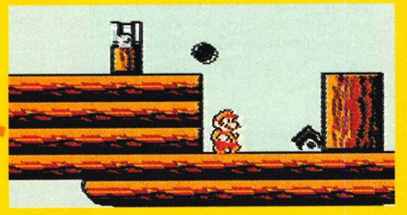
Yet more blocks, but jump on the centre note and you may feel a strangely uplifting experience that will make you as good as gold. (Cryptic or what? This could be the *Times* crossword.)



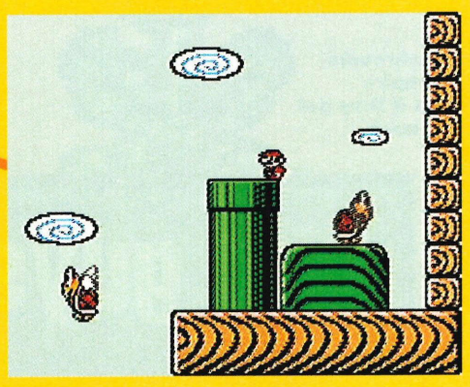
Talking of the festive season, in this bonus level you get a little free gift from Mushroom-head. I know, I shouldn't be unpleasant but this guy really does have bad taste in hats. And you get to see it twice. Yuk.



Loads of dosh!! More money than sense, but watch out for the Venus flytrap that spits tennis balls. She's my Venus, she's my fire, my desire. (Bananarama, don't you just love 'em?)



Shiver me timbers and scuttle me main brace as us seafaring folk say. This level allows you to show your true sea legs, except for the fact that this boat flies. But once you have dodged all the cannons you must face the end-of-level monster who's a bit of a pussy cat really! Then it's on to the palace for a quick snog with the princess before you are off to level two to do it all again.



Platforms move, and you could be in awful trob' if you don't get your timing just right. Unfortunately Mario doesn't even get given a parachute. Life's a bitch and then you die, especially if you miss your platform.

Any game that involves mushrooms must be some kind of hippy kick-back. So we sent *Jeremy 'Far out' Daldry* to review *Super Mario Bros 3*.

MEGA ZONE

When I was but a humble 13-year old, I visited my schools careers officer, a Mr Prat (straight up, that was his name). We talked, and talked, and several careers were suggested. Computer journalist, funnily enough, was not one of them. But being a plumber was.

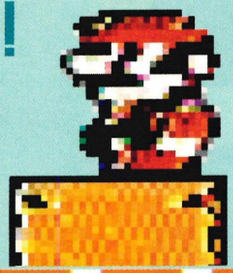
Mr Prat told me, with slightly too much zeal, (if you know what I mean) about ballcocks, U-bends and cold water cisterns. But never once was saving Mushroom World from the evil clutches of Bowser mentioned. This leads me to one of two conclusions: either plumbing is a lot more interesting than Mr Prat made out, or the Mario brothers didn't go to the Ena Sharples Secondary Modern School for Girls.

Yes those, oh so sweet, but oh so courageous brotherly plumbers, Mario and Luigi, have, once again, dusted down their adjustable spanners and are out on the streets, on the platforms, under the water, in the clouds and generally anywhere where there is trouble. And boy is there trouble here.

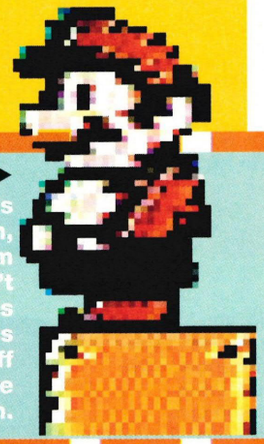
The seven kingdoms of Mushroom World have been overthrown and their respective kings have been turned into various animals. (If our Royal family is anything to go by, I'm surprised anyone noticed.) The courageous brothers are on hand to scour Mushroom World in search of the lost magic wands that will free the metamorphosed monarchs. And that is basically all you have to do, wander round being suitably adventurous, nothing outrageously new for the Mario brothers, but who would want a game entitled *Mario Brothers In Gardeners' World*? Who needs heroes in a half shell, when you've got plumbers in dungarees?

hullo big boy!

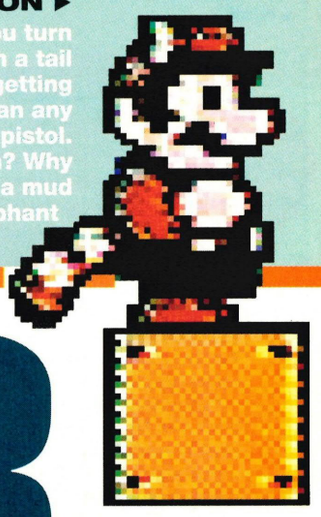
LITTLE MARIO ▶
Mazza starts off small, but perfectly formed. Ahh, isn't he sweet and cuddly. Don't you just want to take him home and cuddle him all night?



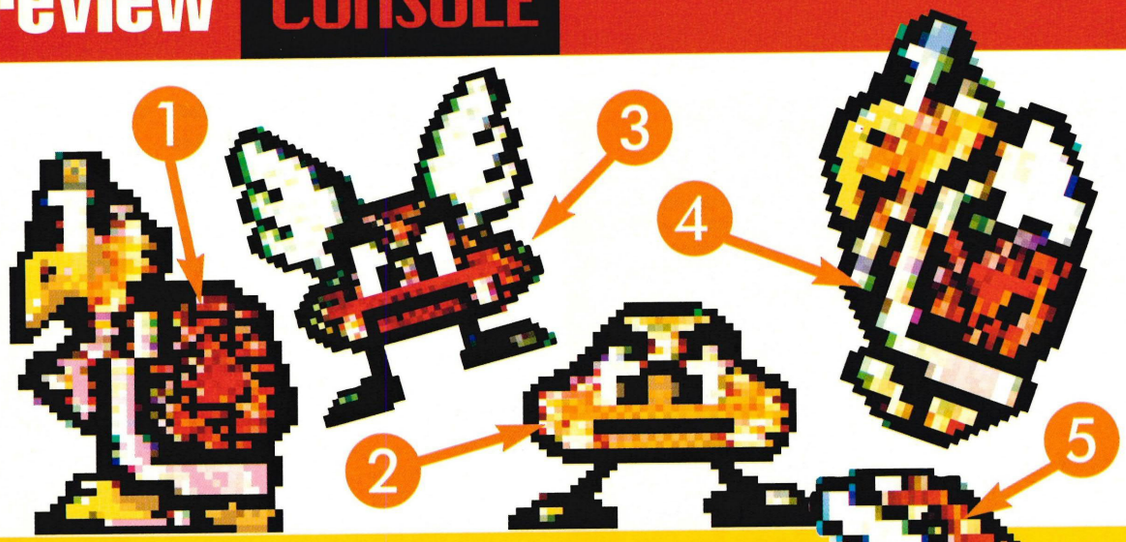
BIG MARIO ▶
Eh big boy! This Mario's a mean, lean platform machine. You don't mess with this dude, unless you're a street tuff vampire mushroom.



ROCKY RACOON ▶
Touch a leaf and you turn into a racoon with a tail more useful for getting rid of baddies than any high density laser pistol. But why a racoon? Why not a llama, or a mud skipper, or an elephant in a tutu?



rio bros 3



bad guys

1 TURTLES Nothing to do with martial arts, these turtles, but instead the more traditional type who wander around eating grass. Or so it seems. In fact these turtles have sonic shells which, when you kick them whizz off and demolish blocks, baddies and you, if you get in the way.

2 VAMPIRE MUSHROOMS I've heard of button mushrooms, garlic mushrooms and even magic mushrooms, but vampire mushrooms? These little meanies live up to their name, and if they get yer, you're in trouble. Not pleasant with any kind of garlic sauce.

3 FLYING VAMPIRE MUSHROOMS Much the same as ordinary vampire mushrooms (is there such a thing as a ordinary vampire mushroom?), but with wings. Twice as mean and twice as hard to defeat. They laugh in the face of garlic sauce and spank the bottom of green salads.

4 FLYING TURTLES Not unlike normal turtles, in fact exactly the same as normal turtles, but with wings. Turtles with wings, vampire mushrooms, I'm not so sure this game is set in Mushroom World at all. I've got a sneaky suspicion it's really set in Sellafield.

5 TENNIS BALL-SPITTING VENUS FLYTRAPS Picture the scene, if you will. It's 8.30 on Friday evening. That's right, the world's most boring programme ever, *Gardeners' World*, hosted by the pin-up of the compost heap appreciation society, Geoff Hamilton, has just started on BBC 2. The camera pans to Geoff's smarmy gob, and... Geoff: "Good evening everyone and welcome to yet another action-packed edition of *Gardeners' World*. Tonight we look at the rare Tennis Ball Spitting Venus Flytrap." (Close up of Geoff sniffing the Flytrap as it flings a tennis ball right into his face.) Geoff to camera, with blood pouring down his nose: "That's all for tonight, see you next week." Ha ha ha... I wish.

verdict

Great playbillity overcomes the rather tired graphics of the NES. *Mario 3* will run and run and run...

Mario, you just have to love him don't you? It's those dungarees, I just lurve those dungarees. Apparently Nintendo is depending on *Super Mario 3* to win the increasingly devoted *Sonic The Hedgehog* following back over to the slightly dated NES. And certainly as far as playability and addictiveness goes, this is the bee's knees, the wasp's elbows, I would even go as far as to say, the fly's complete set of naughty bits!

But while the graphics and sound are as fine as any for the NES I've seen, the NES' own limitations are holding its own games back. In a market place increasingly consisting of 16-bit machines and 8-bit handhelds that fit in your pocket, the NES' chunkyness looks increasingly dated. But what the hell? So the graphics aren't as good as *Sonic* but it has buckets more addictiveness. And even if the backgrounds are a bit bland, there is something sooooo annoyingly brill about *Mario* that it more than makes up for it. After playing *Mario* for hours on end it makes me wonder if perhaps Mr Prat wasn't right after all. I do want to be a plumber. E

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 93

Out: October/ November
Price: £39.95 **Publisher:** Nintendo

we are the worlds (tra la)

Been around the world and I can't find my baby...

GRASS WORLD

One man went to mow...
Loads of platforms for the plucky plumber to overcome. Watch out for location five which is set on an ice flow.

DESERT WORLD

Walk like an Egyptian...
Quicksand galore with nasty surprises all round. Avoid the springy little boxes, they have an annoying habit of jumping on you. Not nice.

WATER WORLD

Everybody's gone surfing, Cal-i-for-ne-a...
No surfing, but plenty of swimming in this world. Mario! More like Mark Spitz.

GIANT LAND

Big in Japan...
Ever felt small and unimportant. Mario has on this level. Big trouble for our undersized hero when everything grows and he shrinks.

SKY LAND

I'd like to fly up into the sky but I can't...
But Mario can. This level finds Mario with his head in the clouds, literally.

ICE LAND

Ice, ice baby...
No Vanilla Ice, but plenty of skating in this world. But be careful, or you might slip up.

PIPE LAND

Come on baby light my pipe....
(Okay, I know it should be light my fire, but you try thinking of a song lyric about pipe smoking.) A level that Mario should feel at home in, surrounded by U-bends, plungers and overflows.

DARK LAND

It's been a a hard day's night...
Especially for poor old Mario in this final level. Face to face with Bowser in all his nastiness. Rather Mario than me!

HOT METAL

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HOT METAL EXTENDS A GESTURE OF GOODWILL TO GAME ZONE ON THEIR FIRST ISSUE. BEST OF LUCK FOR THE FUTURE!

FREE!
FAN CLUB
DIRECTORY

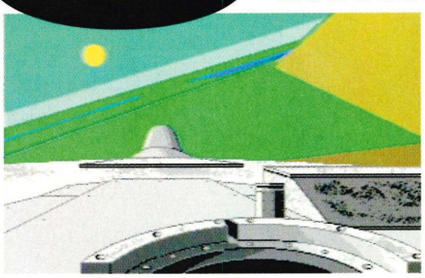
ISSUE 6 ON SALE OCTOBER 22

M1 abrams battle tank



the views

"Can I have a job in your tank?" asked Johnny eagerly. "Okay," replied the commander, "You can be the one who wears the silly hat and tells us when we've been hit."





MEGA DRIVE

***M1 Abrams Battle Tank* from Sega. Is it a platform game? Is it a beat 'em up? Is it a spaceship shooty game set in the fifteenth dimension? No, by jiggery – it's, er, quite 'real'. (*Duncan MacDonald* was surprised too...)**

Tank simulations are very 'serious' games played by weird people who wear funny trousers. Tank simulations only appear on business computers like the IBM PC. Tank simulations are quite boring and luckily you can't buy them for the Mega Drive. Oh – actually you can.

And guess what? Maybe they're not so boring after all. This one certainly isn't. Up until now, console-based tank games have invariably meant such things as moving a little armoured sprite up a vertically scrolling screen, shooting bunny rabbits and collecting special 'cuddly fruit' icons at the end of each level. In *M1 Abrams* there are no cuddly fruit icons in sight. What you do in this game is actually get inside a proper tank and drive wherever you want over a vectored landscape full of roads, rivers, bridges, trees, houses, hills and mountains. A day landscape or a landscape shrouded in darkness. *M1 Abrams* is sort of, like real life you see – apart from the fact that a) it's set in a scenario where America's fighting 'Russia' and b) nobody in your tank ever goes to the toilet. Maybe they've got armour-plated bladders too.

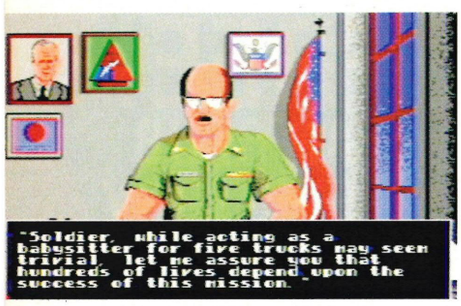
There are eight *M1 Abrams* missions in all and before each you have to consult the manual where you'll find a small rather useless map of the area you're about to be plunged into. Having picked your weapons, it's off you go inside the tank, over the hills and down the dales. "Destroy this thing, destroy that thing, and then return to base," a mission might say. Easy peasy huh? In theory but not in practice.

The enemy vehicles are everywhere and usually hiding. There you are, hacking towards your objective at 70 mph, when suddenly 'kaboom'... a shell hits you. "Uuuuh??" And then another. "Whaaat??" And another. Oh dear, you've absent-mindedly driven into the middle of some open ground surrounded by cliffs... and guess what's on the cliffs. Koala bears?

No. Deadly enemy artillery. Quick, run away. Stealth is the order of the day in *M1 Abrams*. You must plan your routes carefully, making use of the undulating terrain. Sneak up on things and kill them before they even know you're there. There are four positions, selected via pull-down menus to help you do this. These are at the top of the screen. The gunner's position (he's got binoculars, explosive shells and smoke grenades), the driver's (he, er, drives), the cupola (he's at the top of the tank where you get the best view) and the commander's position (which contains important updated information, and, da da, a map so you know where you are on the landscape).

The turret can either be fixed (when the joypad controls the speed and direction of the tank's travel) or movable (when the tank continues going in the direction you last told it to while the gun rotates independently). This is crucial if there's no place to hide and you need to dash for cover which may be a mile away. No probs. If you know the cover is to the north but the enemy tanks are to the west, set the tank full speed ahead and go into turret mode, swinging it to the left, guns a-blazing and enemies a-blowing-to-pieces.

Releasing a game such as this into the console market must be a bit of a risk as far as Sega is concerned – will anyone be the slightest bit interested? If it's a long-lasting addictive challenge you're after, then look no further. E



So Sergeant Bilko eventually got promoted after all...

verdict

Challenging tank simulation with atmosphere. The menus take some getting used to. There's real involvement here. Shame there aren't more missions. though.

END ZONE

Graphics

Sound

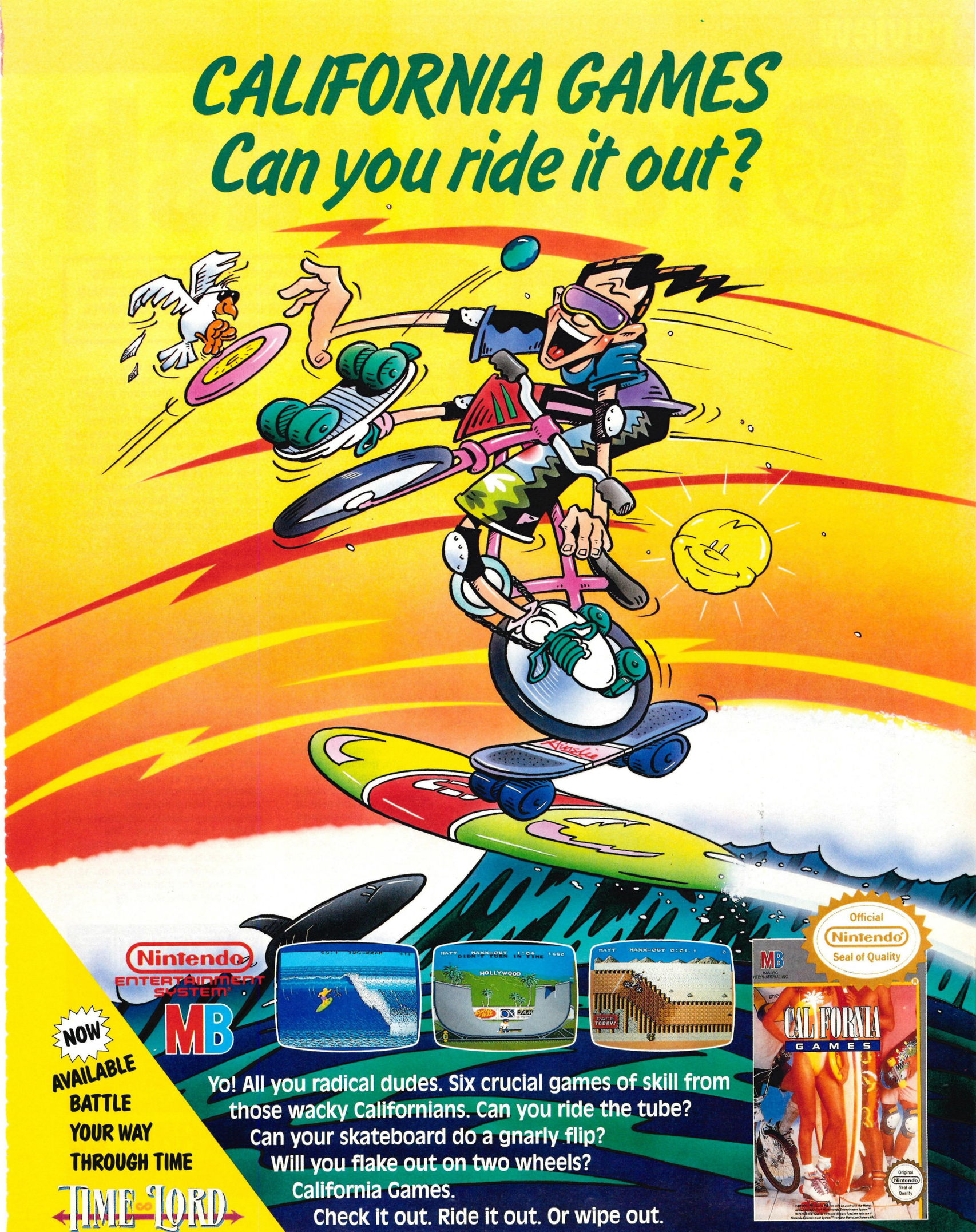
Addictiveness

Playability

OVERALL 85

Out: Now **Price:** £39.99
Publisher: Sega

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road rash



Can't afford a flight sim? Hitting a hill at 125mph briefly converts *Road Rash* into *F-22 Interceptor*.



Go on. You could get a double decker through that gap.



When I said double decker I meant the small chocolate bar, not the large public transport vehicle.



Green Cross Code Man says:"When approaching a junction close your eyes and accelerate to top speed." It removes the element of uncertainty.



Excuse me sir, you're not another of those England defenders are you?



Swap bike for a cow to cut down on lead poisoning – mind you the road gets covered in sh (Snip. Ed.).

MEGA ZONE

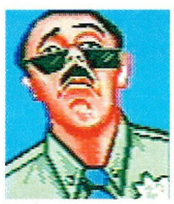
Warning: PLAYING ELECTRONIC ARTS' *ROAD RASH* CAN CAUSE A SEVERE DRAIN ON YOUR HOUSEHOLD TEA-BAG SUPPLY,
Says Game Zone Chief Medical Officer, *Duncan MacDonald.*

One way of measuring the worth of a game is to do the 'tea-test'... Does playing it make you sweat so much that you need a refreshing cuppa to revitalise you? Once you've made the tea, do you continue playing again as your cuppa sits untouched and forgotten? Do you repeat this making but not drinking process for eight hours until there aren't any tea-bags left in the kitchen?

That's the tea-test and there's something you ought to know right now – *Road Rash* passed with flying colours. It's a nightmare. But why? Well, as you may have gathered from the screenshots, *Road Rash* is a motorbike racing game. It's also something of a beat 'em up.

verdict
All in all, *Road Rash* is what I'd call 'a perfect game'.

There are five courses per level and your aim is to finish fourth (or better) in every race in order to be promoted. Each time you move up a level you'll notice several things happening, from the increasing length, gradient and 'bendiness' of the roads to the more cunning placement of police speed traps (fancy flying over the crest of a hill at 150 mph to be greeted by a police car blocking half the road?). To add to this there's two way traffic to contend with (four way if you include the frequent crossroads, with cars travelling *across* the screen).



Plastice surgery – not that effective.

In 'normal' bike racing games you hug the inside of curves and it doesn't matter, because everything's going the same way as you. In *Road Rash* you hug the inside of curves at your peril. Imagine riding a real motorbike as fast and as dangerously as is humanly possibly. Yeah? Well that's what you have to do here – there's even a 'disclaimer' in the manual where Electronic Arts says they don't condone unsafe motorcycle riding. And who can blame them? It could get them off the hook in a nasty court case one day.

Not only do you learn to ride like a madman, you also learn to fight at 200 mph. Overtake a competitor who you feel might win that first place prize money and you can lash out with a fist or a boot. Time it well (kidneys) and he (or she) will fall off their bike, and you can see the carnage in your fully animated rear view mirrors. On the subject of falling off bikes, you too can come off. Hit something solid, go into a broadside or get attacked by another rider, and whoosh – bike goes sliding one way and you the other. When your sprite eventually gets himself together he has to run all the way back to the bike (and can get knocked down by the traffic while he's about it).

Yup. *Road Rash* is an absolutely excellent game for loads of reasons. One is the speed. Cut out the screenshots, sellotape them to a brick and throw the brick off a cliff. That should give you the idea. Two, there are the excellent graphics. You can see those for yourself. Then there's the outstanding collision detection – no "Aaaaw, I never hit that." The sound's not bad either (apart from the bagpipey engine noises). What more can I say? Words fail me, as do tea-bags for that matter. I must go and buy some more. E

END ZONE

Graphics 9
Sound 8
Addictiveness 9
Playability 9

OVERALL 90

Out: Now **Price:** £39.99
Publisher: Electronic Arts



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world class leaderboard

verdict

Easily the best golf game available on the Master System. All the fun of the real thing without the need to dress up like a complete turd.

World Class Leaderboard* is all about golf which is all about loud trousers. Who is *Game Zone's* resident expert on loud and leary trousers? That's right, *Jeremy 'Shouting Pants' Daldry.

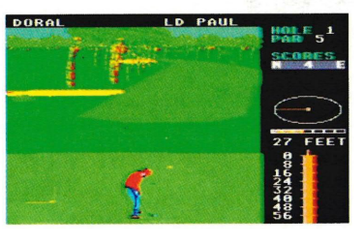
There are some pretty silly ways to spend your time, but golf just about takes the chocolate Hob-nob. Think about it for a minute. Just ponder how absolutely daft golf really is.

See. I told you. As a pastime golf is right up there with international contact jelly juggling as a sensible way to while away an afternoon.

World Class Leaderboard attempts to capture all the subtle qualities of the real thing, although the golfers' trousers aren't nearly flared enough and the checks are non-existent.

However checks apart, *World Class Leaderboard* looks very nice with lush fairways, lakes, trees and sand-pits just crying out to have the ball hit into them. They take a while to draw mind you but it's worth the wait.

Anyone who's played a computer golf game will be familiar with the control system. A power bar is used to control both the power of the shot and the degree of hook or slice. (*No surprises here then. Ed.*) The first click is to set the power bar speeding up the guage. The second click is to stop it. High up the bar equals a 100% shot, half way is 50% etc. The third click, as the bar plummets, sets the amount of hook or slice on your shot. So if you get a powerful shot with masses of hook you could actually end up further away from the hole than when you started. Not that anything like that ever happens to me. Oh dear me no.



Fourrr...Why do people shout four and not three or two? Answers on a postcard to...

Leaderboard's bar is trickier than most simply cos it's a bit small and divided vertically giving you less time to react. The whole game is pretty tricky, but fortunately has three difficulty levels. On Novice even Paul 'Lead Club' Lakin can get round reasonably near par. *(Careful what you say Daldry. Ed.)* However the leap from novice to amateur is a bit steep and can leave you struggling for a while.

Leaderboard originally appeared on the C64 so US Gold has done some tarting up. This includes not only enhanced graphics but also sampled speech. To be honest this didn't really tickle my chuckle muscle. Being told "No doubt about it. That's deep in the sandtrap," is funny exactly once. Still the sampled crowd noises add to the atmosphere. More importantly, all the gameplay of the original has been preserved.

World Class Leaderboard is by far the best golfing sim on the Master System. For those of you who are budding Sevis, and haven't got a 50 mega byte PC to play golf on, you could do a lot worse. *World Class Leaderboard* is a very fine game that's almost brilliant. E

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 86

Out: November **Price:** £29.99
Publisher: US Gold

WIN! it's a g

WIN £4,000 WORTH OF MEGA DRIVES,



We're such nice people that we've stumped up ten Nintendo Consoles to give away. Each Action Set comes complete with a 'Zapper' Light Gun, a Double Game Pak of two top sellers, *Super Mario* and *Duck Hunt* and two control pads. You can play anything from *Teenage Mutant Turtles* to *Terminator 2* on the Nintendo – there's literally hundreds of games to choose from. Worth £110, but to you, absolutely nowt.

10 nintendo action sets

10 personal stereos

Philips has kindly given us ten Moving Sound AQ 6404 MS auto-reverse personal stereos. Get into the groove with the Dynamic Bass Boost that pumps up the bass through lightweight headphones. There's fast forward and fast rewind on either side and endless playback mode for hep cats who want music every step of the way. Plus there's the belt clip (to make it really hip, ho, ho) and electronic tape control. Fab! Each one is worth a cool thirty quid – so if you don't win you could probably buy one!





iveaway!

NINTENDOS, PHILIPS STEREOS & JOE BLOGGS GEAR!

We've got ten Philips Moving Sound AW 7112 MSs up for grabs – each worth a cool hundred smackers. This movin' while you're groovin' system features 50W of exhilarating music power blasting through a 3-amplifier 3-speaker system with TBG (Turbo Bass Generator) to really blow your brain. Also included are dual tape decks for high-speed dubbing, continuous play and one-touch recording. It's so wicked, it should have horns!



10 turbo bass hi-fis



10 sega mega drives

Sega's Mega Drive gives you a full 16-bits of playing power. If you're looking for exceptional graphics, animation and playability this is the console for you. It comes with two joypads and a copy of *Altered Beast* to get you started. Plus there's more than 50 other games you can get your hands on, with even more to come. Titles like *Sonic The Hedgehog*, *John Madden Football* and *Populous*. Worth a cool £149 – and *Game Zone* is giving them away. Are we mad or what?

10 t-shirts & sweatshirts

Designed by fashion guru Joe Bloggs, these Moving Sound T-shirts and sweatshirts are well smart. The sweatshirt sports the Joe Bloggs logo emblazoned across one sleeve and the Philips Moving Sound logo on the other. In one extra large size and 100% cotton, they're trés trendy! The white T-shirt has a grey panel featuring three Moving Sound figures in yellow. The sleeves have the Joe Bloggs and Moving Sound logos in black. Essential. The T-shirt is worth £19.99 and the sweatshirt £29.99.



Yes that's right! In conjunction with Philips, *Game Zone* is giving away all these prizes - 10 Moving Sound ghettoblasters, 10 personal stereos, 10 Nintendos, 10 Mega Drives, 10 Joe Bloggs sweatshirts and 10 Joe Bloggs T-shirts in this three-part competition. And it's a complete cinch to enter too – giving everyone the chance to walk away with a prize.

question one

Remember this farmyard ditty?

Old MacDonald had a farm
Eee Aye Eee Aye Oh
And on that farm he had a pig
Eee Aye Eee Aye Oh....

Only the pig's done a runner and you've got to find it. It's like the one on the coupon, but it's escaped somewhere in the pages of *Game Zone*. Just tell us on what page and exactly where he's hiding and answer this simple tie-break question.

question two

Which soap star featured on The Farm's video?

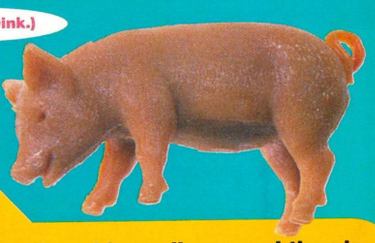
a) Dot Cotton *(EastEnders)*
b) Harry Cross *(Brookside)*
c) Vera Duckworth *(Coronation Street)*

the coupon

Now fill in the coupon with the answers and your name and address, BUT KEEP IT! In the next two issues we will be posing you two more brain-teasers and asking you to locate two more runaway animals. When you've found all three by issue three, we'll tell you where to send your answers.

rules

- Employees of Dennis Publishing and Philips will be gelded with a blunt scythe if they attempt to enter.
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I'm a super sleuth and have discovered the pig above hiding away on page_____beside

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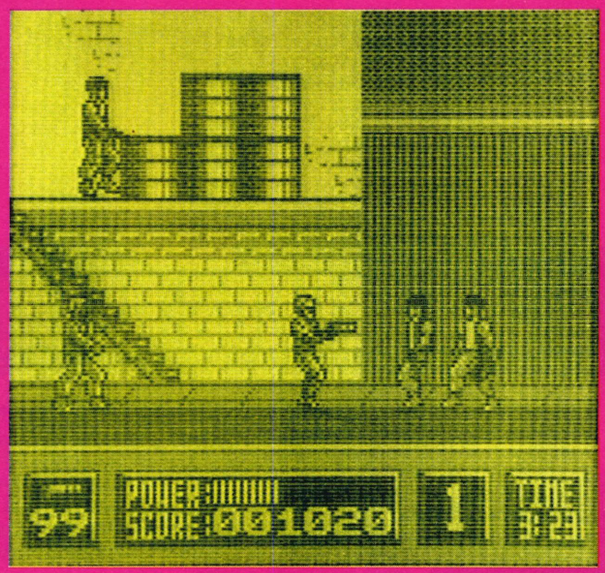
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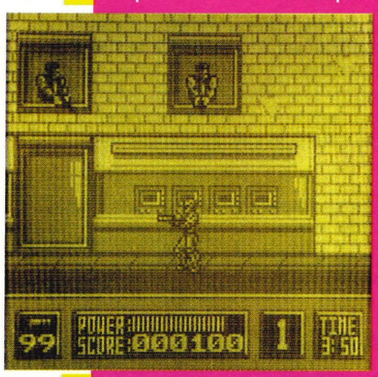
Half man, half machine, all GTi convertible.

GAME BOY

robocop

Jackie: If you're a policeman, keeping your uniform clean and pressed at the best of times is a bit of a nightmare. Just think how much worse it must be when you wake up suddenly one morning to find that, not only have you changed into a rather more metallic kind of law enforcer, but that in order to keep your new attire sparkling, you're probably going to have to invest in about a thousand bottles of Duraglit. Aaaaargh! Actually this was the sad fate that awaited half man, half machine Robocop in the 1988 film of the same name. No wonder he decided to make a vengeful beeline for one of the men who created him.

Luckily, in the Game Boy version Robocop leaves his personal cleanliness problems behind and steps out onto the mean streets of Detroit to despatch a few hoodlums.



Tin Machine? David Bowie?

Armed with a special-issue auto–9 hand gun, he must blast his way past ten baddie-laden levels, picking up power-ups and extra energy as he goes. But this is no simple scrolling shoot'em up. Even though the usual sideways scrolling, blast all the baddies element does make up the major part of this game, there are other levels which provide a more varied gameplay than might usually be expected from this sort of play. Level two, for example, provides a head on encounter with a gunman and a hostage. Instead of blasting in all directions, what you need here is a steady and sure aim if you want to despatch the gunman. While on level four you'll need to puzzle your way past a photo-fit teaser if you want to get back onto the streets.

All in all then, what Ocean has provided the Game Boy with here is a multi-level scrolling shoot 'em up with a nice bit of extra added gameplay. The graphics are well executed and there is also a cheerful little soundtrack as you go along the trail in search of the big robotic baddie ED-209. This means that if you like shoot 'em ups, and even if you don't, make sure you get a hold of this game.

OVERALL 80

Out: Now **Price:** £25.53
Publisher: Ocean

GAME GEAR

outrun

Jeremy: The summer of '85. The summer I bought my first leather jacket, the summer that the Sisters of Mercy released their first LP. The summer when Goth was hip, instead of just smelly. (*Is any of this strictly relevant? Ed.*) What a summer that was, sitting in the bar of Mannings, the Reptile House EP blaring on the juke box, knocking back pint after pint of glorious Suffolk ale, my friend Frankie throwing up in the corner. Golden memories.

But in the name of Eldritch, what has any of these ramblings got to do with *OutRun*? (*Funny you should mention that. Ed.*) Well, Mannings was one of the first pubs in my home town to have *OutRun* installed. There it stood next to the Wurlitzer, so memories of that golden summer include racing through Calfornian sunsets, Las Vegas nights and hot Navarda days. A bit like the Sisters, *OutRun* has not aged well. Zooming across the States in a rag top, against the clock with the wind in your hair, Bud in the ice box – the American dream which should be magic. But it ain't. While the landscapes are just as nice to look at, the gameplay sucks making everything all a bit easy. You should never be able to complete the first level of any game on your first attempt. Both the sound effects and the music are twee with tunes that sound as if they are lifted off a Barry Manilow LP and the sprites are jerky and poorly animated. All a bit crap. Sad when your memories are blown away.

OVERALL 30

Out: Now **Price:** £24.99
Publisher: Sega

'Last man in Dead Man's Curve' - The Carpenters, don't yer just love 'em.



Nigel Mansell never really has this kind of problem.





Oh no, it's the attack of the mutant jelly moulds.



My, is that a fine bunch of cherries, or a pair of dogs goolies?

pacland

Jeremy: During the 70s I spent my summer holidays in the little Suffolk sea side resort of Felixstowe. The sea was turd free, the sun shone down and Blondie was top of the charts. But why the trip down memory lane into ancient history? Well, the highlight of each day was the trip to Charlie Manning's amusement arcade to play the latest craze, 'video games'. Many hours were spent feeding ten pence pieces into *Space Invaders*, *Meteors* and, of course, *PacMan*. Because of these childish memories *PacMan* has a special place in my heart. Call me an old traditionalist, but I like my PacMen to be viewed from above, zipping along corridors, chased by ghosts that look like jelly moulds, eating cherries shaped like dog's goolies.

Unfortunately this new version of *PacMan* is a disappointment. It takes PacMan and dumps him in a Mr Men cartoon. He looks so lost, poor love. (You keep expecting him to be jumped by Mr Happy and Mr Bump and beaten to a pulp for trying to crowd in on their tuff while Arthur Lowe decribes it all in that chocolate syrup voice of his.)

You play Paccy who scampers around PacLand in search of his fruity treats, avoiding ghosts who have outgrown the humble jelly mould and now drive around in cars and planes, (Yuppie ghosts move in on PacLand?), bombing you with baby ghosts. Heartless things. Both sound and graphics are suitably cartoon like, but the gameplay retains little of the original's addictiveness, to say the least. Maybe it's because you no longer view the action from above, but from the side. Maybe it's because a trained monkey could do level one and level two is nigh on impossible. I don't know, maybe it's just because it's crap. Bring back the 70s.

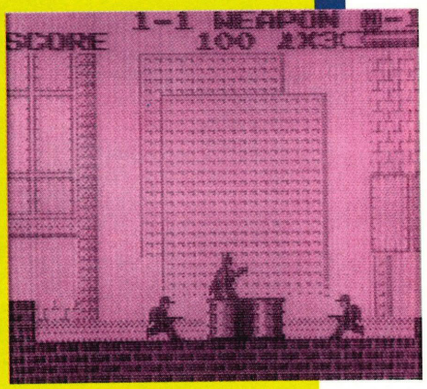
OVERALL 42

Out: Now **Price:** £30.64
Publisher: Atari

batman

Jeremy: I ask you, who the hell creates a super hero and then makes him wear his Y-fronts, outside his tights. I mean come on, the super baddies would laugh themselves so silly that anyone could arrest them. But then maybe that's the idea. Maybe if our own defenders of the peace wore tights then the crime rate would fall. But, it hasn't really worked with those silly hats they wear. Maybe a Groucho Marx false nose and glasses...

One of the best known donner of tights is Batman who trogs around Gotham City, where no one would dream of sniggering at his choice of sartorial dress for fear of getting a Batwing round the lug hole. That is basically what's going down here. The caped crusader wanders around, generally dealing out justice to anything and anyone. You can collect various power-ups by blowing away unsuspecting, and I'm sure, very law-abiding blocks. (Look sideways at theses vigilante types and there is no telling what they will do. It's their artistic temperament, bless 'em.) These power-ups allow you to dish out an even more lethal form of justice. No slapped wrist and 'Don't do it again sonny or I'll tell your mother,' here. That is too lenient for our Bats. The only justice these crims understand is the kind that comes in bodybags.

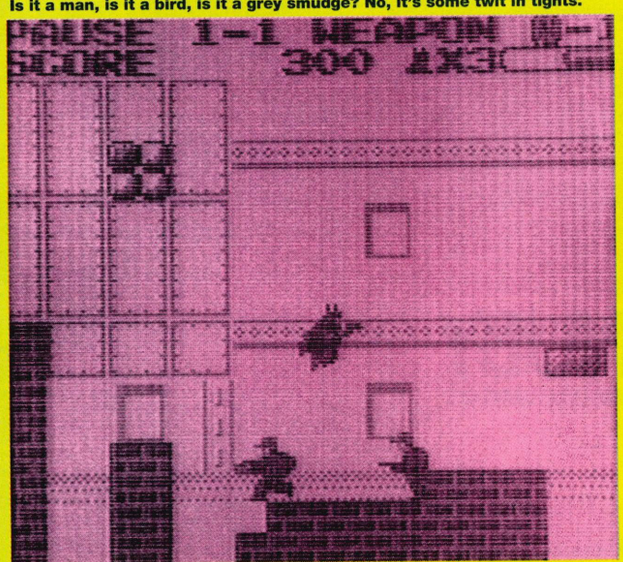


For all that, I'm afraid to say it ain't all that great a game. The graphics are okay and the sound is really quite funky in places, but the plot, to be frank, sucks eggs. Maybe I'm an old cynic, but it would have been nice to have a game that relates in some way to *Batman*. This doesn't, because it could be anyone in there dishing out the summary justice, Batman, Spiderman or my old great aunt Gertrude. Never mind, this ain't a perfect world. If it was, Batman wouldn't have to dish the justice in the first place. Here endeth the lesson.

OVERALL 70

Out: Now **Price:** £25.53
Publisher: Sunsoft

Is it a man, is it a bird, is it a grey smudge? No, it's some twit in tights.



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turbo sub

Kai: *Turbo Sub* is in essence a sort of forward scrolling shoot 'em up which follows the same sort of lines as *Afterburner* in that you fly into the screen and erm... shoot absolutely everything in sight! (*A more eloquent summing up of the plot I have yet to come across. Oscar 'Kai' Wilde or what? Ed.*) The gameplay is very similar to *Burner* and others of that ilk and the few minor changes really don't do much to retain interest. For instance, the baddies come in the form of monsters as opposed to planes or, in relation to *Turbo Sub*... subs! Speaking of subs, let's move on to yours: as you may well have guessed, you are the pilot/ captain of a rather nifty submarine. As per usual, there is a large(ish) range of bolt-ons to acquire and to get these you have to pick up crystals in the latter stages of each level. Once the stage is complete, you are given the opportunity to indulge in a frenzied shopping spree of mammoth proportions. Well that's a bit of a lie really, as there are only about ten things you can buy and only half of these are weapons. The biggest failing point of the game is its lack of originality. Okay, so there is an uppey bit (where your sub is above water) and a downey bit (where your sub is submerged), and the game designers have obviously tried very hard to add a new spark to a well tested method, but for me the attraction of 'fly into the screen games' went with the great big hydraulic cabinet. If you are a fan of the genre, you'll love it. If not... well, you probably won't!

OVERALL 85

Out: Now **Price:** £30
Publisher: Atari

Ever had that sinking feeling? (What a load of wit, ehh!)



"We all live in a tub of margarine, a tub of margarine, a tub of margarine."





Woody Allen? Woody Gutherie? Woody out of The Bay City Rollers? *(Who? Ed.)* No it's everyone's fave plank, Woody Pop!



Woody Pop? What a load of plank. (*Enough 'plank' jokes, thank you. Ed.*)

woody pop

Jeremy: There are many things I find frustrating. Among them are the London Underground, Bryan bloody-58-years-at-number-one-Adams and *Woody Pop*. *Woody Pop* is the console equivalent of banging a large round Canadian soft metal guitarist into a small square film. (Subtle, or what?) *Woody Pop* is a straight, up-dated, version of the ancient *Breakout* and a rather annoying version at that. You play the hero, Woody, who is a plank of wood. And that just about sets the level of the game to follow, no brain-teaser this. Woody has taken it into his head to knock lots of little blocks out of the way so that he can continue to journey through a very dully decorated castle. (No Habitat wall coverings or chintz fringe on the sofa here.) He does this by hitting a ball against them (why can't he just use a small, but oh so sexy, thermo nuclear device and remove blocks, castle and all?). Some blocks give him a little present, some blocks release nasties. And that's just about it, both graphics and sound are annoyingly cute and the playability is slightly marred by the learning curve being set a smidge too high. Not a great game by any stretch of the imagination. Only buy this if you like being severely wound up.

OVERALL 46

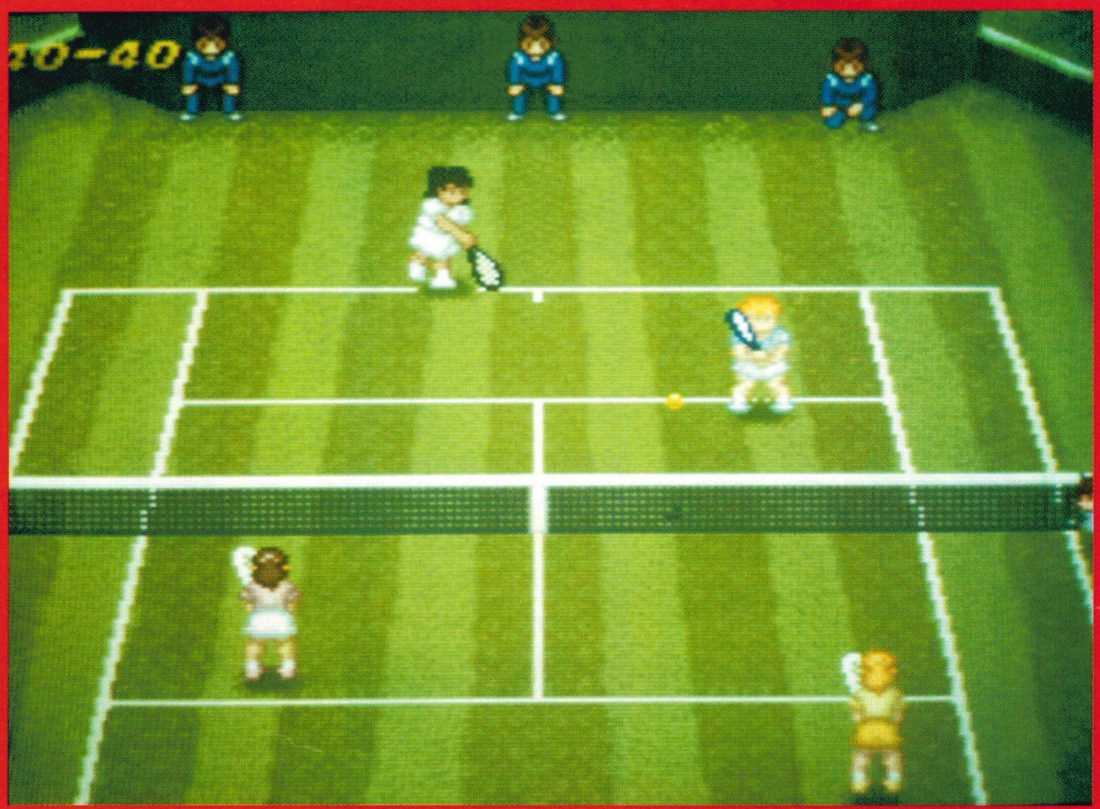
Out: Now **Price:** £19.99
Publisher: Sega

You've now entered the import zone. (*I prefer to think of it as the flag zone. Ed.*) Games reviewed in this section haven't been officially released in the UK yet and are currently only available through 'grey importers'. Some may well be available officially at a later date when we'll give them a more detailed going over. In each review we've mentioned the language of the instructions. This refers to both booklets and on screen commands. These are not always in the same language so if your ability to play the game is affected by a language barrier we've labelled the instructions as Japanese. Enough of the chat - on with the action.

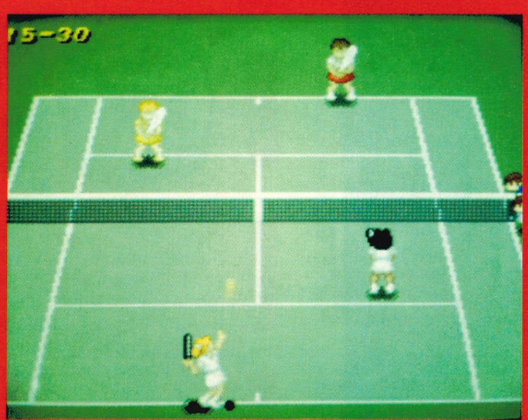
★★★★★

MEGA ZONE

super tennis



Well, what an absolutely splendid pair of doubles we have here if you don't mind my saying so. (*We do, Ed.*)



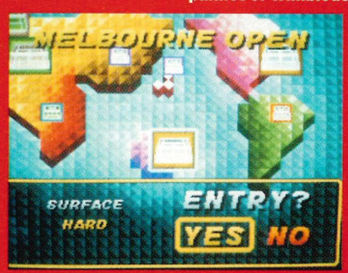
The two players against the computer option lead to loads of fun, three sackings and two divorces.



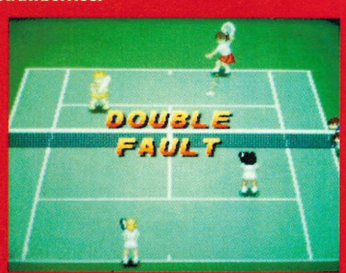
All this action and beauty for a fraction of the cost of one punnet of Wimbledon strawberries.



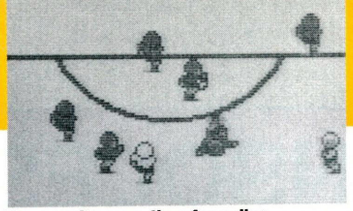
These imaginary tennis players look strangely familiar. It's Cliff Richard!



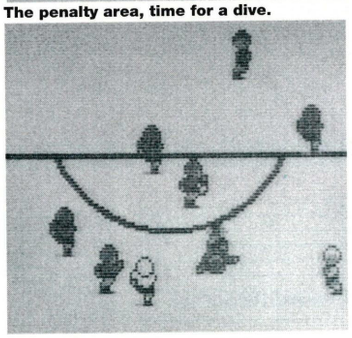
The world is your oyster in the tennis circuit option.



You cannot be serious. That ball was in I tell you, I saw the chalk dust.



The penalty area, time for a dive.



No-one loses to Japan... oh dear.

soccer

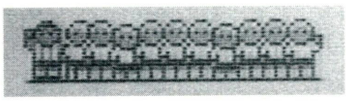
Dave: Soccer, it's a funny old game ain't it? All that running around and effort, yet everyone knows that at the end of the season Liverpool will reclaim their private trophy after sending it to Highbury for a polish. Everyone also knows that *Kick Off* is *the* soccer game which is presumably why Tonkin has opted to try and emulate *Kick Off* with a semi-raised angle/ overhead view in this pocket-sized soccer game.

You can choose to play a single game or a world cup competition with eight national sides ranging from Japan to Germany. Because of the limited playing area you only have seven players on your team. That rather rules out the old 4-4-2. Instead you can select two formations; 2-2-2 or 2-3-1. There are no crowd noises and just a few sound effects. Some music plays during the match but this is very irritating and is best switched off.

The moves available to you during the game are all fairly standard footie sim stuff, slide tackles, after touch and the like. However when the ball is in the air you can do an overhead kick or diving header, both of which are rather neat. *Soccer* also includes the offside rule which is pretty unique and unlike *Kick Off* the ball sticks to your feet, making control too easy. To be honest playing against the computer is a waste of time since the game is a piece of piss. I don't think anyone could lose (*Ahem...er...Ed.*) All the fun lies in the link-up cable!

The gameplay is a little short, the sound is poor too and the graphics are not too hot either but it's playability that wins the day. Worth a look at if you like footie.

● **Supplied by Games Galore**



OVERALL 81

Instructions: English
Price: £29.99
Publisher: Tonkin House

Jeremy: Think back to the very first computer game you ever played. Bet you anything you like it was that tennis game – the one that went 'ping'. You know the one, viewed from above, a couple of white lines or 'bats', and a little square 'ball'. Bit crap wasn't it? Since then tennis games have come and gone varying between good, bad and indifferent. Now at last we have something that is not so much good as superb.

Super Tennis is technically outstanding. The use of rotated bitmaps makes for some great effects (but then again the Famicom's good at that), including a really neat title page when you get the ball's eye view of a shot zooming all over the court. The game itself is even better with the best sound and graphics I've seen outside Wimbledon. There are a range of players each with a distinctive look but all of them beautifully animated. The difficulty level is also pitched just about right. It only takes a few picoseconds to master basic serves and returns but as your skills develop, so do the rallies. Each button on the joypad option controls a different shot so with a little practice you'll be mixing lobs and passing shots with the best of them.

As well as wonderful graphics and outstanding gameplay *Super Tennis* has some nice touches of humour. Many of the players have names and faces which are almost, but not quite, those of famous players. Little speech bubbles of frustration appear when players miss shots. It's a word very similar to 'shots' that the defeated player uses at the end of the game.

You can play singles against the computer, doubles with a friend against the computer (pure madness), or a straight head-to-head with a buddy. If you're feeling really ambitious you can even work your way round the tennis circuit. Another nice touch here. Entering the password to get into the circuit is done by using a tennis player to hit letters into the word box. It is, of course, the head-to-head that offers the greatest fun but even friendless gamesters will find this an outstanding sports game. Outstanding? This is the best tennis sim on any format anywhere. So there. Oh and it doesn't go 'ping' it goes 'thunk'.

● **Supplied by Advanced Consoles**

OVERALL 90

Instructions: English
Price: £50.00
Publisher: Tonkin House

PC kid 2 – bonk's revenge





Teresa: Everyone has to have a hero. Nintendo has Super Marios, Sega has Sonic, I've got John Barnes (but that's another story) and NEC has Bonk. Or rather it did have Bonk because now the hero is back in the long awaited sequel – *Bonk's Revenge!*

Like *Bonk's Adventure*, this game features the popular caveman, aptly called Bonk because he has to headbash his way through seven levels of mayhem to defeat the Evil King Drool III and restore peace to Princess Za's land. Within each level there are several rounds to navigate, each with its own end-of-level nasty to overcome. There are also eight bonus games where you can score more points and pick up valuable power.

As in the original you must collect flowers, butterflies, vegetables and fruit for extra points. You'll also get further points for defeating baddies. Plus there are a few new additions – like the bits of meat which allow Bonk to spit fire and blow nuclear bubbles at the various baddies and the special flowers that Bonk can attach himself to so he can fly.

So how does the game compare to the original? Well, the scenery and graphics really are superb and very different on each level. The game also scrolls vertically as well as horizontally. Best of all there are more baddies on screen at a time and they're meaner too, which all goes to make the game more challenging as well as graphically more interesting. The only problem I had with this import is that all the instructions are in Japanese – obviously cos it's a Japanese game. As far as I'm concerned Nintendo can keep Marios, Sega can stuff Sonic - I'd rather be 'Bonked' any old time!

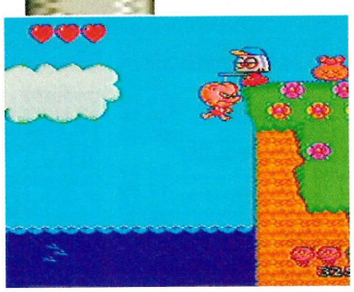


Pretty, 'cept you're inside.

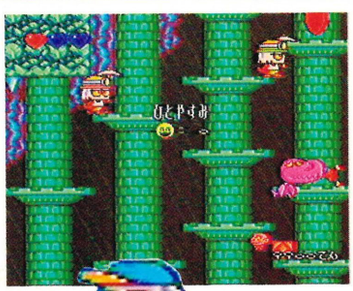
● **Supplied by Console Concepts**

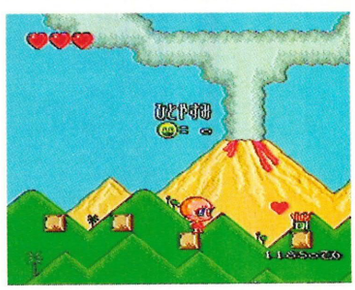
OVERALL 88

Instructions: Japanese
Price: £35.00
Publisher: Hudson Soft











Whoever decreed that being a baby was simply a matter of being sick and going 'goo' hadn't bargained with Bonk.

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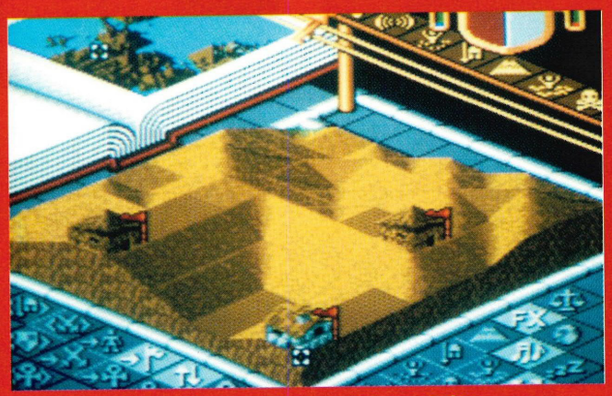
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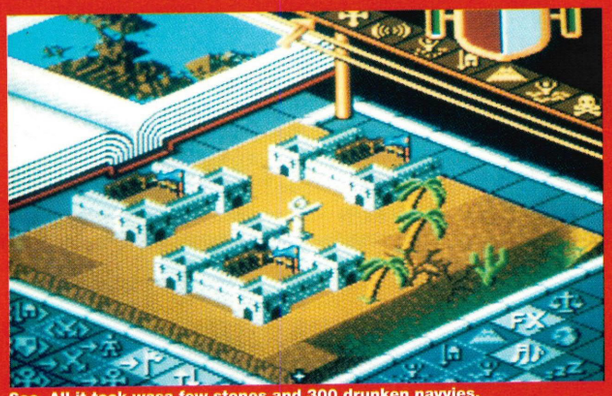
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populous



Okay, it's not much to look at but I have plans, great plans.



See. All it took wasa few stones and 300 drunken navvies.

Paul: *Populous* has appeared on more formats than Shane McGowan has had neat whiskeys. This of course makes Bullfrog, who programmed the original, extremely wealthy and popular in pubs where, "Did we ever tell you about the time we programmed *Populous*?" is guarantied to clear everyone out at closing time. Bully for Bullfrog. What about the poor reviewer who has to try to find something new to say about it?

For the few who haven't seen *Populous* it's a game of Godliness (the sequel – a game of cleanliness didn't do anything like as well). Over a range of worlds, players boost their own forces by flattening or raising land for them to build on. The size of the building depends on the amount of available land. It's also possible to intervene in the development of the computer's world by dabbling in such useful environmental actions as earthquakes and floods. If this doesn't completely wipe out your opponent, once all the land is colonised there's a huge bun fight with God on the side of the big battalions.

Still one of the most original games around, incorporating imaginative graphics (all set inside a book) with gameplay that grows each time you play the game. *Populous* is one of the 'must haves' of the games world. Console versions inevitably suffer from a loss of precision because there's no mouse. However, it's worth a little extra hassle for a game of this quality. The conversion is competent rather than inspired but that still makes for a classic. If you haven't already got a copy of *Populous* then buy this one (provided you've got a Super Famicom of course).

● **Supplied by Axe Direct**

OVERALL 91

Instructions: English
Price: £49.99 **Publisher:** Imagineer

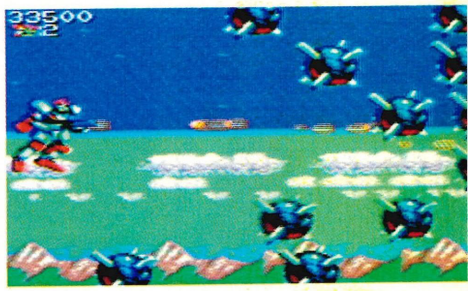
heavy unit

Jeremy: Remember those little toys that were all the rage with your kid brother a couple of years ago? The ones that changed from a car into a robot, Transformers they were called. Well they have made it onto the console in the shape of *Heavy Unit*.

You are a little space ship zooming through deep space, when all of a sudden half the universe takes a dislike to the way you wear your hair, and decides to wipe you off the face of the earth. The universe can be very unreasonable, can't it? Fighting back and collecting various power-ups along the way, you eventually gain enough power to turn into a flying robo. And that's the plot, basically. No best seller, this.

The game however could be. Although it's nothing stunningly new it's all very well put together and the deeper you get into the game the more impressive it all is. Graphics scroll horizontally along in a rather pleasing way with assorted sprites of a fairly huge size zooming all over the place. The sound goes 'splat' in a particularly 'splatty' way, and more importantly it's great fun. None too original, but very well executed.

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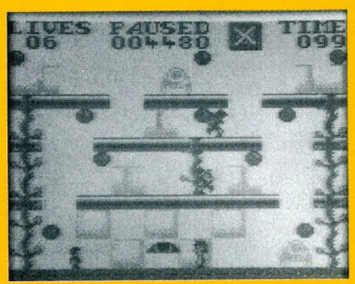


Impressive? Yes. Friendly? Definitely not.

OVERALL 88

Instructions: English
Price: £39.99 **Publisher:** Toho

bill and ted's excellent adventure



What a lot of balls... sorry bombs.

Jeremy: *Bill and Ted's Excellent Adventure* is one of the funniest and most triumphant of movies I have seen for some time. Unfortunately the Game Boy adaptation isn't. (*It isn't a film or it isn't triumphant? Ed.*) In the film Bill and Ted form the world's worst rock group and then tour it through time collecting various historical dudes to help with their school project. In the naff Game Boy version they go along defusing 'time bombs', put there by the evil De Nomolous (naff, naff, naff). This is a very standard platform adventure, with very poor graphics. Let's not beat around the bush, it's just plain crap. One of my favourite films has turned into a second rate platform adventure, with about as much individuality as a bowl of cold rice pudd. Most definitely not a bodacious game.

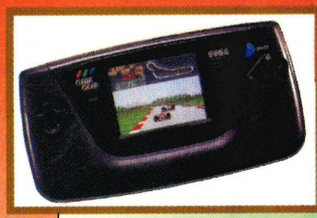
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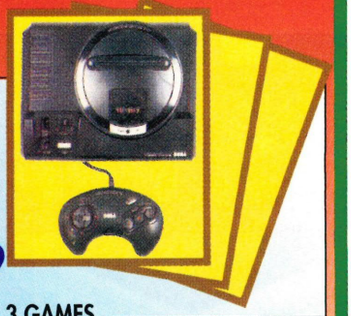
OVERALL 18

Instructions: English
Price: £29.99 **Publisher:** LJN

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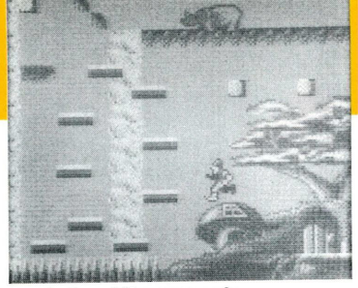
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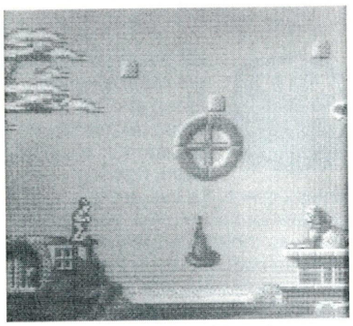


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No, that's not the compo pig.



That looks wheely tricky. (Groan).

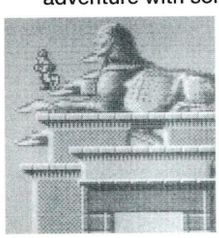
dragon's lair

GAME BOY

Paul: Now with a name like *Dragon's Lair* you might be expecting something pretty violent. Let's face it, you don't go into a dragon's lair for tea and jammie dodgers. More sort of fire and soiled underwear. But the strange thing about *Dragon's Lair* is that there aren't any dragons and it doesn't take place in a lair. Unless of course the dragon hangs out in Crete, Athens or some other home of Greek mythology.

In fact, this game has more to do with collection than combat since to rescue the lovely Princess Daphne (shame about the name) you must collect all the pieces of the shattered Life Stone. Occasionally these can be collected by simply strolling along the path and running into them "Golly there's a bit of Life Stone lying on the grass. Stroke of luck that." More often though it's a case of leaping into flying hats, jumping off knife-infested conveyor belts (awfully advanced for their time these Greeks) or even hitching a ride on a pig. All to collect these bloomin' stones.

Easy it ain't and sometimes the controls are too fiddly for their own good. For the most part though this is a reasonably imaginative and more than a little challenging adventure with some nicely drawn backgrounds making up for the traditional antman main sprite. Still it all seems like a lot of work for a girl called Daphne.



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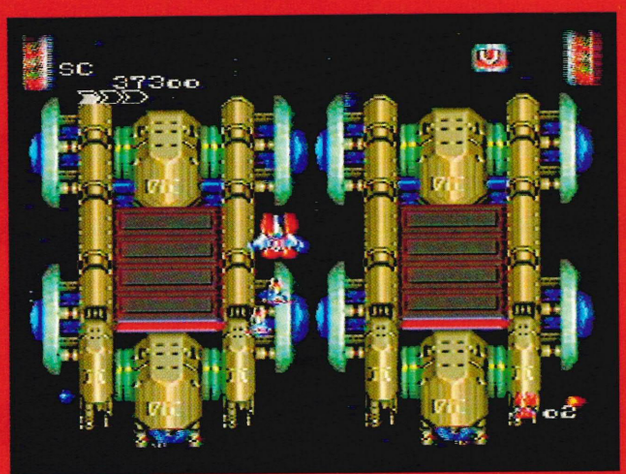
OVERALL 82

Instructions: English
Price: £29.99
Publisher: Imagesoft

final soldier



Auto fire, Auto fire... my kingdom for an auto fire!



Ohh lovely. Interstellar tennis courts.

PC ENGINE

Jeremy: Death, kill, maim. This is what they are crying out for on the streets. Violence. You can't beat violence, none of this namby, pamby 'big girls blouse' stuff, with platforms, plumbers and hedgehogs. We want to make as many little alien children as possible into orphans.

You don't get much more violent than *Final Soldier*, a classic parallax scrolling shoot 'em up in which you kill everything that moves, and quite a few things that don't. *Final Soldier* isn't about scenario it's all about body and enemy count. Graphics and scrolling are of the highest order. Mind you, none of it is very original. Wouldn't it be great if in one of these games there was a little something different, a sub-level in which you had to arrange flowers against the clock f'rinstance.

NO! What's wrong with me. We want violence, stick the flowers where the sun don't shine. Kill, kill, kill...

If you want a shoot 'em up for your Engine, this is one of the best you'll get. Good execution of a tried and tested format. Bit like the *Generation Game* really.

● **Supplied by Advanced Consoles**



OVERALL 82

Instructions: Japanese
Price: £35.00
Publisher: Hudson Soft

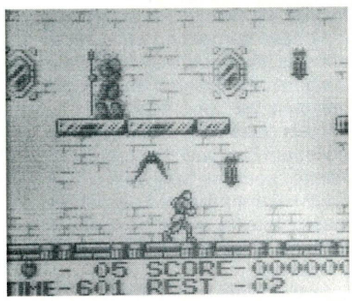
castlevania II: belmont's revenge

GAME BOY

Jackie: Castles are an estate agent's nightmare. Cold, dank, spooky things, no-one wants to buy them. Which probably explains why it's mainly chums of the living dead which inhabit them. And why ghosties and ghoulies are the nasties you have to battle against in this game where five castles have to be explored.

You play Simon Belmont, a man whose first born son has just been done away with by Dracula. Out for revenge and armed with your trusty whip you set off to find the big blood guzzler himself. But four castles stand between you and the final rendezvous – Plant, Crystal, Rock and Cloud castles to be precise.

Each castle is made up of a maze of rooms crammed with horrendous beasties and fiendish traps. A quick lash of the whip will despatch bats, zombies, falcons, headless ghosts and other unspeakable horrors. But for more



So where's the en suite bathroom?

resilient nasties you will need to gather the extra weapons that can be found lurking behind various blocks and collect the hearts along the way so you can power them.

Battling beasties is only one aspect of this clever arcade adventure though. You'll also have to puzzle your way past the various traps and killer spikes that block your path and beat the guardians at the end of each fortress before you eventually make it to meet Drac.

Castlevania II is a brilliant game which should provide you with hours of hack 'n' slash 'em up fun. Strong graphics, animation and sound coupled with good gameplay make this a must for every self-respecting Game Boy owner.

● **Supplied by Axe Direct**

OVERALL 87

Instructions: Japanese
Price: £29.99 **Publisher:** Konami



Eek, pointy things and a blurry thing.



Oh dear, lots more pointy things.

halley wars

Jeremy: Blimey, I'm glad I'm not an alien life force. No-one is ever pleased to meet them. Maybe we should reconsider, they may have something of worth to offer us. Perhaps they could give us insights into the very origins of the universe, perhaps they could answer questions of a deep philosophical and theological nature, perhaps they hold good Tupperware parties. Then again, maybe they're smug bastards and deserve to be totally wiped out of existence.

Halley Wars has more to do with large lasers than plastic boxes. From the moment you open the box, to the moment you see the Game Over message flash across the screen, you are under no illusion what this game is about and it's not keeping sandwiches fresh. The aliens are coming, and you're not pleased to see them. No cosy little fireside chats over toast and cocoa for us and our intergalactic cousins. They can eat laser cannon and like it. This wee version of the trad shoot 'em up lives up to its larger relations well. Neat graphics, very smooth animation and annoyingly catchy music, which you will be whistling for many moons to come, makes for a very addictive, highly professional game. Now you can blow aliens away on the bus, Tupperware parties or no.

● **Supplied by Axe Direct**

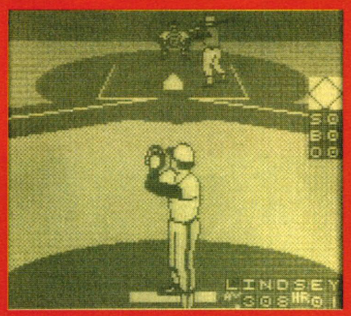
OVERALL 83

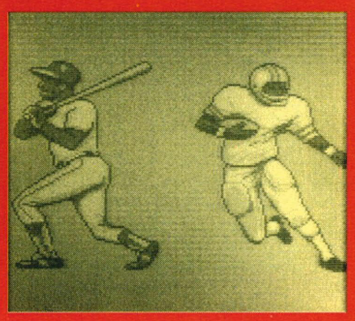
Instructions: Japanese
Price: £29.99 **Publisher:** Taito

bo jackson

Jeremy: Two games for one. Baseball and American Football all crammed onto one little cartridge. Of the two, Baseball comes out the best, largely because for most of the game there are only two characters involved whereas in American Football you can't see the wood for trees or rather you can't see the action for the little dots charging round the screen. American Football also clocks in high on the rules count. If you're wary of any game that requires you to read masses of instructions (and don't know your endzone from your grid iron) then you'd best steer clear. Still, the graphics in both games are clear and occasionally well drawn and they're both playable. If sports sims are your thing you could do a lot worse than have a look at this.

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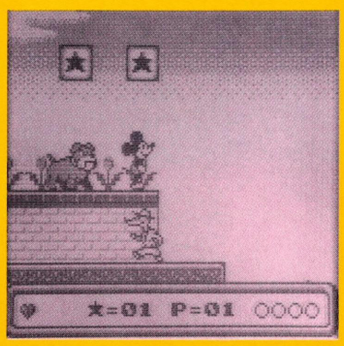


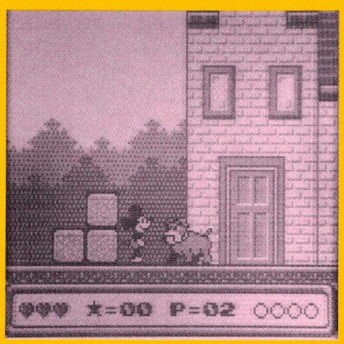
Well, it's not cricket.

OVERALL 70

Instructions: English
Price: £29.99 **Publisher:** THQ Inc

mickey's dangerous chase





A Mickey Mouse operation.

Jeremy: 'Oh Mickey you're so fine, you're so fine you blow my mind, hey Mickey.' Maybe, but not in this Game Boy version. This rather average game has Mickey chasing a lost birthday present. Has Mickey really got nothing better to do with his time? What with the third world, poverty and the environment, what is our lad, the rodent doing? Chasing a lost birthday present! Even this frankly limited gameplay is let down by the flickery and rather basic graphics. Maybe I'm being overly critical as this game is no worse than average, but we've come to expect much more from the diminutive rodent. This is no *Castle Of Illusion*. Not worth getting over excited about.

● **Supplied by Games Galore**

OVERALL 58

Instructions: English
Price: £29.99 **Publisher:** Capcom



Alone in the wilderness.

rastan saga

Jeremy: Time to get out the leather thong and oil up those pectorals for yet another slash 'n' dash, fighting fantasy game. As the well-oiled, muscle-bound hero you must hack your way through great swathes of inhuman nasties. Why? Probably to rescue some beautiful monster from a hideous princess (?).

This offering from Taito definitely gets on my pectorals. Don't get me wrong, there's plenty of blood, assorted monsters and quests to be 'quested', but the thing that makes my blood boil is the lousy control system. Sometimes you jump high, sometimes you don't. Sometimes you can leap , sometimes you can't. Magic weapons come and go for no other reason than they want to and it all becomes very frustrating. I like a challenge but this game got me within a hair's breadth of chucking my Game Gear out of the window. No matter how much body oil you splash on, Rastan Saga still lacks in playability. And not even the prettiest leather thong can make up for that. Sorry Taito, it sucks.

● **Supplied by Axe Direct**

OVERALL 28

Instructions: Japanese
Price: £29.99 **Publisher:** Taito

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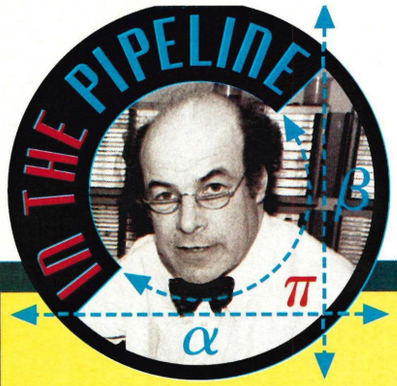
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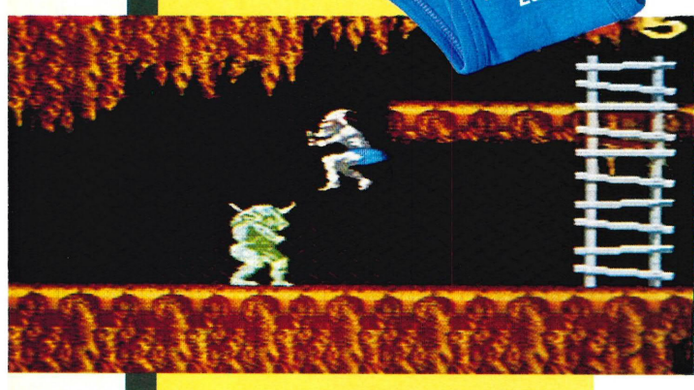


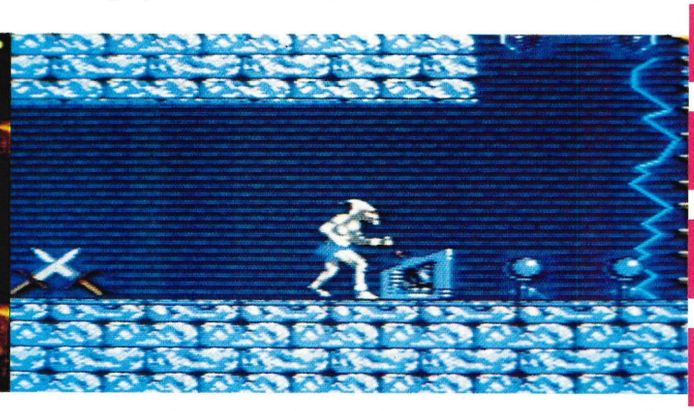
shadow of

Although no-one in the *Game Zone* office was frightened of Tecmagik's *Shadow Of The Beast*, only *Paul Lakin* was plucky enough to brave Birmingham to give it the once-over.











Let's face it, children are pretty ugly basts at the best of times-nasty yowling things with red blotchy faces and overactive bowels. So the *Beast* Mages of Maletoth probably had the right idea when they swiped a screaming infant from his cradle and pumped him full of ghastly potions designed to mutilate his body. However when junior witnesses his father being executed in some bizarre religious ceremony he gets upset (and dad's probably not exactly over the moon about it either). He sets off to reek revenge on his enemies and take part in a classic computer game along the way. Classic? When *Shadow Of The Beast* came out on the Amiga, in those dim, distant days when no one even knew Kylie had a sister, everyone raved over the graphics. As for the gameplay? Let's just say Tecmagik thought they could do rather better.

beast masters

The first job was those graphics as Bob Pape explains. "*Beast* wouldn't be *Beast* without the multi-layer parallaxing, smooth scrolling and the vast number of differing enemies that assault you so these had to be included." No small feat on the Master System. *(That's not true. I've got small feet on my Master System. Ed.)* However, as Bob says, they have the Master System "doing some very nice things under interrupts." This may sound rather like a description of Emma Freud on *Just A Minute* but it makes for some beautiful screens. "Wait till you see the clouds on the last level."

Despite managing to 'cram' eleven levels of parallax into the game (four for the clouds, two for trees and monsters, four for the front landscape and one for the Beast himself), Tecmagik has had to make some sacrifices on the graphics front. But if fans of the original notice that there are slightly less monsters on screen at a time there are still more than enough to make the game overwhelmingly dangerous.

Super smooth scrolling backgrounds choc-a-block with beautifully detailed monsters and some seriously deadly end-of-level nasties to boot. What more could you ask for?

playing the beast

Shadow Of The Beast was deservedly famous for its graphics, it was also rather infamous for its gameplay. As Bob Pape remarks, "It's really no secret that the one thing that *Beast* lacks is depth of gameplay. What it really boils down to is 'run and punch' with most of the excitement being generated by a desire to see what kind of monster the game is going to throw at you next." Tecmagik considered having a bonus system where money collected from killing monsters could be spent in a shop to buy upgrades. However this has been done in oodles of other games. In the end the *Beast* was given greater depth by adding more potions (ten instead of the original two and not all of them beneficial) and about twenty objects to collect.



As well as adding objects and slightly redrawing the map the programmers have also tried to put in a bit more challenge. To complete the original it was only necessary to jump a couple of times. Master System owners will now have to work a bit harder.

It's not all doom and gloom though, some things are easier, staying alive for instance. Instead of having only the one life you now have three and death takes you back to the beginning of the level, not the beginning of the game. Great news for all those who found the

drink me

The original *Shadow Of The Beast* had only a couple of potions. Not so the Master System. Here's just a sample of what's available...



CONFUSION
Beast works in opposite way to your commands.

DEATH
It's kind of terminal.

POWER UPS
More energy than a can of Irn Bru.

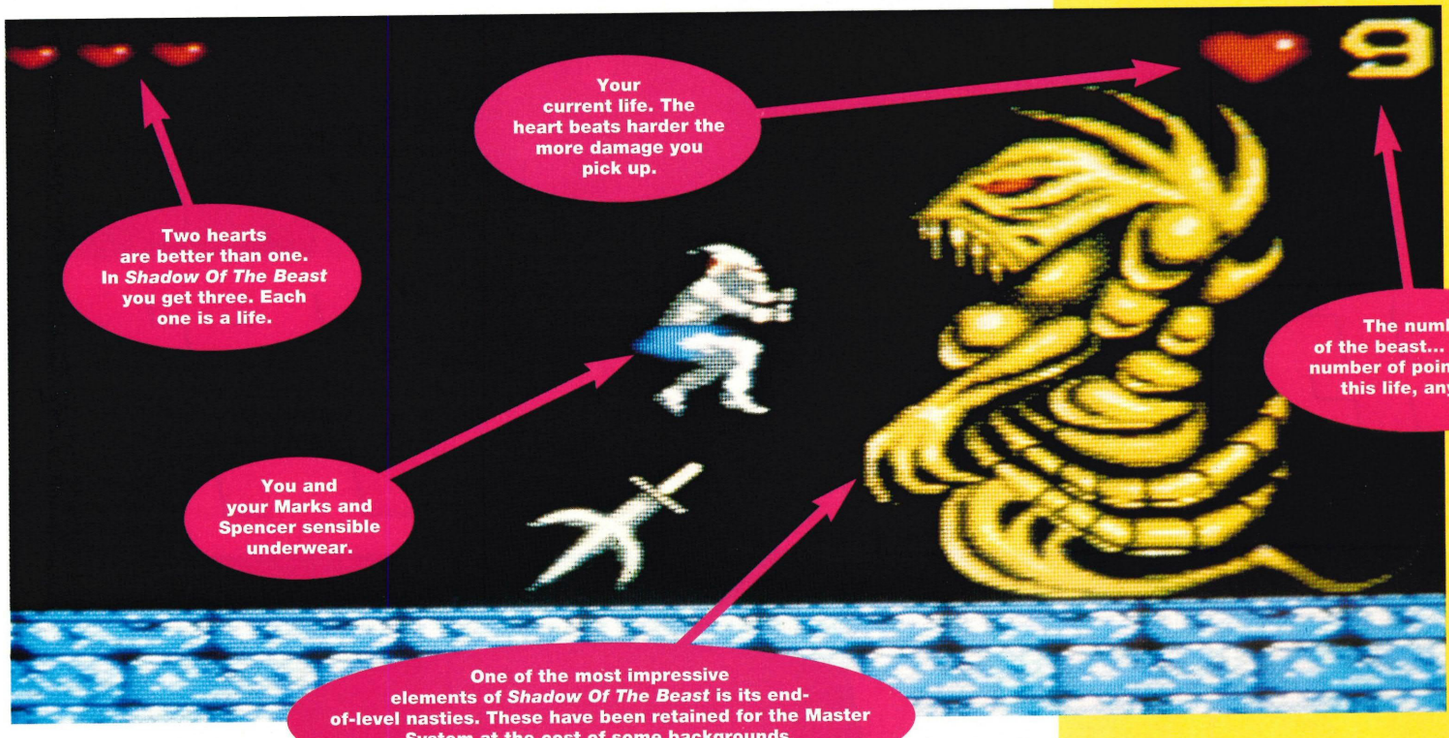
HIGH JUMP
Guess...

LONG JUMP
Oh come on, you're not trying!

INVINCIBILITY
More protection than iron underwear.

WEAKENING
Turns you from Beast to wimp.

the beast



original virtually impossible to complete.

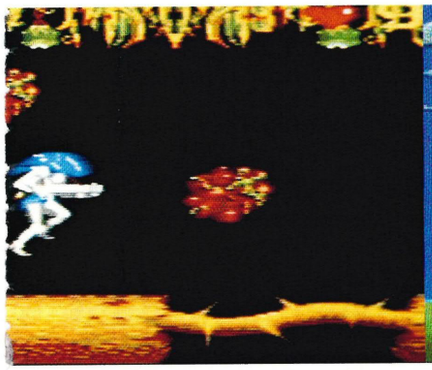
Ah, but is there any point owners of the original coughing up hard-earned shekels for the remake? Will someone who completed the original *Beast* be able to stroll through the conversion while making a cup of tea and playing the xylophone with their left foot? "Someone has completed the game while making a cup of tea and playing the xylophone with their right foot so we'll have to do a bit more research on that," says Bob Pape. "Seriously, someone who has played before will have an advantage as a large part of the game is the same. However, we do have a few surprises that we hope will make the experienced 'Beaster' stop and think!"

With excellent graphics and improved playability *Beast* is shaping up to be a stonker. Before I trudged off through the rain to Birmingham New Street I decided it was time to wipe that smile off Pape's face. What did you leave out of the original, Bob? "Some of the larger monsters. We knew we could either have pixel smooth scrolling and parallaxing or large monsters and blocky scrolling. We tried both options out and frankly there really was no choice." Anything else? "Well, we weren't able to put in long loading delays, irritating Game Over routines and limited game play. Er... that's just a joke Psygnosis!"

Out: November
Publisher: Tecmagik
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rash out and try it

Road Rash is a hard-hitting motorbike race where riders literally battle it out across five tough tracks. There's no 'mirror, indicate, manoeuvre' nonsense in this game. Instead, it's a case of 'mirror, manoeuvre, punch in the marth'. The only thing you're going to get in a motorway cafe is a knuckle sandwich. To celebrate all this high-speed violence Electronic Arts has come up with a fab competition. There's a sleek state of the art 18-speed Muddy Fox mountain bike up for grabs for the first prize winner. Plus five totally trendy Head rucksacks and five baseball caps for the runners-up.

telephone tips

If you're making your call from the comfort of your mum's oil-splattered hall, make sure you get permission from the head cyclist in your house before you dial.

rules of the road

- Bikers belonging to the Dennis Publishing or Electronic Arts cycle clubs can't test their pedal power in this competition.
- Riders must get their entries in over the finish line before 31 October.
- Our Ed is the meanest motorcyclist on three wheels (his bike's got a sidecar for his Auntie Joan), so his decision is final.



how to enter

But how can you get your paws on all these prizes? 'Tis easy. Take a good look opposite at the four pieces of equipment found in Barry the Biker's motorcycle maintenance kit. Three of these pieces are essential for our Baz to keep his silver scream machine on the road, but one of them isn't. All you need to do is work out which one will be as useful to Bazza as a golf club to Prince William, then follow the instructions below...

1. Phone the number shown below.
2. Wait for the bleep.
3. Say the letter you've decided on.
4. State your name and address.
5. Hang up.

0898 299 268

barry the biker's toolkit



A wrench



B oil



C spanner



D knitting

Q Which piece of Barry's equipment is least useful in a mechanical emergency?

WIN! WIN! WIN! WIN! WIN! WIN! WIN!

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WIN! WIN! WIN! WIN! WIN! WIN! WIN!

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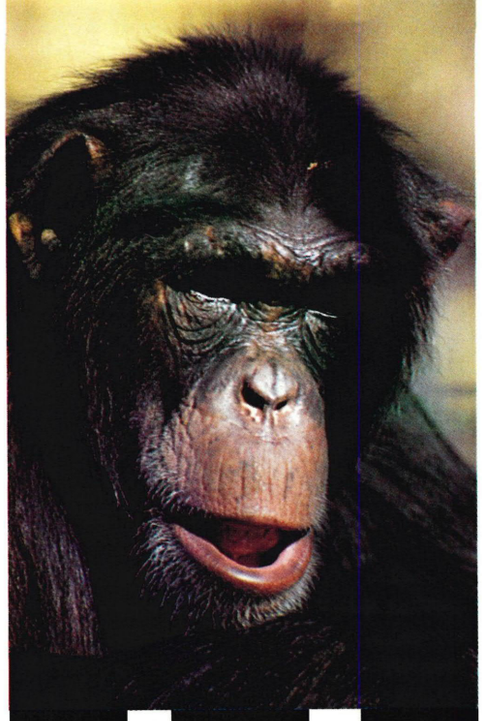
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*plus a packet of biscuits

PG Tips is the hottest hints and tips section around. Not surprising really when you consider all our tips are the fruit of that hallowed *Game Zone* tradition – the 'tips tea-break'. Essential to the tradition is the *Game Zone* staff (and various hangers-on), an industrial sized tea-urn, a packet of tea and a bottomless biscuit barrel. Cup in hand and biscuits in mouth, the tips are soon flowing.

But by hosting a tips tea-break (starring the biscuits of your choosing) in the comfort of your own dwelling you could do both us and yourselves a favour. Not only would we have less work to do (hurrah!) but, if you sent us the results of your tip sessions, you could get your hands on some serious dosh.

The best reader's tip we print each issue wins a cool £50 and, generous to a tea, we'll also throw in a prized packet of the *Game Zone* tipsters 'Tea-break Biscuit of the Month'.

It doesn't stop there. Indeed not. For every other hint, tip, map or complete solution that makes it onto the page, there's a rather exclusive 'I'm A Top PG Tips Tipster' badge to pass on as well.

So grab your consoles, teapots and biscuit barrels and send all your home-grown tea-break tips to PG Tips, Game Zone, 14 Rathbone Place, London, W1P 1DE. NB. This month's 'Tea-break Biscuit of the Month' is the Chocolate Chip Cookie.

PG tips

Stuck on *Sonic*? Naffed off with *Megaman*? Then grab yourself a nice, steaming hot cup of char and let our expert tipsters lend a hand. We've got more hints and tips for extracting yourself from sticky situations than Kate Adie's underfire-o-fax has got holes.



megaman 2

Champion rich tea finger dunker (he dunked one for 4.97 seconds before the crumble factor set in) **Simon Dixon** passed on these mega-tips for killing the guardians in *Megaman 2*.

These are the guns you need to use to kill each guardian. To kill:
Metalman use Quickman
Crashman – Airman
Heatman – Bubbleman
Woodman – Metalman
Flashman – Metalman
Bubbleman – Quickman
Quickman – Crashman
Airman – Woodman
Dragon – Quickman/P
Crazy Canon – Metalman
Gutsdozer – Bubbleman
Monsters On Wall – Crashman
Dr Whily's Machine – Metal man
Dr Whily – Bubbleman
And the code for Dr Whily's level is
a) 1,B 2) 4,C 3) 1,5 D) 1,3 E) 3,5

Simon was so pleased at making it as this month's champion dunker that he went on to spill the beans about a number of other NES goodies too. More of those later.

probotector

After much whingeing about eating between meals **Jonathon Ward** imparted this PG Tip for extra lives. When you hit the start screen at the front end of the game press Up, Up, Down, Down, Left, Right, Left, Right, B, A, and Start. You'll then get an extra 30 lives.

double dragon

Over in the Sega Master System tipsters' corner, **Christian Kay** consoled himself with a Garibaldi before giving us this hint for the Master System version of the game.

For endless lives, first you have to be able to play the game up to level four. Then, when you reach this level, stand still and do 30 flying back kicks (jumps) for eternity.

golf

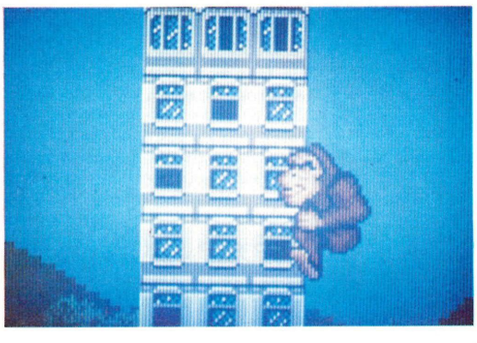
Tea-ing off on Game Boy *Golf* **Jonathon Ward** found this handy hint. If you play a shot that isn't to your liking, quickly hold down A, B, Start and Select to reset the game. You can then start on the same hole again.

rainbow island

Use this code in *Rainbow Island* and you should start the game with the shoe, red potion and yellow potion. When the title screen comes up just enter Up, B, Down, Left, C, A, A, B, C.

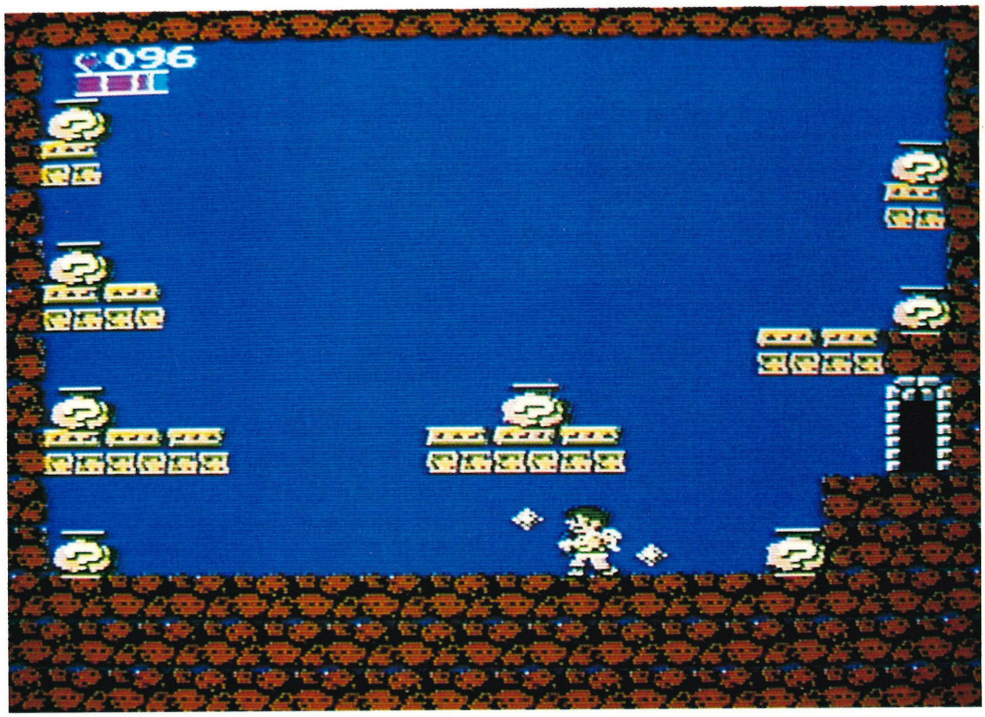
rampage

There were a lot of missing lynx in our Lynx tipsters' corner, but lone slurper **Rory Firth** managed to tell us how to get an automatic Level Select option for this classic. When you reach the monster selection screen press Pause. Then when the newspaper screen appears, press Option One, Left, Right. Now you can select any level.



pg tips

alex kidd in miracle world



It was a bit of a miracle that we managed to get **Ben Marsh** to give us these tips for *Alex Kidd In Miracle World* as he fell into the tea urn. But after he'd dried out, he did tell us that when the 'Game Over' appears in this game, you should hold Down or press Up while pressing button 2 eight times. This gives you three more lives and lets you start on the level you died on. But watch out, as it'll cost you a whacking 400 gold pieces to do so. Also, on the second underwater level, when you get to the first red thing with the long wavy tail, keep punching it under its tail to kill it. Then go down through the light blue base which is left. You then enter a secret level. Woooh!

the revenge of shinobi

He may have demolished almost the whole packet of rich tea fingers before anyone had noticed, but **Eddy Di Lucco** did show us how to get infinite shurikens. First you go to the options screen and change the number of shurikens to 00. Then press repeatedly either button A, B or C until the 00 changes to the infinity symbol and you're left with more shurikens than you could shake a very large ninja at!

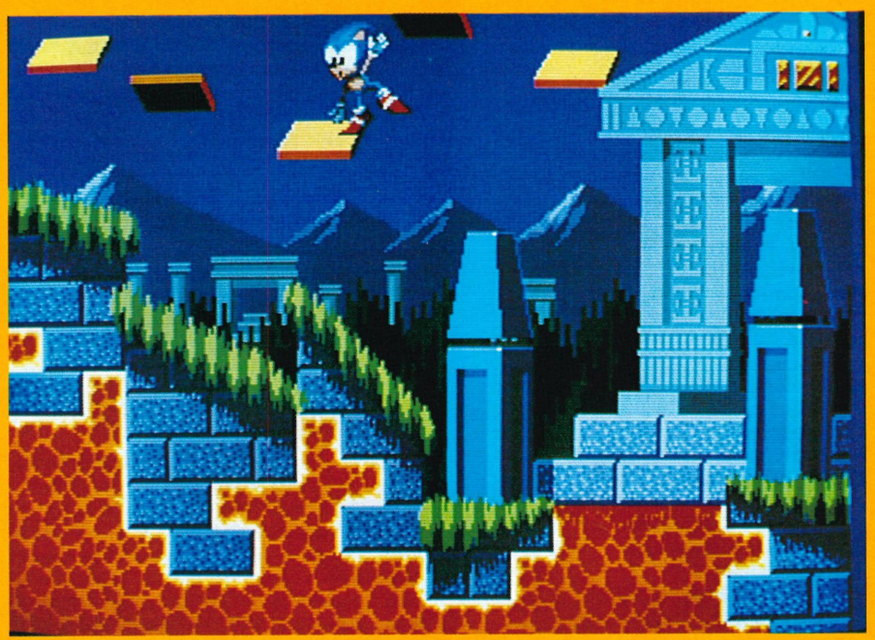
kid icarus

If you type in the following code in *Kid Icarus*, you will become invincible and start on the overworld. Just type in 'Icarus Fights Medusa Angels.'

super league baseball

Aaron Shaw lobbed us this sneaky cheat for the hard-hitting baseball game. When fielding, just before pitching, press buttons A, B and C and move your fielders as far as they'll go in any direction – preferably towards the pitcher. On your next pitch, if the batter hits the ball, it'll go straight to one of your fielders. Howzat! Yikes, wrong game.





sonic the hedgehog

The first of a million *Sonic* cheats came from tea-break tipsters Keith Pentland **and** Jason Park**. Want to start from anywhere in the game? Then watch out as you boot up. When Sonic's face appears on the title screen press Up, Down, Left and Right (quite fast) until you hear a noise which sounds like Sonic collecting a ring. Then before Sonic's face disappears and the demo starts, press A and Start and as if by magic, a Level Select and Sound Test are all yours. Now you can start wherever you like. Hoorah!**



double dragon

For extra lives in this classic beat 'em up, if you start with eight lives, quickly press B and select a two player game. When the game starts, keep bashing the other player until you get all of his lives.

transbet

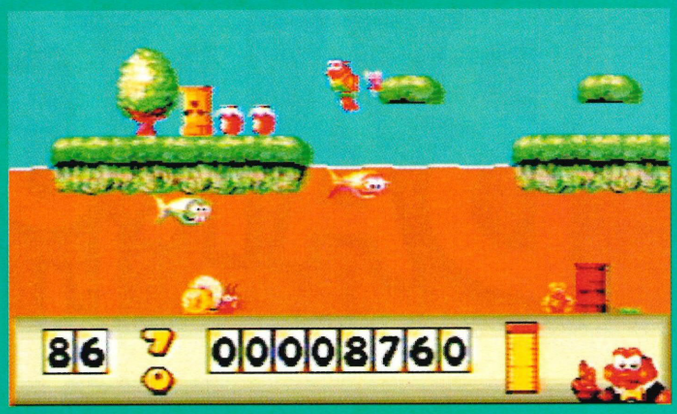
Justin Geoffrey told us that to get four secret options in this game, when you turn on the power keep pressing the buttons. Keep them down while the title screen appears. After this you should be able to choose four secret options: Lives, Never Die, Unlimited Weaponry and a Weapons Select.

james pond

mega tips

WARNING: Reading this may severely damage your gameplay.

***James Pond*, otherwise known as Double Bubble seven (groan) has twelve missions to complete, but he's a bit crap to say the least. After all, he's only a goldfish and as they've only got a short term memory of two seconds it's not surprising. So we're here to help him, or you to be more precise, with some hints and tips and a complete map.**



Well I'll be blowed, a flying fish.

Super Bonus Items
Golden Coin 5,000 points
Golden Trophy 10,000 points
Golden Chest 20,000 points

Hidden Bonus Points Blocks
Some missions contain invisible bonus blocks. They are marked on the maps and can be activated by Pond bumping his head on them. Once bumped a red brick will appear and another hit reveals the bonus item.

Hidden Bonus Life Blocks
These are activated in the same way as the bonus point blocks but a heart pops out and splashes down to the bottom of the sea. Collect it for an extra life.

Hidden Super Mega Bonuses
These are totally invisible and well hidden. When Pond stumbles on them they give him 500,000 points. See the map for where they are hidden.

Hidden Completed Mission Warps
Certain missions feature secret warps that enable James to cheat ahead to advanced missions. Once you have completed the current mission these warps will open. Moving down a secret warp will enable Pond to warp to another mission. Unfortunately though, he won't complete the advanced mission without the aid of special gadgetry. The warp to mission 11 can be found if Pond jumps on the block to the far left of the mission that is at sea level. This then allows him to see beautiful mermaids but alas it's only for a few seconds and then the Mad Scientists get him.

Hidden Letters
All bad secret rooms contain a letter in the middle of the room. He should collect these and take them back to his pad where they will glow. After collecting all the letters that go to spell his name he will get an extra 10,000,000 points.



Oysters
These are found in certain missions and if Pond touches one it will follow him around and kill any enemies that touch him – lasts up to eight kills.

Extra Energy Grubs
Grubs that bounce up and down will give him extra energy only if he touches them while they're bouncing up.

Jellyfish
Jellyfish can be found in missions 4, 6 and 10 but Pond requires X-ray glasses to find them.

Pelicans
Pelican crossings (groan) can be found in missions 2 and 5. If Pond gets too close to the surface the pelican will grab him, carry him off and then dump him.

Puffa Fish
These nasty blighters run off with the toxic cannisters before Pond has a chance to reach them on mission 5.

Squid
These appear on missions 3 and 11. If Pond touches them everything will go black (from their ink) for a few seconds.

Mad Scientists
Watch out for these crazy eggheads as they teleport out of thin air to wherever you were a few seconds ago – it's advisable to keep moving to avoid them.

Exploding Rubber Ducks
Four exploding ducks can be found in mission 6. Avoid, as on contact they explode killing poor old Pond.

Extra Dynamite
You can get these extra sticks from Pond's home pipe. They can be used in mission 3 only by setting them down at the base of the oil rig.



My plaice or yours? *(That's, enough fish.Ed.)*

pond's special gadgets

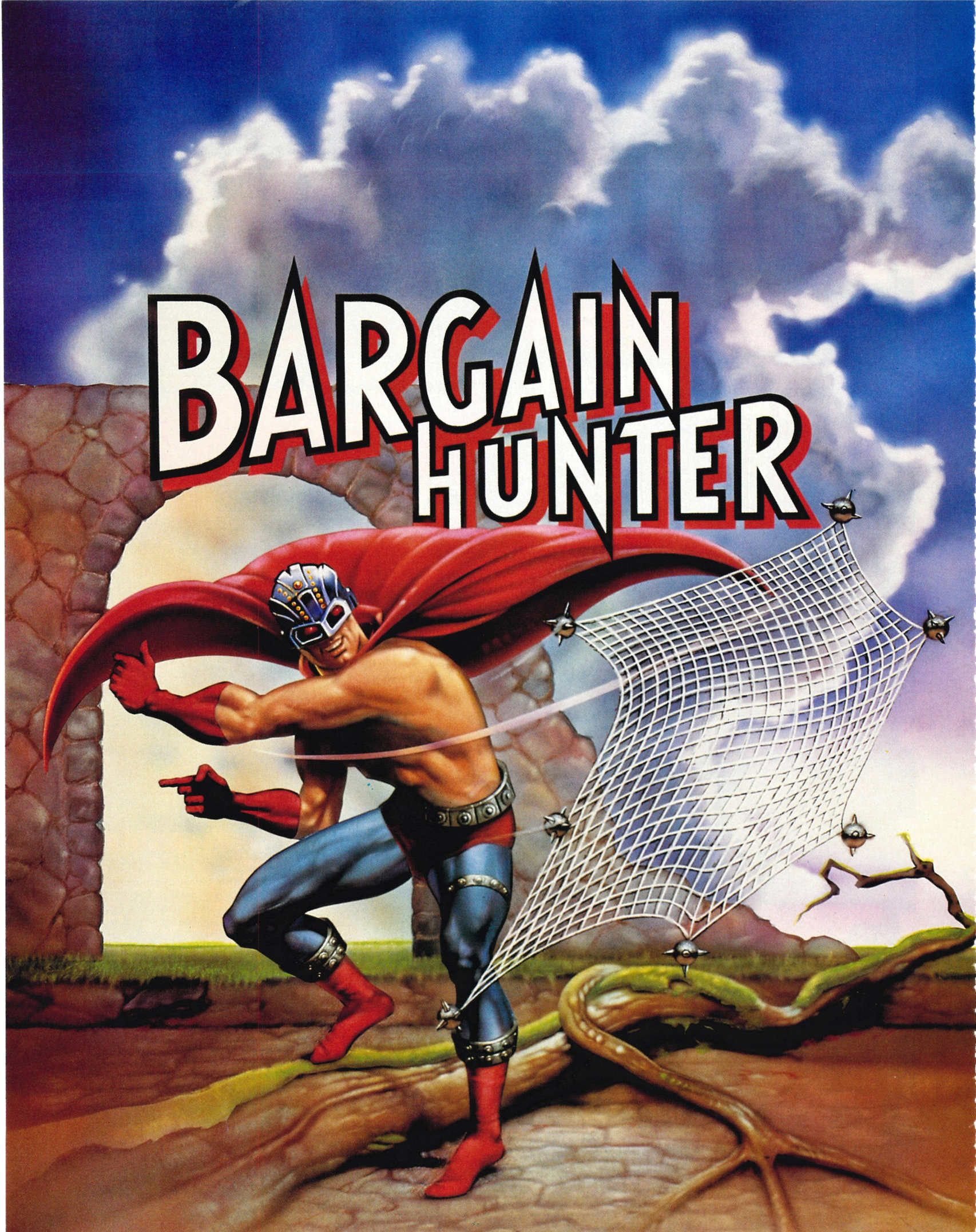
Helmet
This enables Pond to breathe above water for a much longer period of time.

Shades
Shades allow Pond to see jellyfish, which are otherwise invisible.

Top Hat
When Pond wears this he turns into Frankie Vaughan. Well, okay, it reduces the amount of damage you take from enemies.

Ray Gun
This weapon has two uses. Underwater it saves you the trouble of having to bubble up enemies and then pop them. If you hit them with the ray gun they will pop immediately. It also allows you to fire above water to kill enemies that you wouldn't normally be able to kill.

mission maps p.74 ➜


BARGAIN
HUNTER

YOUR MISSION

► This game's a doddle. Even for the inexperienced player.

► Simply track down the thousands of computer games equipment bargains at the Christmas Computer Shopper Show at Wembley.

► Select transport option: train (BR Wembley Central) tube (Wembley Park: Jubilee and Metropolitan lines) bus or car (ample parking).

► Arrive at the newly extended Wembley Exhibition Centre between 10.00 hours and 18.00 hours during the period: Thursday 5th December to Sunday 8th December.

► Once inside you'll find yourself in a maze of over 200 stands brimming with bargains.

► Now the real task begins: net more than you could ever dream of for your money.

► Bonus points: buy your tickets today and save money (up to £5.00) on the admission price and get a time bonus (beat the queues).

► You can't lose, but good luck anyway.

THE CHRISTMAS COMPUTER SHOPPER SHOW 1991



5-8 DECEMBER · WEMBLEY EXHIBITION CENTRE

SPONSORED BY COMPUTER SHOPPER MAGAZINE

Please send me:
___ Adult tickets at £4.50 (save £1.50).
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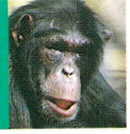
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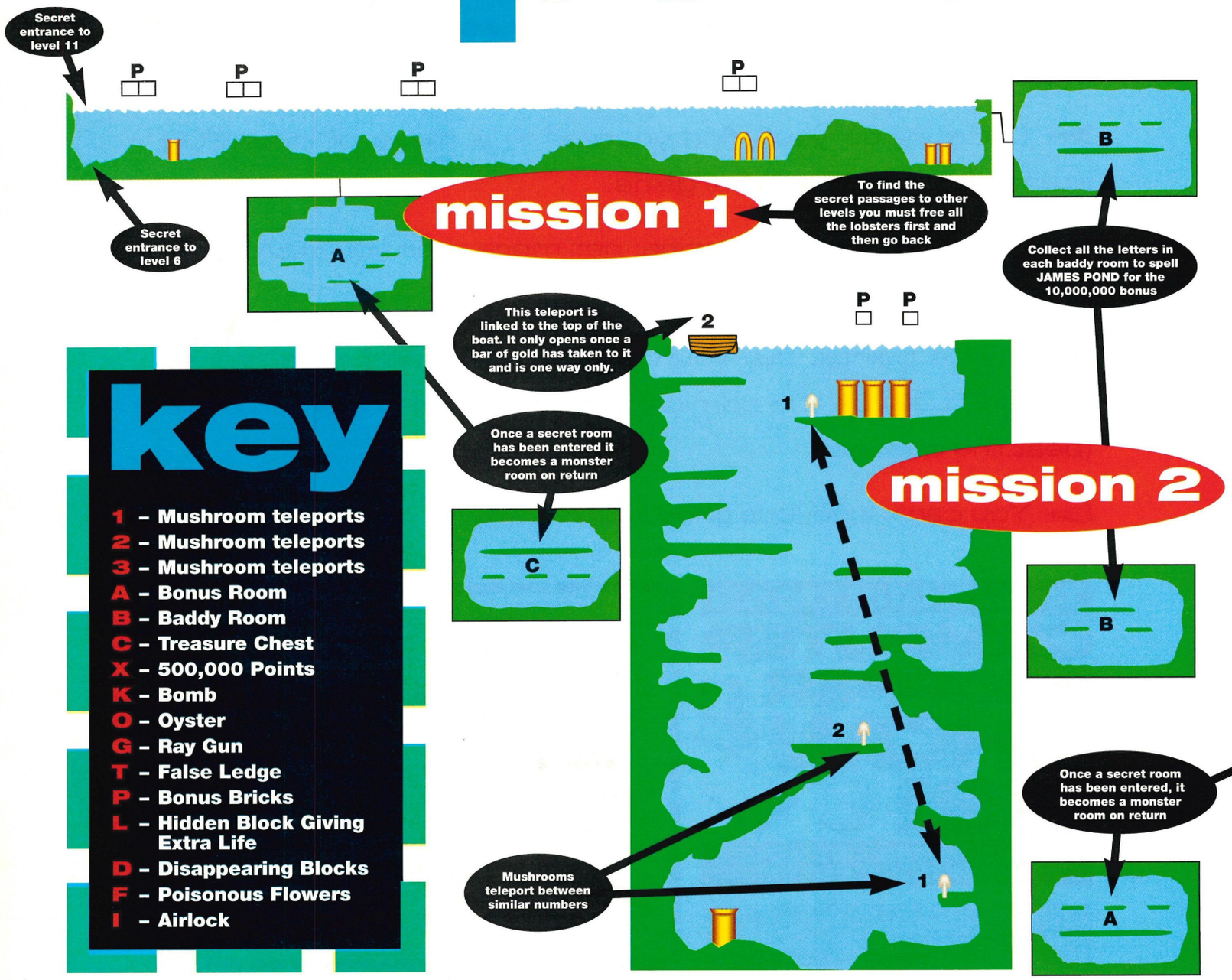
BOOK NOW
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james pond

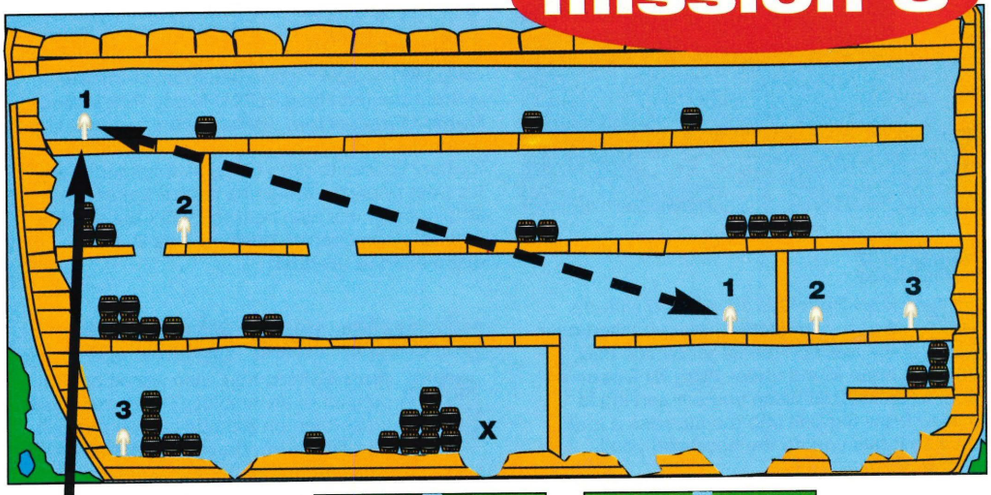
MEGA DRIVE

Every spy worth his sea salt needs a mission plan. So here's the first six missions of *James Pond* completely mapped for all the would be spys amongst you.

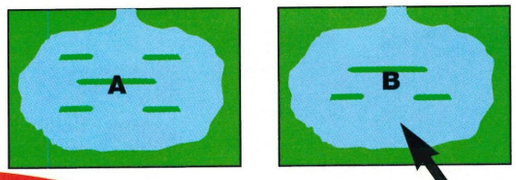


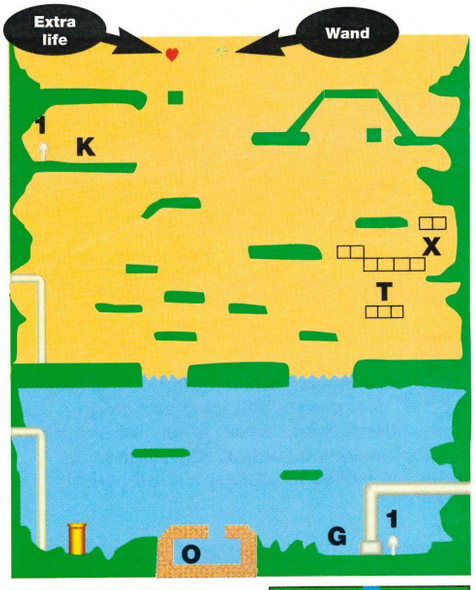
mission maps

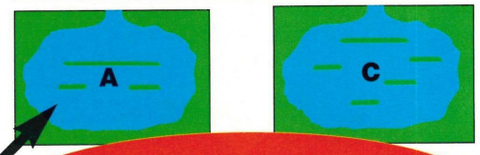
mission 3



Mushrooms teleport between similar numbers

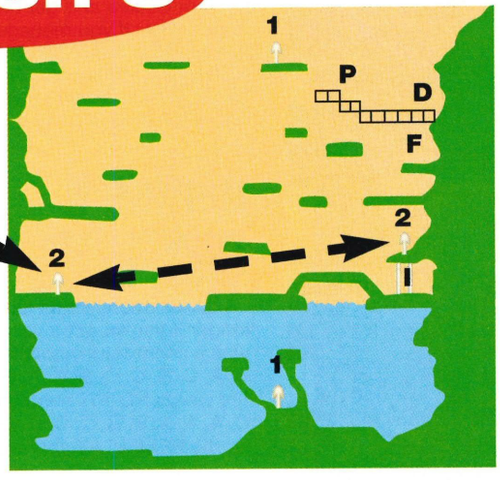






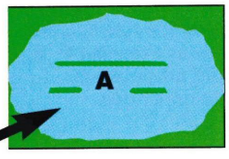
mission 4

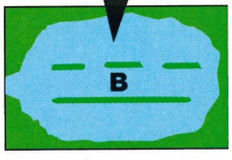
mission 5



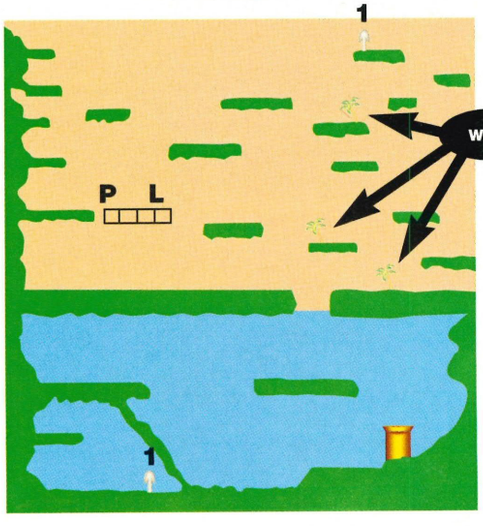
Mushrooms teleport between similar numbers

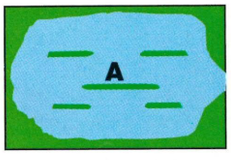
Once a secret room has been entered it becomes a monster room on return

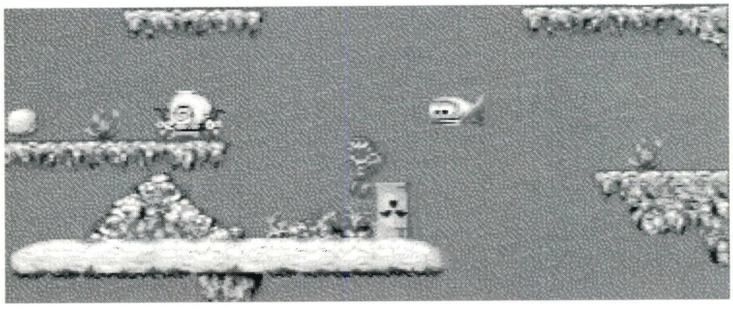




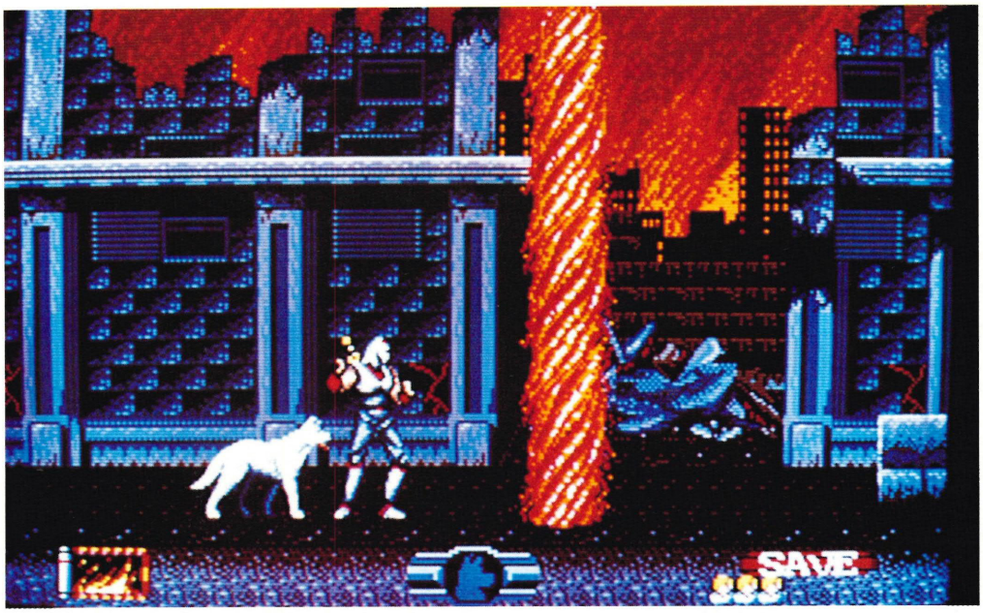
mission 6







pg tips



shadow dancer

A useful cheat for this game came from **Chris Reece**. Turn the console on, press Start, hold down A, B and C and press Start. Instead of the usual Options/ Start screen, Stage Practice has now appeared as an option. This allows you to practice individual stages, but not end-of-level Aides.

tennis

Carl Fain was so pleased with his first tea-break tip that he passed over the last rich tea finger (which had been found under **Eddi Di Lucco's** chair) to tell us that when you are serving in *Tennis*, throw the ball into the air, miss it and move so it hits you on the head and you'll win the point!



Pilotwings

Simon Dixon **noshed the last rich tea finger of the session and then gave us several codes for *Pilotwings*.**

Level 1 – 985206
Level 2 – 394391 Level 3 – 520771
Level 4 – 108048 Level 5 – 4000718
Level 6 – 773224 Level 7 – 165411
Level 8 – 882943



space harrier

Justin Geoffrey gave us this tip for *Space Harrier* through a mouthful of mushed currants. Push your pad Right, Left, Down and then Up while on the title screen. You're now in the sound test. If you take the following songs in this order: 7, 4, 3, 7, 4, and 8 and then choose Exit, a secret Option screen appears with Difficulty, Control and Transform menus. Now all the options are at your fingertips.

odds 'n' sods

No biscuit collection would be complete without those nasty pink wafers and no tips page would be complete without the man they call Mr Nasty Pink Wafer, **Daniel Pemberton**. Daniel assures us that Up, Down, Left, Right, A, B, A, B, works on most Konami games to get you "well, anything really." It's best to pause the game before trying this little number. It's also best to check the solidity of your biscuit before dunking it as Daniel discovered to his cost.

ghouls and ghosts

Binu Mohan had wise words on the subject of invincibility. Press reset four times then on the title screen press A four times, up, down, left, right, hold B and press start. With that he was gone, only a pile of wrappers revealing where he once sat.

sword of sodan

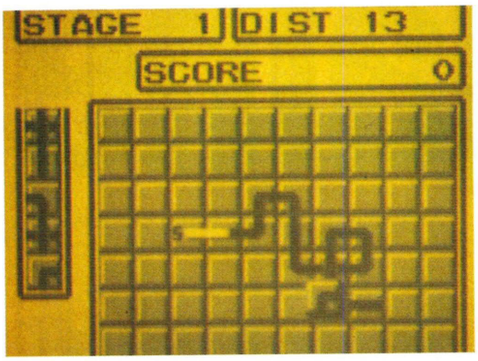
Before almost choking to death on some loose currants in his second Garibaldi, **Justin Geoffrey** told us that if you want to advance a level on *Sword Of Sodan*, you first need to get hold of *two* controllers *and* get the top score on the high score table! If you manage that, enter your name in the high score table as HINANP:) – including the colon and bracket. Then when you start playing again, if you Start on control pad two, you will advance to the next level.

darius II

Binu Mohan had far more than his fair share of jammie dodgers but we could hardly complain after he gave us a list of cheats as long as your arm (or longer if you've got a very short arm). First off was a cheat for invincibility on *Darius II.* Press A, B, A, C, B, C, C, B, C, A, B, A on the title screen the words NO-HIT should appear. Pressing B, B, C, A, A, A, B, B, C, C, C should produce the words FREE PLAY and infinite continues.

super mario land

Andrew May insisted on taking a disgusting amount of sugar in his tea before telling us this tip for extra lives in *Super Mario Land.* When you reach the end of a level and a bonus screen appears (the one with Power 1-Up, 2-Up or 3-Up), press button B as soon as, or before, your score begins to count down. If it is done correctly you will receive the 2-Up or 3-Up (99% of the time) and most likely an extra three lives will be the reward.



pipe dream

Steven Lunt dreamt up these passwords to allow easy access to the seven levels of *Pipe Dream*.
1) HA HA 2) GRIN 3) REAP 4) SEED 5) GROW 6) TALL 7) YALI

strider

"To start off where you died, with full energy" munched **Binu Mohan** through a hail of crumbs "press the joypad down and press A, C, B, C, A, while the master is laughing." After all he who laughs last...

NFL football

Having tried unsuccessfully to blag our supply of 2,568 perforated tea bags so that he could create his own American football shirt by emptying them and then sewing the perforated bags together, **Chris Banham** sulked for five minutes and then gave us these two tips for this fab American footie game. For extra speed, when you reach the title screen hit Up, Up, Down, Down, Left (19 times), Right, Right, and Left for extra speed. And if you want extra skill, simply hold B and repeat the process. But make sure you only use one cheat at a time or neither will work! Tch.

gangster town

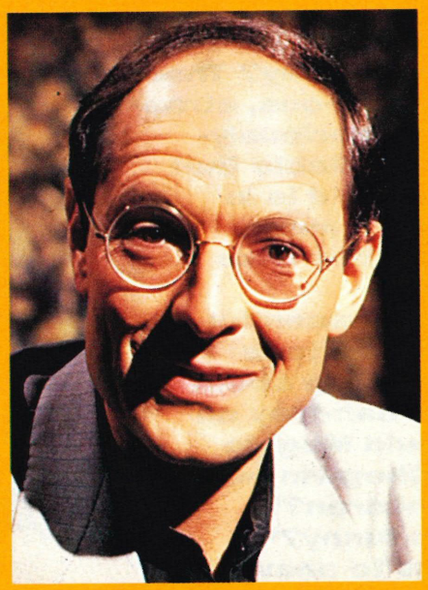
This quick tip-off for *Gangster Town* came from **Luke Arnold**. When 'Game Over' appears, shoot your hat for a Continue.

altered beast

Then finally it was back to **Eddy Di Lucco** for this choice cheat for *Altered Beast*. To choose which beast you want to be on each level, press buttons A, B and C simultaneously and diagonally Down and Left while pressing start.



console counsel



Hello and welcome to the bit in the corner. The bit where you find yourself amongst caring fellow gamesplayers. The bit where you can share your sorrows and your frustrations. The bit where you can talk openly and without embarrassment about your dodgy games playing ability, safe in the knowledge that only you, our Console Counsellor and the rest of the world will be privy to your misfortunes.

We know it takes courage to admit your failings. But believe us, you can do it. Be brave, put pen to paper and write to us at Console Counsel, Game Zone, 14 Rathbone Place, London, W1P 1DE. All letters will be treated in the strictest confidence. Remember a problem shared is a problem halved.

Dear Console Counsel

My *Budokan* beats me. I'm black and blue from his constant pummelling. But don't tell me to leave him as I just can't do it. What can I do?
Michelle Green, Watford.

Having done a quick straw poll around the office, 90% of the Game Zone *staff advised me to tell you to give that* Budokan *bully the big E. But in truth we expect you're not going to do that, are you? So if you insist on trying to save this relationship, as I suspect you do, I suggest you first try to even the odds a bit.*

As soon as a match begins, hold down any button while holding down Left. This will cause you to block any hits aimed at you. As you block the hits your Ki will grow. When your Ki has grown to its limit, strike a blow to your opponent. He will be knocked out. Which, if you ask me, is just what the brute deserves. Tch.

Dear Console Counsel

I overheard someone speaking about your forthcoming advice column in *Game Zone* and how they hoped there might be a piece of advice about how to increase the player's life span in *Fortress of Fear?* Well I know how. When you lose your first three lives, enter W (heart) W at the player's name screen. Now when you replay the game you get six lives. I hope that helps them.
Dwayne Spelling, Bolton.

I must say ***Dwayne****, it's nice to get a positive letter like yours when you're in my line of business. So often I hear tales of woe and suffering, of games players who have been cruelly spurned by those who could have helped. So it makes my heart skip a little beat when I hear from someone like yourself who is unselfish enough to lend a hand. Thank you for your kind offering. I shall be sending you my Console Counsel Heart Of Gold Award as a sign of my gratitude.*

Dear Console Counsel,

You are my last resort as I am at the end of my tether. I just can't take much more. I've had to endure sleepless nights, failing health and ridicule from my so-called 'friends'. Why? Because of a stupid hedgehog called Sonic. My friends say I must be absolutely brain-dead because I have never managed to discover any of the game's Secret Zones. How can I find these zones and prove to my 'chums' that I am worthy of my maths GCSE after all?
Spike Jones

Oh dear, oh dear, oh dear. You don't choose your 'chums' very well do you ***Spike****? (Sound of Counsellor rubbing his hands earnestly.) Normally I would advise you to just forget them and find yourself a new set. But since this problem with* Sonic The Hedgehog *is not only affecting your friendships, but also your health, I have decided to let you in on the secret of the Secret Zones.*

If you wish to Enter Sonic's *Secret Zones, make sure that you have collected at least 50 rings by the end of the level. Then when you pass the picture of Sonic, jump into the big ring which is to the right of the picture. You will now have entered the Secret Zone.*

By the way, if you also tell your friends that if they collect at least 50 rings while in the Secret Zone, then they will win themselves a rather handy Continue, your friendships should soon be back on a normal footing.

Don't forget now, if your life is being ruined by a game and you can't get it up (or whatever it is you're meant to do to the sprite) then write to Console Counsel, Game Zone, 14 Rathbone Place, London, W1P 1DE.

on the game

They don't come smaller than a Game Boy. Or do they? There are now so many add-ons, strap-ons and balance precariously-along-the-top-ons available that your cute little handheld is in danger of becoming a mega mutha mutant Game Boy from the fifth dimension.

Are these extras essential accessories for the serious gamesplayer or are they about as much use as an ash-tray on a motor bike? Should Maggie Philbin and Keith Chegwin be allowed to have children?* Is Gyles Brandreth funny?* *Jeremy Daldry* opts to answer only one of these questions.

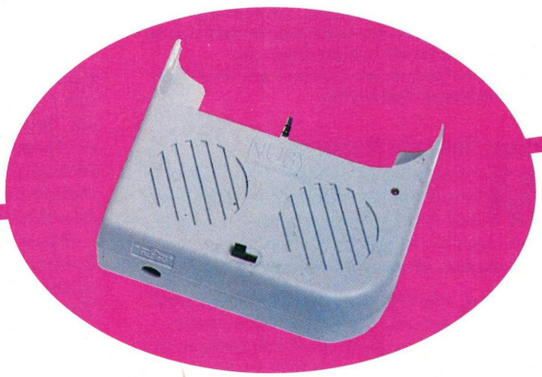


Rechargeable Battery Pack/AC Adaptor £25.53

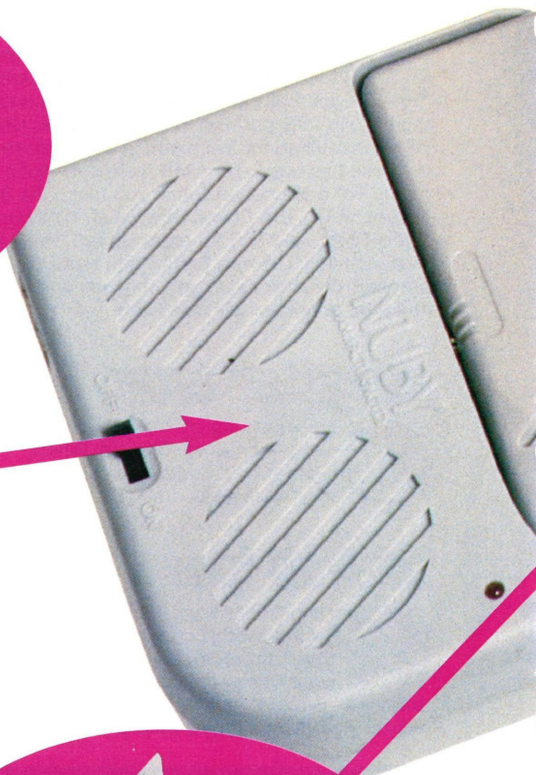


Rather nifty this. Not a lot to look at I grant you, but oh so useful. Basically it either allows you to plug your Game Boy direct into the mains, or wander around for ten hours without having to use a single battery. Worth its hefty price tag when you think how much dosh you have to lay out on batteries.

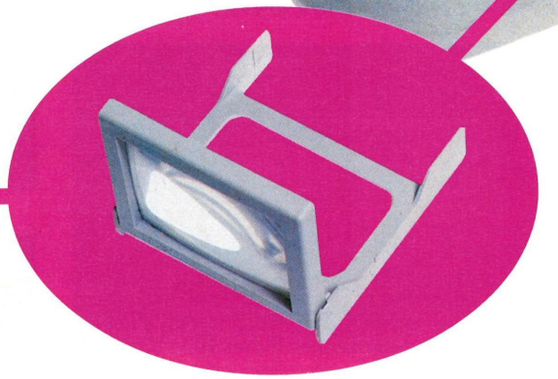
Game Boy Amplifier £14.99



Wicked mon, it's de ghetto blaster for de Game Boy, yo dig? Da wicked zounds ar' kickin' da streets. Ahem. This ever so nifty, micro-amp pumps up the volume no end by boosting the audio signal from your Game Boy to ear-splitting levels. Guaranteed to clear buses, train carriages or entire housing estates!



Game Boy Magnifier £9.99



Don't get me wrong, I like the Game Boy. It's sweet, it's cuddly, it's the Betty Boo of handhelds. If you ever wanted to take any handheld home to meet your mother, it would be the Game Boy.

But if I have one gripe, it's the screen, it's a bit on the wee side. Sometimes, it can be a bit difficult to see what's what. We all know the feeling, level 103 of the latest shoot 'em up, and there are so many things flying around the screen that you end up blowing your mothership to bits – not a wise move (though a lot better than the time when I nearly blew my mother-in-law to bits... but that's another story). But never fear, the Magnifier is here. All very basic stuff, but very effective, giving x2 magnification. Bit of a must, unless you want to go prematurely blind. *(This also happens to people who spend too much time under their duvets, see Game Light. Ed.)*

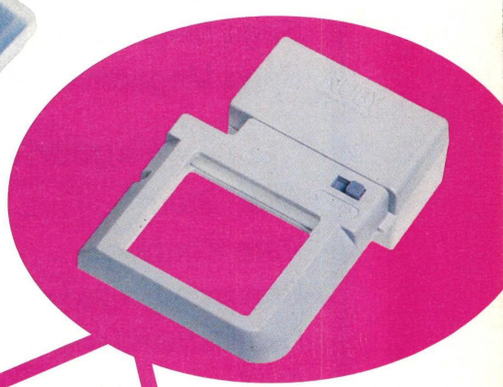
***No!**

Game Pak Carry Case £9.99

I'm sorry, but this is naff. There is no other word for it. If you walked around carrying one of these purple monsters, you'd get beaten up – and serve you right too. This is the computer add-on equivalent of Color Me Badd but with more sex appeal. Yuk, yuk, yuk.







Game Light £9.99

Let me run something past you. The Game Boy is portable, right? Right. So you can play it, literally anywhere, like on the loo, or under the covers of your duvet or deep in the Amazonian jungle, right? Wrong. If you've ever been under my duvet, you would know that 1) I sleep with a Rainbow Bright T-shirt on and 2) there's not a lot of light. And since the Game Boy needs light to run you're likely to lose your picture at the crucial moment – namely level nine of *Tetris*. Now with the help of the Light Boy you can play your Game Boy anywhere including under my duvet (as long as you bring your own T-shirt and don't eat any biscuits).

Portable Carry Wheels £199.99

After you've added all that lot on to your Game Boy it'll probably weigh more than Pavarotti. Happily K-Tel have got together with Ronco to produce the stylish Portarama™. It's lightweight, made of aluminium coated lead and comes in a range of high fashion colours. Be the most mobile gamesplayer around. Retails for a mere £200 and is available from Debenhams, C&A and most other reputable department stores.



WIN! a game boy

Yes, that's right, we've got two Game Boys to give away, courtesy of Nintendo. All you have to do is answer this so-simple-even-Todd-from-*Neighbours*-could-answer-it question. Tell us who the chairman of Virgin Records is. Here's a clue – he's got a beard and used to live in a canal boat on the Thames. Easy or what? Then put your answer on a postcard and send it to:-

I'm a lot damn smarter than Todd from* Neighbours! Game Zone, *14 Rathbone Place, London, W1P 1DE.



RULES

- Any employees of Dennis Publishing Ltd. or Nintendo, caught entering will have all of their add-ons forcibly removed.
- Entries received after 14 November 1991, will be terminated!
- The Editor's decision is final, and no-one, but no-one can question it. *(Except me. Ed.)*

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grunt and shove



WIN!

- win a visit to the WWF bout at wembley!
- win a WWF wrestling belt.
- win a WWF video
- plus loads of acclaim goodies.

WARNING

1. Please get the permission of the bill payer, before you phone as all calls cost 36p per min cheap rate and 48p per min at all other times.
2. Take care to dial the correct number. If someone asks you, in a rather husky voice, whether you wish to know of a unique use for mayonnaise, hang up and take a cold shower.
3. Make sure you give your name and address clearly.

THE RULES

- Employees of Dennis Publishing or Acclaim caught entering will have to go three rounds with Hulk Hogan.
- Any entries received after 31 October 1991, will be disconnected, painfully.
- Remember, the Ed is the ref and his decision is final.

They're big, they're ugly and they've got silly names. No, we don't mean Color Me Badd we mean the larger than life competitors of the World Wrestling Federation. Believe it or not, these are sportsmen, who after many hours in the pursuit of physical excellence get pulled apart in the ring. Many think being a WWF wrestler merely involves a lot of shouting, grunting and wearing your mother's old swimming costume in public. But there's much more to this ancient and skilful sport like Atomic Drops, Flying Turnbuckles, Warrior Wallops and good old-fashioned Headbutts. All of these moves and more can be found in Acclaim's seriously fab WWF wrestling games on NES and Game Boy.

the good news

To celebrate the launch of its WWF games Acclaim is offering you a chance to see the real thing.

1st Prize: A pair of tickets for the WWF Tour at Wembley in April 1992 *and* your very own WWF championship belt.

2nd Prize: A pair of tickets for the WWF Tour at Wembley in April '92.

3rd Prize: Six WWF wrestling videos. (Two copies of High Flyers, Ultimate Warrior and Hulk Hogan Real American.* (Coo!)

Runners Up Prizes: Acclaim baseball caps and key fobs.

the catch

To get your hands on these prizes you're going to have to answer some questions. Now brains and brawn don't always mix and few musclemen are famous for their eloquence. However, to the right is a list of four muscle mountains and the phrase they've made famous. All you have to do is match the walking steroid factory with his catch phrase. Easy, or what?

1. the incredible hulk
2. mohammad ali
3. captain caveman
4. rambo

A. Don't push me.

B. Don't make me angry. You wouldn't like me when I'm angry.

C. I float like a butterfly and sting like a bee.

D. Ugg.

Once you've got to grips with the answers get on the blower, call 0898 299 266 and state which character goes with which catch phrase. For example, if you thought The Incredible Hulk said "I float like a butterfly and sting like a bee," just say 1C. Then leave your name and address and you could soon be on your way to watch the WWF Wrestling Tour.

WWF wrestling, not so much a sport as an art form.

***For further info on WWF videos contact Silvervision Ltd, PO Box 2240, Enfield, Middx, EN3 4RZ**

0898 299 266

kill ZONE

Where do your console cartridge hits come from? Well, some come from films and books, many come from the warped and wonderful minds of game designers, and the rest are conversions of tried and tested hits from the arcades. Er... there are even some which, though lacking in coin-op licence are undeniable derivatives of arcade games. Where better to stalk out some future console classics, than in our local arcade emporium - Electrocoin. *David Wilson* raids the *Game Zone* piggy bank.

alpha mission II





Electrocoin, one of the UK's major arcade machine importers, is also marketing SNK's Neo Geo mega console over here. Home use of this console has been hampered by a rather prohibitive price, but down in the arcade the consoles are doing a roaring trade.

The blighters are installed in custom-built cabinets and offer a choice of five titles. You can even poke in your own game cartridge to save a game position for home use or carry on playing in the arcade from where you left off at home.

Alpha Mission II was a new Neo Geo title that caught my eye. It certainly doesn't score that highly in the 'eye-catching because it's so breathtakingly original' stakes. Yep, it's another vertically scrolling shoot 'em up featuring little space craft and big mutha motherships.

There's quite a neat power-up feature. Not only are there lots of them, but you can shoot them so they bounce up screen, and change through Speed Up, Missiles and Lasers.

There's also Energy Gold and Smart Bombs, plus later level appendages to your ship's nose and fronts. These come in the form of numbered bonuses which can be activated via the A, B and C Fire buttons. Enough firepower to take out an army of Sly Stallones? "Yes", you may retort, but in the words of Freddy Parrot Face Davis, "There's more."

Yep, cos at the start of each alien-infested level you'll be offered the choice of numerous off-the-peg super weapons, like Nuclear Bubble Power, Homing Missiles and Black Hole, a sort of mini Tasmanian Devil whirlwind thing that sucks all and sundry into the void! Blimey, enough hardware to make Sega look like smallfry. Okay, so it's quite a familiar formula, but *Alpha Mission II* is blasting good fun.

● **Publisher:** SNK

SCORE



crossed swords

Now this was quite a cool idea but owes its innovation to *Oppo Wolf*. *Crossed Swords* on SNK's Neo Geo is *Operation Wolf* with a sword. Seen from sort of first person perspective (you're a see-through line drawing at the front of the screen) you scroll into the screen, meeting loads of mythical monsters and knight-types who you've got to duff up.

Getting to grips with your blade can be tricky at first. Thrusting's easy (just look at Color Me Badd), but soon you'll be riposting with the best of 'em and making use of that all-important shield – handy when Giant Caterpillars start hurling fireballs at you.

Get a friend to join you in two player mode if you're feeling stressed. After each bout, a chap from the village you're helping will give you hints on your technique. A travelling salesman offers better weapons, magical swords and axes, even a leg of ham. Smaaaart! Well, I liked it, but I'm not too sure about longevity.

● **Publisher:** SNK

SCORE



vimana

Oh no, not another vertically scrolling shoot 'em up they all cry! Oh yes, I respond. This time it's Toaplan who is responsible. Ho hum. *Vimana* has the usual horde of alien scum whizzing on screen from left, right and centre and a plethora of power-ups scatter upon their demise. Collect these for extra firepower, shields, and the obligatory super weaponry. You're now more than familiar with all this, of course, but hold it just a doggone second (ya varmint). You see, *Vimana* is actually pretty good stuff. Take coin-op classic *Galaxians*, add a dash of *Gyrus*, remix the whole lot in a 90s stylee and you're somewhere near the mark.

The action comes thick and fast and the alien laser fodder are suitably psychedelic. Alien firepower (in the guise of multi-coloured balls) practically fills the screen so you'll need to be as adept at dodging about as you are at non-stop blasting. The huge arsenal of power-ups and bonus weaponry can make you feel harder than Bruce Willis. Yup, when you've pressed that second Fire button and you're encircled by a ring of fireballs, you feel strong enough to take on the meanest end-of-level mutha. Take a tip from me and have a pack of Band Aids ready for the blister you'll get on your trigger finger. *Vimana* has playability written all over it.

● **Publisher:** Toaplan

SCORE

blade master







When the whole land is threatened by darkness and only one person has the power to repel the evil, er... and that person is a chick um... and that chick's name is Emina, I ask you, what hope is there for the world? When Emina is kidnapped by the evil king (what a surprise), things seem to be bordering on what Captain Kirk would call a no-win situation.

Well, every cloud has a silver lining, and this very dark cloud actually has two. Yep, you and a chum, in the guise of two heroes Roy and Arnold, set out to rescue the rather invaluable Emina. Okay, okay, so Roy and Arnold may not sound like names to inspire fear in the boldest of adversaries, but Roy is a bit of a star with two swords and Arnold waves a mean spear and ball and chain. Added to this, Roy is Emina's bf (boyfriend) and Arnold is her brother so LURVE is on their side so there is still hope after all.

Irem has produced a two player multi-scrolling beat 'em up well up to its usual standards. Huge bulging sprites leap about all over the shop as you and your chum battle your way across plains, rivers, castles and moats (but not necessarily in that order).

In addition to the usual fighting moves, the dynamic duo can perform special moves with their weapons – by striking the ground with his sword Roy produces a fleet of fireballs. They also boast a neat line in acrobatics that would make Nadia Comaneci proud. Pretty useful when hordes of bad guys swarm at you from every edge of the screen.

Smashing pots and urns en route can also produce some handy jewellery and other bonuses to help you on your way. *Blade Master* comes complete with excellent graphics, huge sprites and animations and a rousing soundtrack and gets a hearty *Kill Zone* recommendation for fast and addictive action.

● **Publisher:** Irem

SCORE

acrobat mission

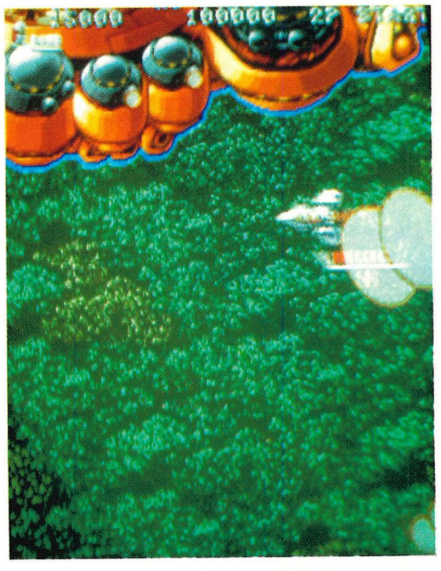
There's no rest for the wicked, is there? After several centuries of hard work destroying the environment of planet Earth, the human race has legged it to Mars. Once there, they have a mere 50 years of putting up their collective feet until the blinkin' Zorgons track them down.

Lummox. If there's one thing that's a dead cert with a Zorgon, it's his hatred of humans. Ho hum, looks like it's time for you to save the world, sorry Mars, again. (Oh dear not *again,* and there's a good film on tonight, too.) As before, the whole human battle fleet has been decimated and only two planes remain. Two planes and two pilots (with the unlikely monikers of Jet and Nova) – did I tell you this was a two player game?

The whole vertical scrolling graphics are handled in such a way as to give a neat impression of speed. Your fighter seems to be equipped with weird side retro rockets to assist with the eponymous acrobatics (but it still looks like a fairly run of the mill shoot 'em up). I actually enjoyed *Acrobat Mission* until I ran into the first end-of-level beast. At this point, having spent almost as many pound coins as the Polish national debt without getting past the bast, I called it a day as well as a few other things too!

● **Publisher:** Taito

SCORE



ZERO and Radio Luxembourg present a new kind of radio show...

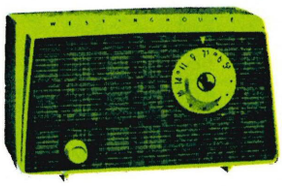
ZERO HOUR





Bill Beaumont says: "Yes, it's a new kind of radio show alright. Sixty minutes of slammin' sounds you can chill to. It's safe!"

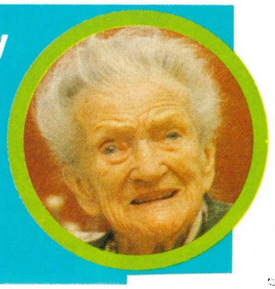
Bill's right. But there's more than just slamming sounds, there's also up-to-the-minute computer news, game reviews, interviews and competitions. Phone in and win fabulous prizes. But don't just take our word for it, here's Bill again...



LUXEMBOURG RADIO
ASTRA SATELLITE AND 1440 AM

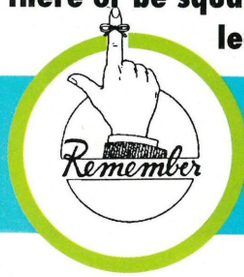
Bill Beaumont says: "ZERO and Radio Luxembourg make a kickin' combination. Get real, tune in to the dopest show around."

Bill Beaumont's mum says: "Listen to my son. He knows what he's talking about. He's one of the team captains on the BBC1 quiz show A Question Of Sport – they don't give that job to just anyone you know."





Indeed they don't. Both Bill and his mum have already woken up to the fact that ZERO HOUR is the place to be between nine and ten on a Tuesday evening - especially when you realise that there's a section of the show dedicated to consoles called INTO THE GAME ZONE. All in all it's a case of "Be there or be square". In fact it's more than that. Let's leave it to Bill to explain...



Bill Beaumont says: "Be there – or be watching *The Bandung File* on Channel Four."

TUNING INSTRUCTIONS

ZERO HOUR is broadcast on Radio Luxembourg every Tuesday evening between 2100 and 2200 (that's between nine and ten o'clock for the thicky twins). On Medium wave you'll find it by tuning your dial to 1440 KHz. Got that? 1440 KHz on medium wave. However, if you're poncey enough to own an Astra satellite then do the following – find RTL4 TV station, press AUDIO, and Bob's your uncle... ZERO HOUR in stereo. (If you want stereo but haven't got an Astra satellite, you could always try the same thing using a Vauxhall Astra... it probably won't work, but you never know.)



ZERO HOUR and INTO THE GAME ZONE. *Only* on Radio Luxembourg.

geez!



Send all your inky ramblings to: Geez!, Game Zone, 14 Rathbone Place, London W1P 1DE

This is the age of faxes, satellite communications and video link-ups, but you can't beat a biro and a scrap of A4. Jot down your comments, ideas or any other nonsense on anything that comes to hand (provided they're not on Aunt Ethel's coffee table) and send them to Geez. If we print them we might send you a smart prize. Then again, we might not.

geez a clue

I've read your magazine since issue one and I think it's absolutely fab. However there's something that worries me. Why is the letters page called Geez? Who (or what) is a Geez when it's at home?
Andrew Rimshaw, Cardiff, Wales.
● **Oh dearie me Andrew you're a few cables short of a hi-fi aren't you? According to my shelf-filling dictionary a Geez is... er... it's in here somewhere... geebung... no... er... gee gee... er... can I get back to you on this one? Ed.**

don't even start

I've got an Amiga but my friend's got an ST. He says his machine's much better because it's got a midi interface, can plug directly into a tv and is of course cheaper. However my Amiga's got a hardware scroll and much better sound so I say that it's better. Please, please, please can you tell me who's right?
Ian Wolfson, Bar Hill, Cambs.
● **One of the many great things about *Game Zone* is that there'll be no boring ST v Amiga arguments. So there. Ed.**

upset

Oh and another thing what's all this Zone nonsense anyway. *Zone 7*? Never heard of it.
Andrew Rimshaw, Cardiff, Wales
● **Geelbek... geelong... er I'll be with you in a moment Andrew. Geepound... Ed.**

suspicious mind

Okay, so I'll accept you calling the letters page Geez and I'll even let you get away with all these strange Zones. But how come you've got all these letters in your first issue. I mean how did anyone know where to write to?
Andrew Rimshaw, Cardiff, Wales.
● **Hang on a minute, I've found it: 'ge'ez; the classical form of the ancient Ethiopic language.' No, that *can't* be right. Ed.**

Why does everyone go on about Golden Nuggets and worry what happened to them? They were horrid and made the milk yellow.
Peter Kershaw, Bexleyheath, Kent.
● **I happen to like yellow milk but then I always enjoyed school dinners too. Ed.**

rhyme time

Hey you guys I've written a little poem to celebrate your first issue. I hope you like it...

Game Zone is a new mag
It comes from Dennis P
I enjoyed the issue oh so much
I had to have a wee.

I read it in the bathroom
I read it in the snow
Then I rip out every page
And stick them up my nose.

Now all my friends buy
Game Zone
And all they have to say
Is *GZ* has the best reviews
And costs less than nasal spray.
John Betjeman, Blackburn, Lancs.
● **Not a bad effort John though I'm a bit worried about your use of tenses in the second verse. Unfortunately you're dead so I'm unable to send you a prize. Ed.**

it's super!

I read in another magazine that the Super Famicom wasn't going to be released in this country until late 1992. But when I was at a friend's house, he had one that he'd bought



The superb Amstrad console – one of many fine prizes on offer!

crap letter corner

Each month we'll be sending an Amstrad GX4000 console to the reader who sends us the most dire letter. So if your writing contains opinionated waffle, gross inaccuracies or is just plain dull you could be in for a prize surprise! So take it away our first winner...

I expect you and all your readers would be interested in hearing about my visit to Brighton last week (*I doubt it somehow. Ed.*). I caught the 10:06 train from Victoria Station and spent an uneventful journey reading *The Observer Book Of Sea Birds*. The train stopped at a number of stations along the route but the only ones I remember were Clapham Junction and Haywards Heath. At both these stations quite a few people got on and a few people got off. After half an hour I wanted to go to the loo but didn't know where it was so I couldn't. When I got to Brighton it was raining so I spent the whole day in McDonalds. I didn't see any sea birds. I didn't even see the sea. I caught the 19:00 back to London. I fell asleep after Haywards Heath so I don't know how often we stopped.
Reginald Bland, Hammersmith, London.
● **Zzzzzzzzz. Ed.**

geez!

in a shop and he had some games. And it worked. So what's going on?
Dave Rees, Taunton, Devon.

● **The Super Famicom was released in Japan a couple of years ago so it is available on import. However buying an imported version means having to buy imported games and also having a tv set with NTSC or SCART (unless you get your machine converted). The Super Famicom will officially be released in this country around Easter 1993, though there is a rumour that date might end up being nearer to Xmas 1992. Ed.**

Why don't Color Me Badd change their names to Spell Me Badd?
Karen Theakes, Wantage, Oxon.

● **It would be a lot easier if they just sealed themselves up in a very deep coal mine and forgot the air holes. Ed.**

clone zone?

I've just been looking through *Game Zone* and I've noticed that quite a few of the writers are the same as on my fave computer mag ZERO. Then I realised that some of them even used to write on my fave-mag-before-ZERO *Your Sinclair*. Are Dunc and Macca really the same Dunc and Macca from those dim distant *YS* days or are they simply imposters using their names?
Jenny Taylor, Greenwich, London.

● **Not only are they the same Dunc and Macca who worked on *YS* but rather spookily they are also the same age as the Dunc and Macca who worked on *YS*. It must be something in the water. Ed.**

leave it out

Now come on, this is getting ridiculous. Firstly no one is called Jenny Taylor, it sounds like a made up name to me. Secondly, how can Jenny Taylor have possibly just been looking through *Game Zone*? I mean the flaming thing isn't out yet. In fact come to think of it I'm not even sure how I know what's going on in this month's letters page. Oh dear.
Andrew Rimshaw, Cardiff, Wales.

● **Yup you've guessed it Andrew. You don't exist which means I don't have to answer your letter. Ed.**

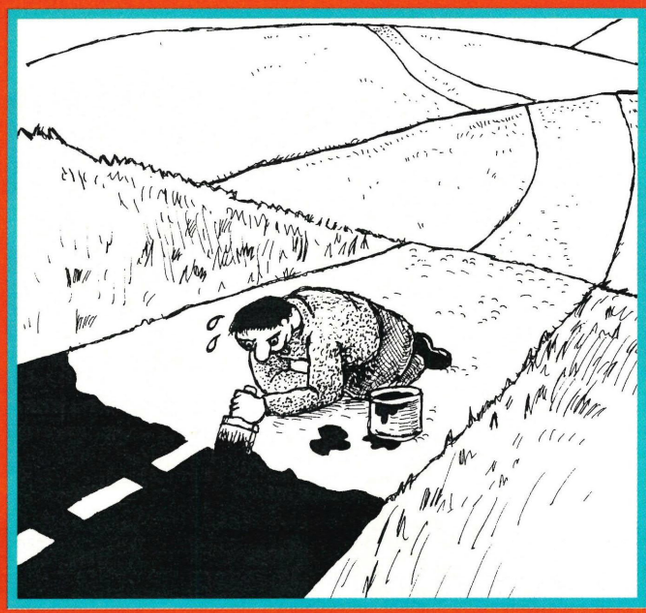
Our family has got a Mega Drive. We can fit three cars in it.
Daniel Pemberton, E. Molesey, Surrey.

● **And my brother's got a Game Boy but none of the family mentions him.**

what's it all about?

In your first issue of *Game Zone* you said that the Super Famicom might be being released around about Christmas 1992 instead of the official release date of Easter 1993. Well, someone told me that it's going to be released by Easter 1992 or even before Christmas this year. What's going on?
Jimmy Jones, Brixton, London.

● **What's going on is an awful lot of rumour. Nintendo still feels there's a lot to be got out of the 8-bit market in this country and so is hanging fire on the SF. However if it feels it's losing out to importers or the Mega Drive is getting too much of a foothold then it might be tempted to bring over the SF early. Watch this space for the latest news, rumours and lies we make up to fill the space. Ed.**



DUNCAN MACDONALD

doodles

Forget *2000 AD*, *Tom And Jerry* etc... If you're a budding cartoonist send in your hilarious scrawl to Doodles, *Game Zone*, 14 Rathbone Place, London W1P 1DE. Those printed receive a mystery gift. Check out the pic above to see what we mean...

I've never had a fight with a Pit Bull terrier. But my pet hamster gave me a nasty nip the other day.
Terry James, Batley, W. Yorks.

● **That's nothing, my gerbil ripped my neighbour's Doberman to pieces. Ed.**

kev's kool kode

There's a thin line between naff and cool, one false step and all your carefully laid style plans can end in tatters round your Converse All Stars. One man who treads that thin line is Kool Kev. Each month he'll be answering queries from anxious style victims.



Dear Kev
Every month my Gran gives me £50 if I go out and beat up someone she doesn't like (usually my Grandad). I spend most of this money on games but last month I bought one of those hats with beer cans on top. I'd seen someone wearing one in Luton and my friends said they were very cool and would help me to pull chicks. When I wore the hat to the end of term disco everyone laughed and I had to leave early. Please tell me what I'm doing wrong.
Arthur Pelgreen, Letchworth, Essex.

Well Arthur, the first thing you've learned is don't be influenced by what you see in Luton; hats with cans are out, out, out! But heh, don't fret, everyone makes a fool of themselves now and again ('cept me of course), it's just some do it more often than others. All's not lost. Here's what to do...
1 Remove beer cans
2 Reverse cap
3 Stuff one or both beer can(s) down front of trousers (Step three is optional and only recommended in certain circumstances.)
Hope that sorts you out Arthur. Any other fashion problems, send them to Kool Kev on *GZ* and remember It's Kool To Be Kev.

ZERO



NEWS REVIEWS ST AMIGA PC NOV ISSUE 25 £2.75 WITH DISK

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GRAND PRIX

VROOM!!! Slip into top gear with Geoff Crammond's newie!!!

25

GLOR

IT'S OUTRAGEOUS,

THIS MONTH INSIDE ZERO:

Last Ninja 3 ● Riders Of Rohan
Hudson Hawk ● Silent Service II
Leather Goddesses Of Phobos II
Eternum ● Su



Let Delphi
ANOTH

IT'S OUTSTANDING,

FORMAT MAG!

Mig-29 2 ● Rise Of The Dragon
Boston Bomb Club ● Pitfighter

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Space Quest
Supper! ● S

WIN WIN WIN the trip of a lifetime! Los Angeles or San Francisco: it's your choice!



HELLO, I'M THE QUEEN AND I GIVE YOU MY RIGHT ROYAL CONSENT TO NIP UP TO THE NEWSAGENT AND SAY "OI! GIMME ME MY SOUVENIR SILVER JUBILEE DISK OR 'ER MAJESTY'LL COME ROUND AND GIVE YOU SOME BOVVER!"

GOD BLESS YOU MA'AM!

AND IT'S OUT NOW.

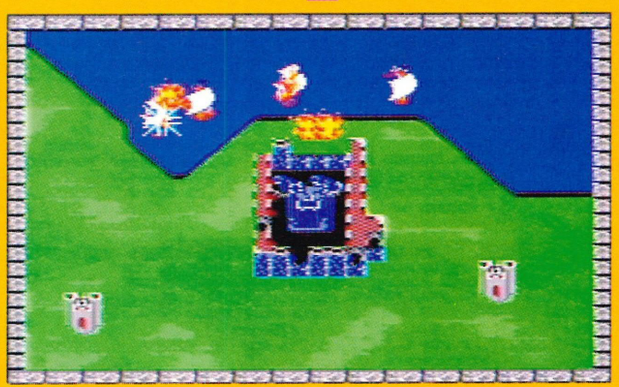
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FOR A PALTRY £2.75, IT'S SMAAART!

tba

If you've got a Time Machine then you'll have played these games already. If not, here's a sneakie glimpse at future releases.

rampart



Putney based eccentrics Domark, noted for their pretty impressive arcade conversions, look set to make a big impression on the console market thanks to signing a deal with Tengen making them European market managers for Tengen's account (and fabulously wealthy into the bargain). This will lead to some classy conversions on both the Master System and Mega Drive.

Rampart looks like being the most exciting Master System game. *Rampart,* described by Domark as "*Tetris* with canons," was one of the most enjoyble arcade games since *Shove Ha'penny*. For those too stingy (or too small) to remember, it involves building castles, filling them with cannons, blasting your opponent's ships or castles rebuilding the damage he's done to yours and then you start over again. The *Tetris* element comes in the rebuilding stage. You get one piece at a time and it's never the shape you want. Inevitably it's against the clock. The more castles you build, the more cannons you get for the next round. If you fail to complete one square before the clock runs out then it's curtains for you. (Except they didn't have curtains in those days.)

Two games needing no introduction are *Ms Pac-Man* and *Klax*. The MS version of *Klax* is well nifty too. Ms Pac-Man is also looking to be a fine conversion of the monster arcade muncher. Bigger mazes, two player option and a 'strange' level in which a liberated, free thinking *Ms Pac-Man... (No she doesn't. Ed.)*

● **Available from Domark in January, price tba.**



trog

A game that's not a million miles removed from *Pac-Man,* but is possibly a million years removed from it, is *Trog* from Acclaim. The game follows the Pac formula with lots of little eggs to be cleared. However, instead of a mutated tennis ball, this time you play a rather endearing dinosaur who trogs round clearing the screens while being chased by cavemen who want to serve you up with a side salad. To make things more difficult each screen is on an island, so there's a danger of death by drowning as well as ending up as someone's Sunday roast. Fortunately certain power-ups turn little ol' Trog into big ol' Tyrannosaurus Rex complete with sequined trousers, platform boots and a string of early seventies... *(Shut up. Ed).* In tyro form Trog can do some munching of his own. Anyone for Cro Magnan Burger?

● **Available from Acclaim early next year, price tba.**

chart

1	**EA Ice Hockey**	Electronic Arts
2	**Thunder Force III**	Tecno Soft
3	**Phantasy Star III**	Sega
4	**John Madden American Football**	Electronic Arts
5	**PGA Tour Golf**	Electronic Arts
6	**M1 Abrams Battle Tank**	Sega
7	**World Cup Italia 90**	Sega
8	**James Buster Douglas Knock Out Boxing**	Sega
9	**Fatal Labyrinth**	Sega
10	**Flicky**	Sega

✪ Shipping charts supplied by Virgin Computer Games Shop, Virgin Megastore, Oxford St, London W1. Tel (071) 631 1234

smash tv

Not only *Smash TV* but smash everything and anyone that's around in this gameshow to end all gameshows. In order to win a host of wonderful prizes such as toasters, washing machines and of course luxury cars, contestants have to blast their way through room after room of club wielding baddies and lethal explosives. There's no end of action, violence and even a *Terminator* sample thrown in for good measure.

This arcade conversion is looking pretty hot stuff, but there's definitely something missing. The game needs a special option where you can let rip at Cilla, Brucie, Les (Dennis and Dawson) and the rest with a small but perfectly formed Uzi sub machine gun.

● **Available from Acclaim early next year, price tba.**



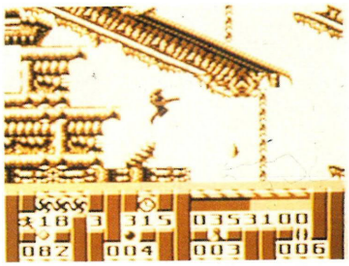
WIN!

Coo. *Game Zone* is so packed with compos that we've even had to squeeze onto the previews pages. Those generous bods at Accolade are feeling well happy and generous cos they've released two classic Ballistic games on the Mega Drive (*Mike Ditka* and *Turrican* for those of you who read the magazine backwards). In this mood of generosity they've given us 100 Ballistic pin badges and, since we can't fit them all onto our shirts, we're putting them up for grabs. To get your hands on a really sharp prize all you need do is answer two mind numbingly simple questions.

1 Which of these is not a correct American Football Term
a) endzone
b) touch down
c) touch up
d) blitz

2 Who is the villain in *Turrican*?
a) Slackvar Creeble
b) Morgul
c) Onmar Whittashiver
d) Basil Brush

Send your answers on a postcard to I'll Go Ballistic, Dennis Publishing, Game Zone, 14 Rathbone Place, London, W1P 1DE.

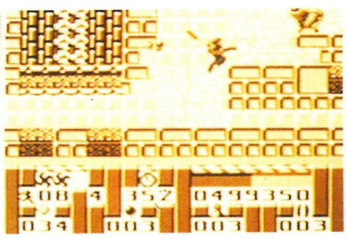


turrican

GAME BOY

What's the one word you associate with *Turrican*? Violence? No. Animation? No, oh for Heavens sake, try a little harder! Metal? Look you're spoiling the intro. The word you associate with *Turrican* is big and the word you associate with the Game Boy is small. (Blimey these links are hard work aren't they?) Well, Accolade have somehow managed to cram *Turrican* onto the Game Boy and it's looking well worth grabbing onto. Although there are less levels than on the bigger version all the action has been retained. Power-up blocks, flying beasties, even the trusty flamethrower has been retained. Hot stuff.

● Available from Accolade early next year, price tba.



fatal rewind



MEGA DRIVE

The hero in this slice of futuristic danger is known as a MUG and certainly lives up to his name. In order to entertain excitement starved 21st century audiences, he has to battle through 16 pits of death which are full of the sort of creatures usually found only in nightmares (or in your bath water after the Water Authority have made another of their little slips). To discourage you from dawdling, there's a rising tide of Deadly Organic Life Liquid lapping round your ankles.

As well as weaponry to be picked up and puzzles to solve, *Fatal Rewind* has a fairly neat replay mode so that at any stage you can retake control of your character.

The game was originally released on home computers by Psygnosis under the title *Killing Gameshow*. Its release on console is part of an Electronic Arts deal with Psygnosis which will also see the release of *Shadow of the Beast* on the Mega Drive.

● Available from Electronic Arts in October priced £34.99.

MASTER SYSTEM chart

1. **Spiderman** Sega
2. **Pac-Mania** Tecmagik
3. **Gauntlet** US Gold
4. **Cyber Shinobi** Sega
5. **Indiana Jones and the Last Crusade**/US Gold
6. **Impossible Mission** US Gold
7. **Ultima IV** Sega/Origin
8. **Summer Games** Epyx
9. **Paperboy** US Gold
10. **Golden Axe Warrior** Sega

✪ Shipping charts supplied by Virgin Computer Games Shop, Virgin Megastore, Oxford St, London W1. Tel (071) 631 1234

super kick off



MASTER SYSTEM

It's rather endearing how fanatical we all are about soccer considering how crap we are at it. The same could also be said about a certain *Game Zone* journalist's addiction to *Kick Off*. As a football sim the game leaves a thousand and one things to be desired, but as a game... well, there are some things worth dying for and this is one of them. Fast and incredibly addictive, the home computer version can still keep people in the office long after last orders.

Now the chances of *Game Zone* ever appearing again are seriously threatened by US Gold who are converting this gem of computer software onto the Master System. The game has been enhanced to add greater skill and action. In the spirit of 1992 it is being produced in 8 languages so that nothing will be able to stand in the way of the game's world domination.

● Available from US Gold in Nov/Dec price £34.99

terminator

In the midst of all this *T2* mania, let's not forget the original, the one in which Arnie was the baddie and about as friendly as a thermo nuclear device. Since the *Terminator* is tough with a capital uff you, as Kyle Reese, are going to need brains as well as brawn if you're to defeat him and save Sarah Connor. Presumably you then get to a section where you rock her socks off and create John Connor - or perhaps not.

That section certainly didn't appear in the game when we saw it the other week, but there was a lot of other action to make up for it. There's also a stunning array of futuristic firepower to make your task a little easier. 'Not that easy' is a phrase you associate with stopping the unstoppable and virtually indestructable.

● Available from Virgin early next year, price tba.





chuck rock

Super heroes have had some pretty impressive weapons in their time, but there can't be many who've used their belly to such devastating effect as *Chuck Rock*. Then again, there haven't been many heroes like Chuck, a sort of Neolithic equivalent of Wayne Slob. It takes a lot to drag Chuck away from his chair, his beer and his TV (where he's presumably watching the Stone Roses) but having his lovely wife Ophelia swiped by Gary Gritter does the trick, cos Chuckie's in love (blast from the past there pop pickers). Pausing only to slip on his grass skirt, Chuck charges across 500 screens of mad action including Spooky Caves and an Ice Age complete with shivering scarf clad dinosaurs. As well as being a skillful belly wobbler, Chuck can lob rocks with the best of them... well not so much lob as chuck. *Chuck Rock* in fact, ho, ho, ho... oh please yourselves.

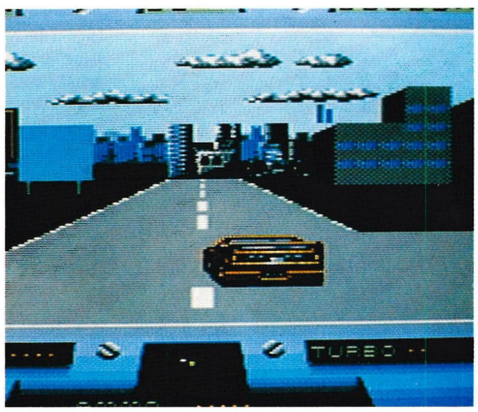
● Available from Virgin early next year priced £34.99

outrun europa

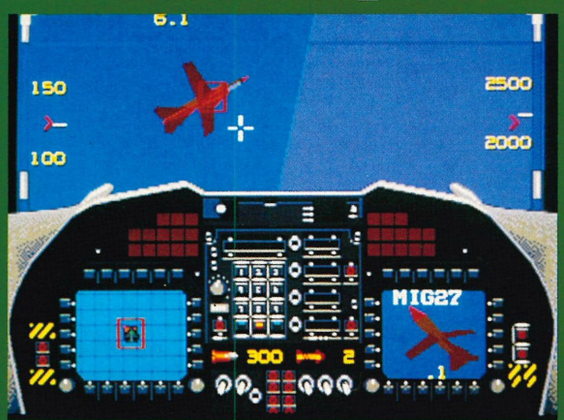
What do you get if you combine a game that was fast, but a little boring, with a game that was dramatic, but a little slow? If those two games were *Outrun* and *Chase HQ* you get *Outrun Europa*. Special Agent Simeon Kurtz has managed to lose his briefcase, which is a little careless. He's also managed to lose the Ferrari F40 that the suitcase was in at the time, which isn't so much careless as bloomin' cloth headed.

The people who swiped car and case are not exactly eager to give it back to you (Kurtz) and since the case contained vital papers you're not exactly Mr Popular with your employers either. Getting the stuff back requires you to chase and be chased across five levels in five different European locations with five different vehicles. It all makes for some pretty exotic driving while the number of people with an unhealthy interest in attending your funeral makes for a heck of a lot of dangerous action.

● Available from US Gold in Nov/ Dec priced £29.99



f-22 interceptor



Well, consoles are all right but you can't get real games on them. Not flight sims and things. Right? Wrong. Electronic Arts, a company responsible for some of the finest flight sims on the PC, is applying its expertise to the Mega Drive and promises the first true combat flight simulator on that machine.

Not only will *F-22* be bang up to the minute technologically, but also politically since many of the missions - there are over 100 - are set in Iraq with SCUD missile launchers and chemical weapons plants as the targets. Other locations are Russia and North Korea (for those who can't get over the end of the cold war). With land and sea offensives, air to ground and air to air combat and a scenario builder, *F-22 Interceptor* has already got *Game Zone's* resident Mad Dogs slavering at the mouth with anticipation.

● Available from Electronic Arts in mid Nov priced £39.99.

GAME BOY chart

1. **Batman** Sunsoft
2. **Double Dragon** Nintendo
3. **Nintendo World Cup** Nintendo
4. **Hyperlode Runner** Nintendo
5. **Motorcross Maniacs** Palcom
6. **Side Pocket** Nintendo
7. **F1 Racer** Nintendo
8. **Dr Mario** Nintendo
9. **Burai Fighter** Nintendo
10. **Gargoyle's Quest** Nintendo

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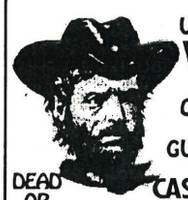
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corporation

Now, there was a time when you knew where you were with console games. You were in a nice safe world of blood-blasting shoot 'em ups or sick-making cutesy platform games. Okay, so you might have got the occasional racing game or even a sport sim but what you didn't get was massive action adventures with 3D graphics, 360 degree vision and situation dependent sound effects. Well, everything has changed cos that's exactly what you get in this futuristic adventure set in the heart of the Universal Cybernetic Corporation offices. Not that you'll have time to appreciate all these refinements, mind you, as you battle your way past security guards, robots, trip wires and genetically mutated droids. *Pac-Man* was never like this.

● Available from Virgin in Easter next year priced £34.99.





the immortal

You might think there's nothing better than being immortal (except perhaps never being born in the first place) but Electronic Arts wouldn't agree. It has taken this spanking good adventure game and put knobs on it. Well, not exactly knobs. After all, if you had knobs on it, you wouldn't be able to fit the cartridge into your machine *(Get on with it. Ed.)*. So instead of knobs, EA has added full screen combat, digitised sound and an extra barrel or two of gore to the already graphically superb dungeon adventure. The game contains eight levels crammed full of monsters, traps and puzzles all viewed from a 75 degree angle and beautifully animated, if you can describe a goblin being sliced in two as beautiful that is.

● Available from Electronic Arts in November, priced £44.99.



heroes of the lance



Why do people in the world of Advanced Dungeons and Dragons have such an aversion to vowels? The land of Krynn, the city of Xak Tsaroth and a huge black dragon called Khisath, what's wrong with these people? Has the e key broken on their typewriters?

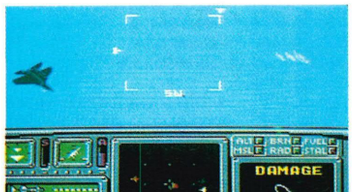
The time you'll have to ponder the grammatical shortcomings of fantasy writers is precisely zilch as you do battle with hordes of monsters and bloodthirsty Draconians in your quest for the Disks of Mishakai. Fortunately you are more than one person, in fact you are the Companions of the Lance with the ability to change the leader to suit each particular situation. Battling through the ruined city of Xak Tsaroth, you'll no doubt be comforted by the knowledge that victory will earn you the title of Heroes Of The Lance. As for defeat, well. The ex Companions of the Lance doesn't sound so great, does it? (Even if it does have a couple of e's in it.)

● Available from US Gold in Nov/ Dec price £32.99.

ultimate air combat

Activision claims this game contains feel-in-the-gut realism. As you weave through loops, spins, dives and rolls you might indeed find it playing a little havoc with your lunch. With a choice of three planes, 33 missions and enough weapons to wipe out a medium-sized democracy, this game is not going to give your meal any time to settle. Targets include oil fields, ships, harbours and of course other planes. Different targets have different views, dogfights are viewed from the cockpit while air to ground assaults are viewed from above. Different views but all of them carry enough high speed action to play hell with your digestion.

● Available from Activision, release details still to be confirmed.

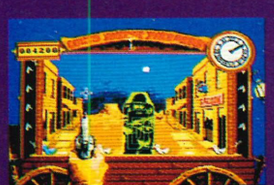


chart

1. **Super Mario Bros. 2** Nintendo
2. **Jack Nicklaus** Konami
3. **Punchout!** Nintendo
4. **Burai Fighter** Nintendo
5. **A Boy and his Blob** Nintendo
6. **Goal!** Jaleco
7. **Gremlins 2** Nintendo
8. **Double Dragon 2** Nintendo
9. **Duck Tales** Capcom
10. **Super Spike v Ball** Nintendo

✪ Shipping charts supplied by Virgin Computer Games Shop, Virgin Megastore, Oxford St, London W1. Tel (071) 631 1234

back to the future II & III







Nostalgia may not be what it used to be, but it's certainly helped fuel a few blockbuster movies in its time. *Back To The Future* was one of them, in fact it was three of them and two out of three (which ain't bad) will be winging Sega owners way in time to nestle into their Christmas stockings. *BTTF II* will be hoverboarding its way onto the Master System with five levels based on scenes from the film including hoverboard chases, race against time, a bit of rock 'n' roll and of course some good ol' fashioned beat 'em up action. MS and MD owners will be able to catch a go on *BTTF III* this Crimble with the action looking to be even more bizzare than in number II. Battles with Red Indians and US Cavalry, nothing odd there. Shooting galleries... big deal. Pie fight to the death, well okay, that's a bit strange. Racing to get into a DeLorean now that's blimmin' peculiar. Ah well that's another country for you. They do things differently there, even to the extent of driving crap subsidised cars.

● Available from Imageworks in Nov/Dec, price tba.

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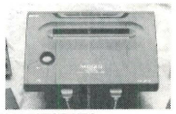
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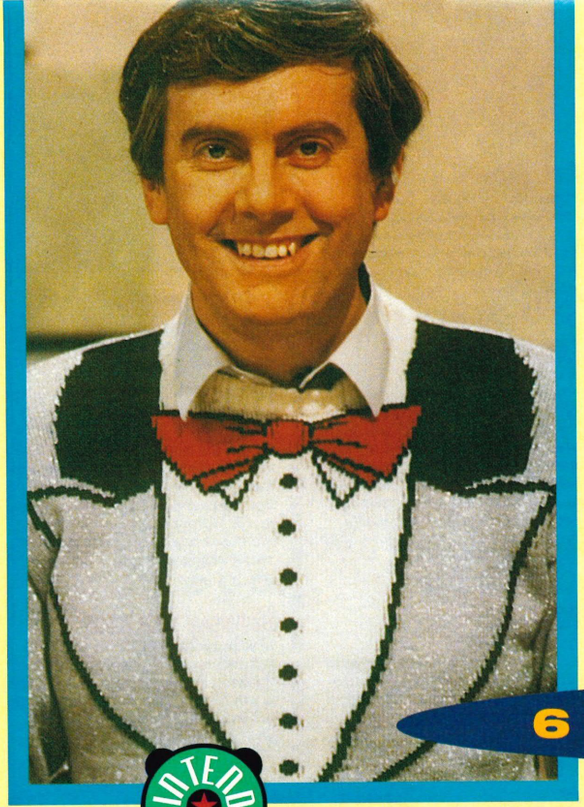
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console countdown

6 PAGE PULL-OUT GAME GUIDE!

More money than ideas? More room on your shelves than minutes on your watch? Then Console Countdown is for you. In the next few pages you'll find pretty much every game currently available for your console. And before you all write in listing the games we didn't include, go and look up the word 'currently' in the dictionary. This is not a list of every game ever released. Nor does it attempt to cover every import, (we'd have no room left for reviews if we did). For each game we've listed the title, (pretty useful that), the publisher and the price. There's also a brief summary of the game and a Zone rating. So now we've done all the bloomin' work all you've got to do is go out and buy the games. Blimey, if we took any more care of you we'd be wiping your bottoms.

the scores

- ★★★★★ Essential buy
- ★★★★ Well worth a blast
- ★★★ Mediocre
- ★★ Seriously dodgy
- ★ About as much use as Spurs' defence

Mega zone games don't get a score cos... well they're beyond the scoring of us mere mortals.

MEGA ZONE

Aerial Assault
Sega / £29.99
Very unimaginative shoot 'em up. A case of holding down the fire button and tuning your brain to vacant.
★★★

Alex Kidd In Shinobi World
Sega / £29.99
Ninja-style graphic adventure in which the puzzles play as important a part as the blood letting. Smooth scrolling allows the combat sequences to work well, however little variation makes this rather dull.
★★★

American Baseball
Sega / £29.95
One or two player mode available. Standard sports management program plus active play sequences gives you enormous control over your 'team'. One hell of a game.
★★★★★



▼ Assault City (Master System)

Assault City
Virgin / £24.99
An atmospheric, horizontally scrolling shoot 'em up. Very colourful and action packed, if a little low on originality.
★★★

Basketball Nightmare
Virgin / £24.95
Standard basketball game with the twist of playing against various mythical and fantasy creatures, including a Wolfman and a Water Imp. Good graphics and smooth animation make an addictive game.
★★★★

Battle Out Run
Sega / £29.99
Rather similar to the arcade version of *Chase HQ*. A fairly standard road racer game which, while low on originality, is very playable.
★★★★



▲ Spellcaster (Master System)

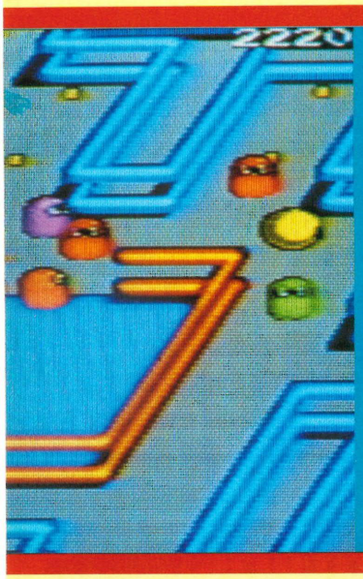
Chase HQ
Sega / £29.95
Arcade classic that suffers little in the conversion to the Sega. Various chase and destroy missions keep interest alive, and help to maintain the game's high level of addictiveness. Very smoothly animated, but with somewhat disappointing sound.
★★★★

Dynamite Duke
Sega / £34.99
Above average shoot-everything-that-moves game. High quality graphics and sound make the game good to look at, but this is only for you if you don't want to have to think about what you are doing, and just blast.
★★★★

Galaxy Force 2
Sega / £t.b.a.
Sega's massive coin-op has been converted onto the Master System. The 3D scrolling is just as crisp and sharp with great arcade-quality sound. A blast!
★★★★★

Gauntlet
US Gold / £29.99
Faithful conversion which retains all the playability of the original. Two player mode brings the game to life ensuring that it's still a good buy despite its age.
★★★

console countdown



Pacmania

Tecmagik / £29.99

Okay, so this is a seriously old game, but in its new revamped form it can still pour beer over the heads of most modern competitors. The aim of the game is unchanged, eating pills while avoiding ghosts, but now it's in glorious 3D and with a really blasting sound-track. Although it's been tightened up, playability is unsophisticated but it's still mega addictive. A supreme arcade conversion.

MEGA ZONE

Indiana Jones And The Last Crusade

US Gold / £29.99

A standard platform adventure, with the added attraction of Indiana Jones who, on this adventure, is after the Holy Grail. US Gold has managed to inject some variety into this rather tired gameplay and, with some stunning graphics, has produced a bit of a corker.

Operation Wolf

Sega / £29.95

Traditional 'kill-or-be-killed' arcade conversion. Six levels of *Operation Wolf* are all well animated and scroll smoothly. The crude and repetitive gameplay detract from its overall addictiveness though. Fine if your brain is in your trigger finger.

Paperboy

US Gold / £29.99

An above average conversion of one of the oldest games around. *Paperboy* still retains its playability and addictiveness and is well worth adding to your collection!

Speedball

Mirrorsoft / £25.99

Not unlike the excellent film, *Rollerball*, this is a highly violent cross between hockey and volleyball. One or two player option is available, but it's the two player option which makes the game. Both graphics and sound are a little disappointing, but if you're a budding Jonathan E, this is the game for you.

Spellcaster

Virgin / £29.95

Animated sword and sorcery action adventure, set in Japan. With ultra-smooth graphics and sound, *Spellcaster* is one of the best games available on the Master System at the moment.

Ultima 4

Sega / £39.99

Role-playing game in the vein of *Dungeons And Dragons*. You roam the countryside interacting with various other characters, earning money, partaking in jolly japes etc. Very free-form game that allows a great deal of variety.

Vigilante

Virgin / £24.99

Ninja inspired, multi-screen, multi-level beat 'em up. Good visually, plenty of action, plenty of screens. Plenty of fun in this one!

Wonderboy: The Dragon Trap

Virgin / £29.95

Attractive sound and interesting graphics make *Wonderboy* a winnah! Horizontal scrolling, cute, fighting fantasy graphic adventure.



▲ Wonderboy: The Dragon Trap (Master System)

World Class Leaderboard

US Gold / £29.99

A re-worked version of *Leaderboard* with an increased playing area, and better graphics by far. Up to four players can compete over eighteen holes. This is one of the best golf sims around for any console. Worth buying a Master System to play it!

Bayou Billy

Konami / £34.99

Multi-level action adventure in which you must fight, shoot and drive your way through to save your kidnapped girlfriend.

Blades Of Steel

Konami / £34.99

Ice hockey sim which comes into its own in two player mode. Speedy, well animated graphics and suitable sound don't let the game down a jot. However, dodgy skill levels, in one player mode, make the game either impossible or a walk over. Great game if you have someone to play it with.

Captain Skyhawk

Milton Bradley / £29.99

A cross between a flight simulator and shoot 'em up. *Captain Skyhawk* is let down though by one of the worst gameplays you are ever likely to come across. Only buy this if you have got nothing better to do with your money.

Gauntlet 2

Nintendo / £39.99

Not unlike *Gauntlet 1*, in fact, almost exactly the same as *Gauntlet 1*. Good fun when it first came out, but that was an awfully long time ago.

Ghosts 'N' Goblins

Nintendo / £24.99

Classic multi-level, arcade style adventure game. Rescue the princess and kill the monsters. The graphics are detailed and colourful and the scrolling very smooth.

Gremlins 2

Sunsoft / £20

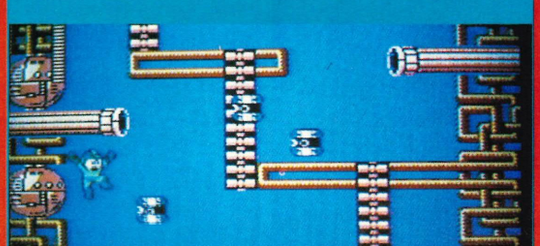
An arcade adventure, in the true sense of the word. With extremely nifty graphics and puzzles, which keep both your mind as well as your mitts busy. Highly addictive with some nice extras to keep you coming back for more.

Megaman 2

Capcom / £39.95

This is a dream of a game, a true stonker. NES owners should put it to the top of their 'must have' list immediately. *Megaman 2* , unusually, for a sequel, has playability written all over it. Positively buckets of the stuff. It also boasts some very neat graphics and sound, which means you have something nice to look at while you play it long into the night – this game is, most definitely, an all-nighter.

MEGA ZONE



Gun Smoke

Nintendo / £24.99

Wild West, commando-style shoot 'em up adventure, where items must be collected and enemies removed. Acceptable graphics and sound, but nothing new.

Life Force

Konami / £ t.b.a.

Conversion of coin-op classic *Salamander*. One or two player mode throughout the six levels of play with even levels scrolling vertically and odd levels scrolling horizontally. At the end of each level you are faced with a huge and very smoothly animated monster. *Life Force* is one of the best games you can buy for the Nintendo.

Pin Bot

Rare / £34.99

Pinball simulator which manages to convey the feel and playability of a table. Excellent animation results in a ball that runs smoothly and realistically.

▼ Robo Warrior (NES)



Robo Warrior

Jaleco / £29.95

A dull and dated concept with very little to justify the price.

Rush 'N Attack

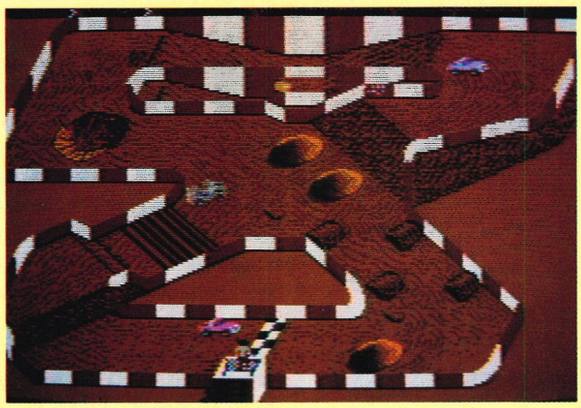
Konami / £22.95

Horizontally scrolling, kill-everything-that-moves multi-level adventure. Spread over six increasingly difficult levels. Collect various weapons to increase body count potential. Two player option available.

Shadow Warrior

Nintendo / £34.99

A standard slash 'n' dash, horizontally scrolling adventure. Well worth a look, if only for the animation which is a real treat.



▲ Super Off Road (NES)

Probotector

Konami / £34.99

After mastering the odd control system this game holds little to challenge any but the most inexperienced games player. Very repetitive and not really worth the cover price.

Rad Gravity

Activision / £29.95

A challenging graphic adventure with a huge playing area. High on originality and humour, with the technical back up of superb sound and graphics. Great game that will keep you going for hours.

Rescue : The Embassy Mission

Kemco / £24.99

Remember the Iranian embassy siege in the early eighties? This is the video game of that international incident. Although the Iranian embassy is never mentioned, the connection is obviously there. Rather a sick idea but rather a good game too.

RoboCop

Data East / £34.99

A very pale conversion of the best selling computer game that doesn't do justice to the film at all. Poor animation, lousy sound and awful gameplay makes *RoboCop* a real stinker. Only buy this if you are a dedicated fan or stinking rich.

Snake Rattle 'N Roll

Rare / £34.99

Original 3D platform adventure with sound graphics and animation, all of a high standard plus excellent playability. Well worth the moolah as it will keep you occupied for many an hour.

Super Off Road

Nintendo / £34.99

Fine conversion of a nifty coin-op. Take a butchers at this if you're after an armchair racer that's more fun than the *Monaco Grand Prix* but is still reasonably realistic. A fab game that's worth every penny!

Teenage Mutant Hero Turtles

Nintendo / £39.95

Superbly designed game with many surprises. Excellent animation and sound add to the already marvellous gameplay. A worthy addition to any Nintendo games library.



▲ Teenage Mutant Hero Turtles (NES)





console countdown

Solar Jetman

Tradewest / £34.99

Way back in the mists of computer gaming history, under a dusty pile of ancient cassettes, lies a game. Half legend, half myth, that game is *Jetpac*. The original Spectrum classic shoot 'em up of many moons ago has re-emerged on the NES, under a new name and with a new plot. Nothing new in the gameplay, but the high standard of graphics and sound keep the *Jetpac* tradition alive. A *Jetpac* for the 1990s.

MEGA ZONE

The Simpsons

Acclaim / £34.99

The inevitable spin off from the cartoon, the song, the T-shirt, the attitude. *The Simpsons* is a graphic adventure with a rewarding mix of both arcade action as well as strategy, and a fair splash of humour. Definitely not an underachiever.

★★★★★

Track And Field 2

Nintendo / £39.99

Follow up to the ancient *Track And Field 1* which, along with games such as *Asteroids* and *PacMan*, must be among the oldest games around. It shows its age as well. Not very interesting unless you're a budding Daley Thompson.

★★

Wizards And Warriors

Acclaim / £24.99

Poor sword and sorcery animated adventure. The graphics and sound are passable but nothing special.

★★

After Burner 2

Sega / £34.95

Classic arcade coin-op transfer which does not suffer at all in the move to the Sega. Fast, slick and very deadly, one of the best, if not the best, shoot 'em up around.

★★★★

Alex Kidd In The Enchanted Castle

Virgin / £22.95

Adventure-based, multi-level quest game. Part of the *Alex Kidd* series of 'cute' games that lacks challenge.

★★★

Arnold Palmer Tournament Golf

Sega / £34.99

Fine golf simulator, which may not be high on action, but is certainly well animated and accurate to the game itself. With either one or two player mode available this might not be in the league of *John Madden Football*, but it's still fairly nifty if you fancy a more laid back sports sim.

★★★★

Arrow Flash

Sega / £34.99

Rather humdrum shoot 'em up, with little or no variation. Not really worth nearly forty quid.

★★

688 Attack Sub

Sega / £39.99

One of the increasing number of simulator-type games available for the Mega Drive. You can play either a Russian or American sub commander in a range of missions from a training exercise to out-and-out subaquatic war. Complex gameplay which, once mastered, is very rewarding. Nifty graphics, and reams of sampled speech make this game well worth having.

★★★★

Budokan

Electronic Arts / £39.99

A rather slow martial arts simulator. According to Electronic Arts all the karate moves are very realistic and genuine which may be why the animation is so slow. Only for die-hard karate fans.

★★★

▼ Centurion (Mega Drive)



Centurion

Electronic Arts / US Import

Another stonker from Electronic Arts, who produces consistently high standard games for the Sega. As the title suggests, this is a strategy shoot 'em up which requires a large amount of thought and planning to be able to achieve the ultimate goal – namely world domination.

★★★★

Dick Tracy

Sega / £34.99

Is it possible to have a major film without a console conversion? Probably not. Anyway, this conversion of a rather overrated movie into a none too brilliant game follows the trend. You play the man in yellow who has taken it upon himself to clean up the city. Average graphics, average sound and average animation produce an average game.

★★★

Gain Ground

Sega / £34.99

If you've ever seen the film *Running Man* , one of Arnie's best, then you'll know the basic plot of this game. It's many years into the future and the most popular form of entertainment is *Gain Ground*, in which human contestants are dragged into a maze full of android nasties and either emerge victorious or die horribly and slowly. Good graphics and sound and above average gameplay make this a very worthwhile game.

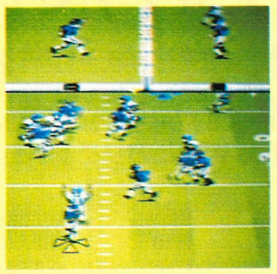
★★★★

Ghostbusters

Sega / £34.99

Very tired platform formula, with little new to offer. Both graphics and sound are acceptable rather than outstanding. Only really worth looking at if you are a dedicated *Ghostbusters* fan, or if you have every other game out on the Mega Drive.

★★



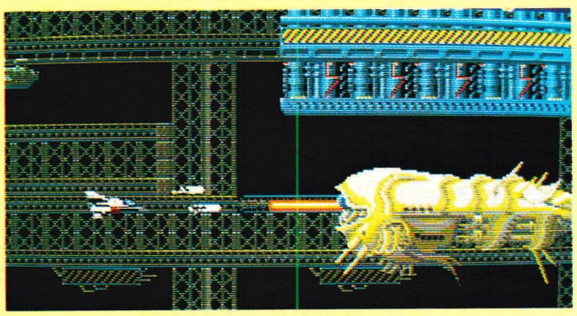
▲ John Madden Football (Mega Drive)

John Madden Football

Electronic Arts / £39.99

If you're into American Football this is a must. In fact even if you aren't, it's worth learning the rules just so you can play. Amazingly smooth graphics and great sound samples combined with intelligent gameplay make this a game not to be missed.

★★★★★



▲ Thunderforce 3 (Mega Drve)

Golden Axe

Sega / £29.95

Highly faithful coin-op conversion of an arcade classic. Excellent sound, graphics and animation makes *Golden Axe* highly addictive. One or two player mode available.

★★★★★

James 'Buster' Douglas Knockout Boxing

Sega / £34.99

Not a bad boxing simulator, but as with all boxing simulators, it suffers from a lack of variety. A lack which is only made up for in the two player mode where you can knock out a friend. The animation is jerky but colourful and the sound rather predictable. Rather a disappointment for £35.

★★

Lakers Versus Celtics And The NBA Playoffs

Electronic Arts / £39.99

A very high quality sports sim. This time it's basketball and comes packed with high standard animation and sound. Great, addictive stuff.

★★★★★

Last Battle

Sega / £34.95

Last Battle is a beat 'em up game in the style of so many ninja games before it. Violent and bloody, it's expertly animated and has a variety of levels to keep your interest.

★★★

M1 Abrams Battle Tank

Sega / £38

A cross between simulator and shoot 'em up, this game has you in charge of a battle tank in the midst of a Third World War battle zone. Smoothly scrolling 3D action makes this one of the best new games around for the Mega Drive.

★★★★

Moonwalker

Sega / £35

A straight forward conversion of the coin-op. With the sugar-coated presence of Michael Jackson as the hero in this shoot 'em up, the rather twee gameplay is saved only by excellent graphics and sound.

★★★★

PGA Tour Golf

Sega / £39.99

Converted from the PC version this highly realistic golf simulator suffers hardly at all in the 'downgrade' to the Mega Drive. One of the best games of its kind on any machine, it's easy to learn, but very hard to master. A true sporting classic, worth a place in anyone's Sega library.

★★★★★

Phantasy Star 2

Sega / £59.99

Despite a hefty price tag, this graphic adventure is worth every penny. A massive playing area offers all kinds of possibilities that can be explored in your own time.

★★★★

Populous

Electronic Arts / £39.99

Here, not unlike *Sim City*, you get to play God. But unlike *Sim City* you get to develop your own race of people in competition with another race. Low on out-and-out action but high on strategy. A classic game.

★★★★★

▼ Shadow Dancer (Mega Drive)



Shadow Dancer

Sega / £34.99

An arcade conversion which owes a lot to *Super Shinobi*, but doesn't stand up to any form of comparison. Both graphics and sound are fine, but if you're going to buy any slash 'n' dash, *Super Shinobi* wins hands down.

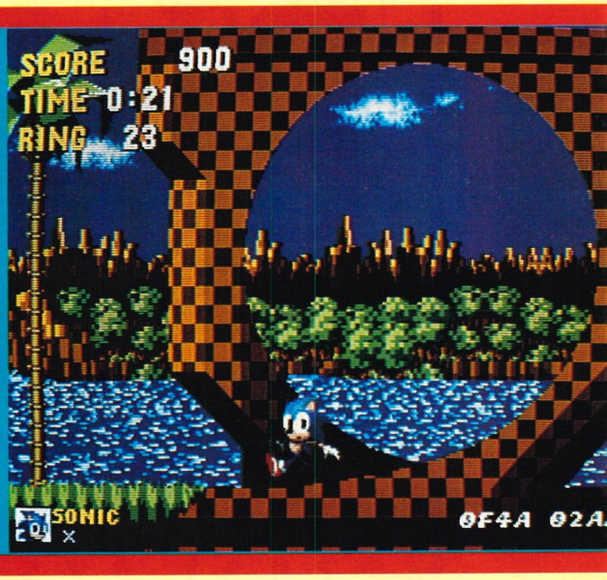
★★★

Sonic The Hedgehog

Sega / £34.99

One of the best, if not *the* best, games around, *Sonic* is destined to become as famous as *PacMan*. Amazing graphics and sound combined with some of the smoothest and fastest animation ever seen, create a treat for the eyes. The gameplay is so addictive, it keeps you happily involved for hour after hour after hour. *Sonic The Hedgehog* is the biggest reason ever to buy the Mega Drive. A true console classic that will be just as playable this time next year. Buy it, or weep into your pillow for many moons to come.

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console countdown

Mickey Mouse And The Castle Of Illusion

Sega / £t.b.a.

Out to rescue Minnie Mouse from an assortment of fluffy woodland creatures, Mickey must journey through a variety of terrains to a final conflict with the Witch Mizrabel. Animation is of the highest standard, as you would expect from anything bearing the Disney name, with fairly nifty sound too. This is an outstanding game, placing Mickey firmly in the world of cult computer characters, along with *Sonic* and *Rad Gravity*.

Strider

Sega / £34.99

Above-average horizontal graphic adventure set in the distant future. Sparkling graphics and ear-bending sound make this a treat both to look at and to listen to.

★★★★★

Super Monaco Grand Prix

Sega / £36

A completely fab Grand Prix simulator that's better than most. You have to compete in all sixteen rounds of the World Championship, prequalifing in each, for a grid position. With a choice of automatic, four or seven speed gear box, there is realistic control over your car through both wet and dry conditions. The control system does take a little getting used to, but once you've got the hang of it, you can race with the best of them.

★★★★★

Super Shinobi

Supervision / £40

With graphics, sound and playability leaps and bounds ahead of pretty much anything on either console or computer, *Super Shinobi* is one of the best games of its type you can buy. A ninja slash 'n' dash game which is lifted way above average by some stunning animation which doesn't effect the high speed of play. A truly great game that has a place in everyone's Mega Drive library.

★★★★★

Sword Of Sodan

Electronic Arts / £34.99

Below par sword and sorcery graphic adventure which, while well animated, has little sound of any complexity and is really rather easy to complete. Bit of a let-down at nearly forty quid.

★★

Thunderforce 3

Techno Soft / £37.50

Ker splat, pow, spagooo. This is our kind of game. No messing, no poncing around on platforms or in enchanted forests, oh no. This is the real thing, a shoot 'em up to end all shoot 'em ups. Amazingly fast, amazingly smooth, with great chunks of graphics flying all over the screen. Play this one and it'll blow your mind – a classic, worth every penny of its price. This is the Chilli Dog of computer games, pretty far out.

★★★★★

Thunder Force 2

Techno Soft / £29.95

Fast and smooth scrolling shoot 'em up. Excellent sound and graphics – one of the ultimate shoot 'em ups.

★★★★★

Truxton

Sega / £34.99

A straight forward arcade conversion of the well known shoot 'em up. Five levels with a large and nasty end-of-game monster to be dealt with. Very good arcade conversion, with sound and graphics to match the original.

★★★★

Wonderboy 3: Monster Lair

Sega / £t.b.a

Usual platform game with Wonderboy once again having to rescue his girlfriend. Neat puzzles, good graphics and sound keep this from being just another *Wonderboy* game.

★★★★

World Cup Italia '90

Sega / £29.99

Under par footie simulator which, although the official version of the great 1990 football circus, is not the best by a long way. This, like so many other footie sims, is disappointing mainly because the animation lets it down so badly.

★★

Batman

Sun Soft / £35

Below standard conversion of *Batman* which lacks some of the sparkle of other conversions. Rather repetitive gameplay and a lack of decent presentation does not do the game justice at all.

★★

Bloodia

Hudson Soft / £29.99

Very complex strategic game where you control a rolling ball through various sized pipes. Like *Klax* a very simple idea – unlike *Klax* not particularly addictive.

★★

Chan And Chan

Import / £30

If you took *Super Mario Brothers*, removed the cuteness, and replaced it with a good dash of toilet humour, you would have *Chan And Chan*. Not to be missed.

★★★★★

Dead Moon

TSS / £31

Deep space shoot 'em up that has little new to offer, but is well written, with smooth parallel scrolling, sound and graphics. Worth a look if you've tried everything else.

★★★

Devil Crash

Irem / £35

This computerised pinball game is one of the best of its genre, combining both the traditional aspects of the pinball machine, with the excitement of a shoot 'em up.

★★★★★

Dungeon Explorer

Import / £34.99

A high quality rip off of *Gauntlet*. However, despite its obvious origins it holds its own well, with a large playing area, and a multi-play option. If you fancy a bit of sword and sorcery shoot 'em up this is for you.

★★★★

Rabio Lepus Special

Video System / £35

Bizarre shoot 'em up in which you play a rabbit toting a machine gun. Amazing graphics are over shadowed by the sheer difficulty of the game. It is very hard and, after being killed for the hundredth time, interest wains.

★★★

Puzzle Boy

Telenet Atlus / £30

Standard format puzzler with little new to offer anyone who's played *Tetris* or *Klax*. Not really worth the £30 price tag.

★★★

Saint Dragon

Aicom / £33

Superior shoot 'em up in which you play a dragon with a grudge against pretty much everything. Animated with thought and care, *Saint Dragon* is good value for money.

★★★★



▲ Mr Heli (PC Engine)

Gunhed

Hudson Soft / £34.99

Coin-op quality shoot 'em up with the graphics and sound to match. Fast, frantic action, a definite must for the shoot 'em up addict.

★★★★★

Hell Explorer

Taito / £35

Rather tired graphic adventure, with little long term appeal. You play a monk on a journey of enlightenment. Very poor.

★

Image Fight

Irem / £35

A standard arcade style shoot 'em up, complete with glossy graphics, hordes of aliens and great sound. However it's sadly short on originality and, after a while, plain boring.

★★★

Japan Warrior

Micro Media / £29.95

A cross between a traditional hack and slay ninja game and *Space Harrier*. Big, bright and very colourful sprites are well animated.
A very difficult game to 'get into', but there is a password system that allows you to re-access levels.

★★★

Legend Of Hero Tonma

Hucard / £35

A cute platform adventure, which, while nothing original, is well put together and highly playable. Okay if cute platforms are your bag.

★★★★

Mr Heli

Irem / £29.95

Shoot 'em up, with colourful and detailed graphics. Cute, but not sickly, *Mr Heli* is highly playable and well worth a look.

★★★★

Violent Soldier

IGS / £31

The title says it all really. A rather slow and uneventful shoot 'em up. Both graphics and sound are satisfactory rather than anything special. Nothing to write home about.

★★★

Volfied

Taito / £24.95

A simple and much used game format. You must recover segments of the playing area by leaving a trail but without your enemy touching your trail, which causes you to lose a life. Very simple, very addictive.

★★★★

Actraiser

Enix / £49.99

Describing this game as *Populous* with arcade sequences gets over the style, but does little credit to the game's depth and playability. Although it has borrowed heavily from past classics, *Actraiser* has combined them in an imaginative way. A medieval strategy / slash 'em up that verges on the unmissable.

★★★★

Area 88

Capcom / £50

Since it's based on characters from a Japanese comic strip *Area 88* is not likely to leap out at many people as a 'must buy'. Scenario apart, what we have here is an aerial shoot 'em up involving three planes and a multitude of baddies. Nothing particularly new here (except the high level / low level attack option). The scrolling can be a bit jerky when the screen's crammed with action. Still it's no mean bundle of fun. (ST / Amiga owners will already know this game as *UN Squadron*.)

★★★★

Darius Twin

Taito / £34.99

Slick space shoot 'em up with a strangely aquatic feel. Battling your way across a solar system crammed full of baddies and power-ups you'll meet some impressive graphics, but little that you haven't already seen in a million other games. Fun but unimaginative.

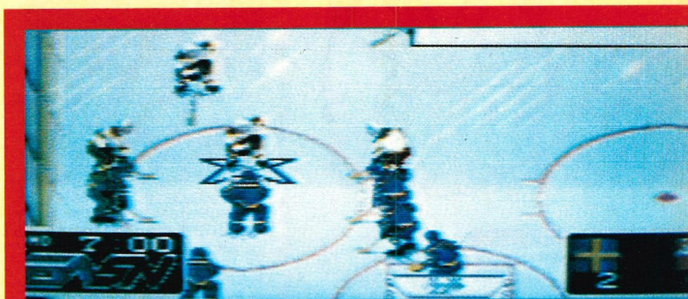
★★★★

F-Zero

Nintendo / £49.99

Fast, aggressive futuristic race game with excellent 3D graphics. The range of craft, courses and difficulty levels are more than sufficient to keep you hooked well beyond your first win.

★★★★★



Ice Hockey

Electronic Arts / £39.99

Just like *John Madden Football*, Electronic Arts' *Ice Hockey* is amazing. Ultra-smooth animation and some amazingly detailed graphics coupled with the highly addictive game of *Ice Hockey* makes this one game any Mega Drive owner must have. Violence galore, including frequent punch ups combined with authentic sound make this a dream to play. Plenty of options and opponents keep interest alive while the two player mode gives you a chance to take out grudges on your friends. A game that you'll keep coming back to.

console countdown



Jackie Chan

Hudson Soft / £31

Jackie Chan is a bit of a mega film star in Asia where all his films are smash hits. In console form he also has mega hit written all over him. A combined beat 'em up and platform game, with both elements equally strong. The fighting sequences contain an impressive number of moves from arm flails to ultra kicks.The platform sections drip with puzzles and landscapes. Add to this large, sugar-sweet and well animated graphics and this is definitely one for the software shopping list.

▼ Ghosts 'N' Goblins (NES)



Fortress of Fear

Acclaim / £26

The high degree of cunning and originality within this sword and sorcery game raise it above the average platform adventure.

Mickey Mouse 2

Kemco / £21

Yet another format outing for this multi-platform adventure featuring everyone's favourite rodent. And just as on all the other formats, the Game Boy version is well animated and highly playable.

Paperboy

Mindscape / £25

This conversion of the arcade classic manages to retain all the original addictiveness of the original by making the most of the Game Boy's snappy sound and graphics.

▼ Rad Gravity (NES)



Xenophobe

Atari / £29.99

Who says you can't get amazing games on the Lynx? This game proves wrong those who said the Lynx didn't have good software. A superbly animated graphic adventure with enough variations to keep the most hardened adventurer happy. An excellent buy. More of the same please Atari!

Pilotwings

Nintendo / £49.95

Fully rotational, zoom in-and-outable bitmapped background graphics outside of the arcades? Yup! Take to the air in a biplane, hanglider, parachute, rocket pack or helicopter and then come back down again. Fly through spinning hoops of various sizes and land to be promoted through the levels. Sounds simple and boring? Not so. It's murder and it's also murderously addictive – the graphics just have to be seen. An atmospheric and original game which only has one drawback... crap music. Oh well.

Sim City

Imagineer / £45

One of the all time classic games makes an outstanding appearance on the Super Famicom. From humble beginnings build a city, raise taxes and try to keep the people happy (and hard working). The Japanese text might be a bit of a turn off for people who haven't played *Sim City* before. Another excellent incarnation of this masterpiece.

Balloon Kid

Nintendo / £19.99

Not unlike *Wonderboy*, this multi-platform adventure is low on originality, but if you are looking for a game of this type, you could do worse.

Batman

Sun Soft / £26

The classic home computer game on the Game Boy. With smooth graphics and great sound, *Batman* is a classic.

Contra

Nintendo / £24.99

Non-stop action and highly addictive gameplay elevate this standard shoot everything game to something a bit special. Clear graphics and alarming sound also help to make it a worthwhile buy for any Game Boy.

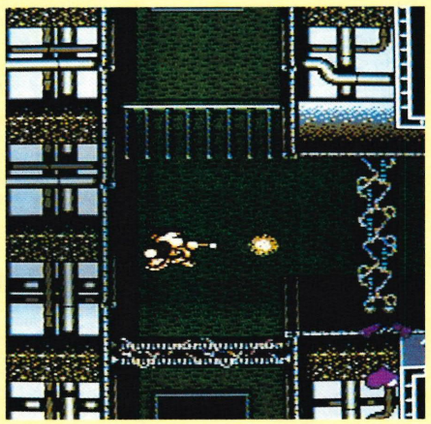
Double Dragon

Nintendo / £19.99

Very unoriginal slash 'n' dash adventure in which you must rescue a stray family member in traditional ninja style. Graphics and sound are fine rather than outstanding. An okay game but nothing special.



▲ Pilot Wings (Super Famicom)



▲ Gremlins 2 (NES)

Boulderdash

Nintendo / £21

Fast paced and addictive this 'collect and avoid' game suffers in conversion to the Game Boy. Move too fast and your character blurs to the point of being annoying.

Bugs Bunny

Kemco / £27

Platform adventure revolving around the famous Looney Tunes characters. A well animated game with sixty levels to complete, *Bugs Bunny* is very playable and destined to become a classic.

Chess Master

Nintendo / £19.99

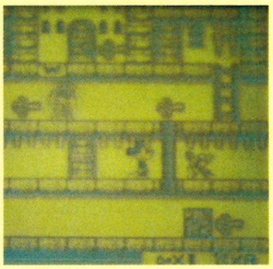
An average chess simulator given a boost by some amazing sampled speech. Even if chess isn't your cup of tea, this is a worthwhile buy.

Dr Mario

Nintendo / £26

If you crossed *Klax* with *Tetris* and added the Mario name you would have a fair idea of what this game is all about.

▼ Mickey Mouse 2 (Game Boy)



Pipe Dream

Bullet Proof / £21

One of the best of the many simple but addictive puzzlers. Direct the flow of water through different shaped pipe sections. Simple? Don't you believe it.

Tennis

Nintendo / £29.99

Standard tennis simulation game with above adequate sound and animation. For all that, a basic, functional tennis game with one and two player options.

The Amazing Spiderman

Enter Active / £26

Good quality beat 'em up with good sound and graphics has Spiderman out to rescue his kidnapped boss. You must face all of Spiderman's traditional foes, one after the other.

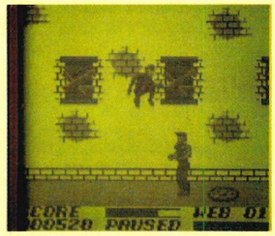
Alleyway

Nintendo / £29.99

A tired version of *Breakout*. Not really worth the cover price. Very uneventful.

▼ Last Battle (Mega Drive)





▲ The Amazing Spiderman – OJN version (Game Boy)

The Amazing Spiderman

OJN / £19.95

A cheaper, and slightly better game, than that of the same name from Enter Active. A good variety of both levels and traps must be overcome so that Spiderman can rescue his kidnapped wife. Quite standard gameplay but very well animated with good sound.



▲ Fidelity Ultimate Chess Challenge (Lynx)

Columns
Sega / £t.b.a.
Tetris-style stack game which proves to be just as addictive. Well worth a look.

Pengo
Sega / £19.99
Version of the much used and dated *PacMan* gameplay. Unfortunately *Pengo* shows its age.

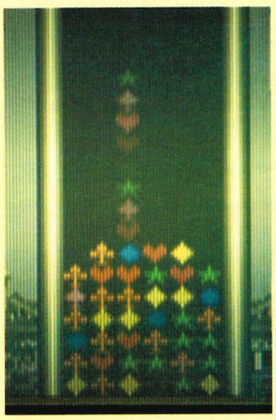
Shinobi
Sega / £24
The classic slash 'n' dash, over four levels, survives the transition to the Game Gear well. Ultra-smooth graphics combined with a varied gameplay makes *Shinobi* a must no matter what format it's on.

▼ Ninja Gaiden (Lynx)



G-Loc
Sega / £24.99
Less challenging than might be expected, this conversion of a far from brill game comes off the worse for the move. Relatively smooth graphics give the flight sim feeling, but after a couple of plays interest wanes. A case of goodbye rather than good buy.

▼ Columns (Game Gear)



Mickey Mouse And The Castle of Illusion
Sega / £24.99
The scaled down version of the excellent Mega Drive game loses little in the conversion to the Mega Drive's smaller relation. It retains the high standard of graphics and animation with some ear-curling sound effects. Shrinking the *Castle Of Illusion* was an ambitious task but the result can certainly be rated a success.

Super Monaco GP
Sega / £19.99
One of the few Grand Prix games available for any hand held, *Super Monaco GP* must also be one of the best. With a load of tracks and car extras it's enough to grease anyone's axle.

Super Wonderboy
Sega / £t.b.a
Cute and detailed with nice graphics, *Super Wonderboy* is highly playable and will keep you involved for hours.

California Games
Atari / £29.95
Multi-event beach sports game including surfing, skateboarding, BMX and foot bagging. Highly detailed and very smoothly animated sprites.

Electro Cop
Atari / £29.95
A 3D shoot and search game after *RoboCop*. An interesting and addictive game including some very high quality sub-games within the main program.

Fidelity Ultimate Chess Challenge
Atari / £29.99
Speaks for itself really – the first chess game for any handheld, and quite a good one at that. A choice of levels and perspectives offers any player, no matter what his standard, a chance to improve.

Gates Of Zendocon
Atari / £29.95
Horizontally scrolling shoot 'em up. All action, very fast graphics, there's nothing to beat *Zendocon* on the Lynx. Use of a password allows access to any level.

Klax
Atari / £29.99
Combine the addictiveness of *Klax* with the handheld ability of the Lynx and you've got a problem. You will never put the thing down.

Ninja Gaiden
Atari / £29.99
A very fine game for the Lynx and certainly one of the best of its kind. Superb graphics, highly detailed backdrops and absolutely brilliant animation are the hallmarks of this little beauty. If you are going to buy one game for your Lynx, then make it this one.

Rampage
Atari / £34.99
Arcade conversion in which you get to play a classic monster, such as King Kong, who, simply, must chew his way through as much of New York as possible. Nicely animated with nice touches of humour, this should hold anyone's interest for a while at least.

Shanghai
Mediagenic / £29.99
Ancient strategy game which isn't high on action or body count, but if you want a brain teaser, you can't get much better than this.

Warbirds
Atari / £29.99
Very nearly an air sim for a handheld, but not quite. Through the cockpit World War One dogfights with a number of increasingly difficult missions to fly.

Tale Spin
NEC / £35
Tale Spin is a sort of Disney game without the Disney film to go with it. The game features Baloo the bear in a sort of platform, horizontally scrolling, jumping kind of game. Moving from one level to another in search of truth, love and the way of the Bear. Unfortunately graphics, sound and gameplay are all on the average side, with not even Baloo's saccharine coated sweetness able to save the day. It's the sort of game that should be played with a large packet of popcorn complete with extra sugar. I think I'd rather have a stewed hot dog.

Super R-Type
Irem / £49.95
R-Type **was a classic in the far off Spectrum days. Now it returns in a super duper new form and it's lost none of the old magic. Smoothly parallaxed backgrounds plus zillions of detailed and colourful sprites bring the game screaming into 1991 – and screaming in stonking stereo at that. There are oodles of add-ons with which to protect your ship and even more oodles of baddies to protect your ship from. The price and the difficulty level are more than a touch on the high side, but if you're loaded with skill and dosh then *Super R-Type* is a must.**

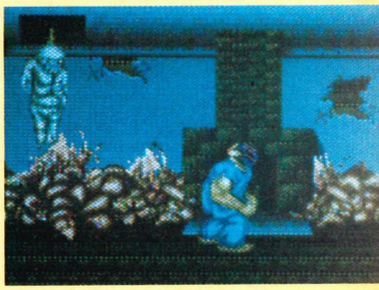


R-Type
NEC/£35
What can you say about *R-Type* that hasn't been said before? Very little I expect, and on the TurboGrafx, *R-Type* shines with all its usual 'shinyness'. Baddies shoot all over the place, with only one thing on their mind, and we're not talking hugs and kisses here. Both graphics and sound are amazing, making this is a classic game. *R-Type*, you can't beat it, verily a shoot 'em up amongst shoot 'em ups.



Bonk's Revenge
NEC/£35
You've got to admire the Japanese, haven't you. Who else would call a game *Bonk*. As well as a titter ye not name, fine graphics and sound rescue this cute adventure from a quagmire of syrup. You play Bonk, who must head bang his way through many levels to a final confrontation with King Drool. Fairly standard fare, but well executed and packaged. Worth a look if platforms are your thing.

Splatterhouse (Turbo Express)



Splatterhouse
NEC/£35
Get the six pack in, bung the latest PWEI LP on the turn table, turn the lights down low and grab a grease burger. This is what console games are all about man. enough bodily fluid, of one kind or another, to wash away a whole army of Mairos. You play a dude in a hockey mask with an attitude. He hates everything. Targets include dudes with chainsaws for arms, and monster leeches. This kind of game would never ever get released on any of the caring sharing Nintendo formats, so if you, like me, have a particularly sick sense of humour then you will have to turn to the balls bad Turbo. Pretty far out.

WIN!

AFTERBURNER





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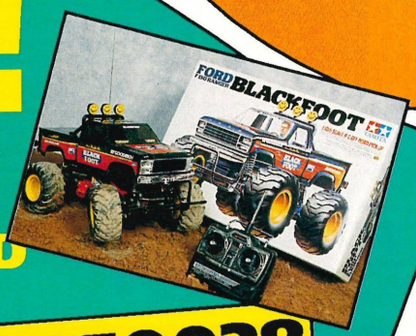
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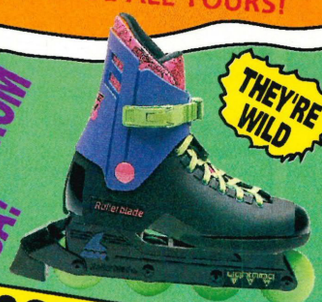
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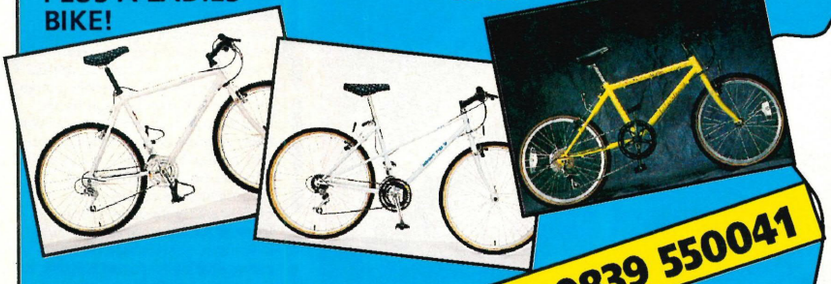
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PRIZE TWO
A KID'S MUDDY FOX, MOUNTAIN BIKE!



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○ bart simpson's cupcake crisis ○ narc ○ 1943 ○ total recall

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NAME _____

ADDRESS _____

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POSTCODE _____ TEL NO _____

My fave fruit is _____

NOTE: Your subscription will commence with the next issue of *Game Zone*. Your game will be sent out as soon as possible. If demand is very great there may be a slight delay. If you do not want to receive promotional info please tick here ○.

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THE TWILIGHT ZONE

Er, hello. (*Nothing like a snappy start. Ed.*) The reason you're reading this is that you've almost finished your first issue of *Game Zone*. Crap, wasn't it? (Only joking.) Anyway, you're at the back of the mag now, with just a few pages to go... and this means you're in The Twilight Zone!

BUT WHAT *IS* THE TWILIGHT ZONE?

The Twilight Zone is whatever you want it to be. It's an aeroplane. It's a motor car. It's a new bathroom suite. It's that pet rhinoceros you always wanted but were never allowed to have. Yup, The Twilight Zone is anything at all. The only constraint is your imagination.

DO *WHAAAT?*

Ahem. The Twilight Zone is the bit at the back of the magazine that you can send things in to.

THAT'S MORE LIKE IT.

Yes. And everyone who makes it into The Twilight Zone will not only get their name in print, but will also receive a rather tasty *Game Zone* badge.

AHA! WHAT ABOUT THIS ISSUE THOUGH? IT'S THE FIRST, SO YOU COULDN'T HAVE HAD ANY LETTERS YET.

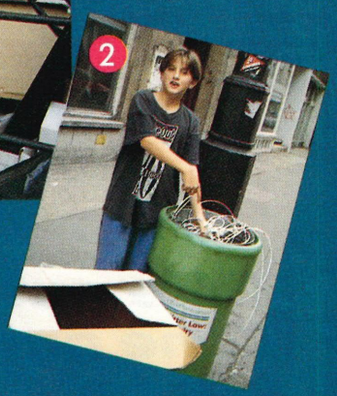
Yes, well spotted. It's the first issue, we obviously haven't had any mail, so what we'll have to do is just set the ball rolling and hopefully give you the general Twilight Zone idea. You'll see...



If you 'want in', then here's the address to send your stuff to: The Twilight Zone, Game Zone, 14 Rathbone Place, London W1P 1DE. And don't forget – everybody who makes it into print also gets a 'kicking' badge. 'Dope!'



1 Firstly, find your virtual reality chamber. Suddenly the back of an electrical shop (or the *Game Zone* office) begins to look like a treasure trove...



2 Next, locate some communications equipment. Try a public waste bin – it's amazing what some people leave lying around.

3 Right! We're virtually real! Let's go down town. *(I.e. let's go and get beaten up. Ed.)*



the twilight zone readers' survey

Most magazines have readers' surveys at one time or another, but they take ages to fill in, and you generally get nothing for doing it. What a con. The Twilight Zone readers survey is different: a) it doesn't take very long to fill in, and b) you get a badge for doing it. (If you're one of the first ten out of the mailbag, that is – everyone else gets a potato.)

NAME _____

ADDRESS _____

_____

'ZIP' CODE _____ **AGE** _____

1. When I was four I wanted to be a milkman ..... **Yes** ☐ **No** ☐
2. I always fish the gherkin slices out of hamburgers..... **Yes** ☐ **No** ☐
3. I think Timmy Mallett should be sent to prison..... **Yes** ☐ **No** ☐
4. I am Roger Daltrey's love child..... **Yes** ☐ **No** ☐
5. I am very, very, very, very stupid ..... **Yes** ☐ **No** ☐
6. I can balance spoons on my nose..... **Yes** ☐ **No** ☐
7. The Amstrad console is the best you can buy..... **Yes** ☐ **No** ☐
8. I can waggle my ears without touching them ..... **Yes** ☐ **No** ☐
9. I believe corn circles are made by aliens ..... **Yes** ☐ **No** ☐
10. I believe corn circles are made by hippies..... **Yes** ☐ **No** ☐
11. I believe corn circles are made by clever farmers ..... **Yes** ☐ **No** ☐
12. They're made by two old doddering hoaxers ..... **Yes** ☐ **No** ☐
13. Finally, and in less than fifteen words, explain below exactly what you think of John Leslie from *Blue Peter*. (And no swearing please.)

_____

_____

_____



MAKING YOUR OWN THINGS...

No 1: making your own virtual reality machine

If you want to make something crap then watch *Blue Peter*. If you want to make something smart then read The Twilight Zone. It's as simple as that. This month we're going to show you how to construct your very own virtual reality machine. It's your own little world. Once you enter it, you may never want to come out again. This is all you need to do.

STEP 1 Because of the size limitations of the magazine the pictorial scenes on the right are a bit small – it's up to you to blow them up. Just whip them into a Prontaprint store and ask the assistant for three 2000% enlargements (which'll take about five days and will only cost £950).

STEP 2 Now you have to go grovelling around in the bins behind your nearest electrical store, where, if you're lucky, you'll find an empty cardboard box which once contained an upright fridge/ freezer. Soon it will contain you.

STEP 3 Decide which virtual experience you'd like to start with. A jolly visit to the countryside perhaps? Or a bus ride through a large city? Or go extra-terrestrial and discover what life would be like on the fictional planet Fridgebox. (Surely you mean IN the fictional planet Fridgebox? Ed.)

STEP 4 Using double-sided sticky-backed plastic (i.e. Sellotape), secure the scenario of your choice to the inside of the box. The first of your interchangeable virtual worlds awaits you. All you need to do now is make loads of sandwiches and a flask of tea, grab a torch, carefully slide the box over your head and body, and voila – you're there!

two handy hints about your new environment

a) If two or more of you have made Twilight Zone Virtual Reality Boxes, then why not connect them together with string? When taut it will act as a two-way walkie-talkie for those rare 'I'm oh-so lonely' moments..

b) There's no need to confine yourself to the house while enjoying your new environment: you'll still be able to walk because your feet will poke out of the bottom of the box. Make two very small eye-holes and you can venture out onto the streets to experience the ultimate thrill of a virtually real world within a really real world. (*To experience the ultimate thrill of getting beaten up for being a plonker, more like. Ed.*)

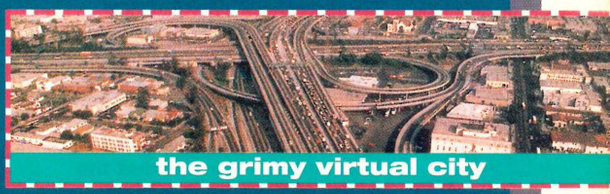
So there you have it. A taste of the future – where global overcrowding and unemployment will be solved by shutting everyone in tiny rooms and linking them up to the planetwide Virtual Reality network. In their tiny rooms they'll live a virtual life, interacting with one another only through the Reality System™. They'll get out of their virtual beds in the morning, live through their virtual day and then go to virtual sleep at night. Still, what are we telling you all this for? You'll be able to experience it first hand now. Well... virtually experience it, anyway! (*Boom boom. Ed.*)

any ideas?

If you'd like to suggest an item for I CAN MAKE THINGS, just bung it our way and we'll do the rest. Maybe you'd like to construct a cheap motorbike? Or a kite? Or a time machine? You ask and we'll build (unless you've got construction ideas of your own in which case you build – it'll save us some work). Either way, there's going to be a winner every month. And in case you haven't sussed by now, that means 'FREE BADGE'. (Oh, and a bit of fame of course.)



the lovely virtual countryside



the grimy virtual city



the virtual planet fridgebox

Simply snip out the worlds, enlarge several hundred times round at Prontaprint, then apply to the interior of your box

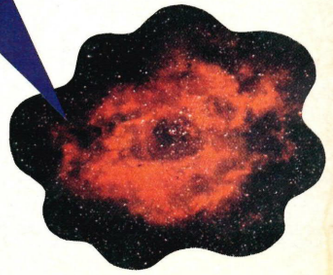
celebrity phone call corner

Quite often, for some weird and inexplicable reason, a well known celebrity accidentally misdials while phoning a friend or business colleague and comes through on our office number instead. Brian Blessed's done it. So has Michela Strachan, the Duke Of Edinburgh, Philip Schofield and Kriss Akabusi. Our most recent unexpected 'telephone visitor' was Roy Castle of *Record Breakers* fame. Here's how the conversation went...



TELEPHONE: ***Ring ring ring ring, click...***
T-ZONE: ***...Hullo?***
ROY: ***Hello. Is that Cheryl?***
T-ZONE: ***Who?***
ROY: ***Cheryl. Cheryl Baker.***
T-ZONE: ***Aaah, sorry, no Cheryl Bakers here. You've got the wrong number... That's not Roy Castle is it?***
ROY: ***Yes, it is actually.***
T-ZONE: ***Blimey. Can we ask you a few questions?***
ROY: ***Oh, okay. Go on then, but be quick.***
T-ZONE: ***Er, er, er, er, er. We can't think of any.***
ROY: ***Goodbye then. (Click.)***
T-ZONE: ***Bah!***

And that's where you come in. See, we can never think of anything to ask our unplanned telephone guests, so we want some questions ready for next time. Any questions on any subject – and seeing as we don't know who the guest will be until they phone, the more questions the merrier. If we use your question, you'll get (in case you still haven't twigged) a *Game Zone* badge and your name in print (which is easy money basically.) (*Except it's not actually money, is it? Ed.*)



the thumbprint analysis

WITH BOBBY ZILLION – THUMB READER AND CLAIRVOYANT.

Bobby Zillion is a brilliant geezer who can tell your exact personality from your thumbprint. Occasionally he can even predict your immediate future. So forget horoscopes and all that guff, thumbprints are where it's at, and we want you to send us yours. We'll pass it on to Bobby, he'll do an in-depth analysis, and we'll print it here. What's more is that the owner of the thumb under scrutiny will receive a *Game Zone* badge. Smart eh? To kick off with, we've given Bobby the thumbprint of a well known pop star as a test. Can he guess the identity of its owner? (It's Carol Decker from T'pau by the way.)



bobby zillion says...

Errr – anyway, send in your thumbprints now. Bobby Zillion's normally better than this, it's just that he's, um – he's got a cold this month. Yes, that's it – he's very poorly at the moment, with a temperature of 112° and badly blocked sinus ducts. There's phlegm everywhere. Could you have done better if you were that ill? Probably not, eh? Oh. And don't forget... "Badge, badge, badge, badge, free free badge for thumbprints, spanky badge, badge, badge. Badgey wadgey wadgey, badgey diddly dee, badgey gadgey ladgey padgey..." (*Snip. Ed.*)

A This is the 'Incredibly Shrieky Voice Line'. This person cannot sing in tune and wouldn't know the difference between a pleasant melody and a donkey's whanger. (*Uncanny. Ed.*)

B This is the 'Facial Hair Growth Line', which is faintly visible but irregular. This person may have a very small beard, which leads me to believe it is a man. Unless it's Fatima Whitbread. (*Oh dear, he's losing the scent. Ed.*)



C This is the 'Dave Stewart From The Eurythmics Line'. It's very pronounced. This person may look like Dave Stewart from The Eurythmics. (*Er... Ed.*)

D This is the 'Gets A Bit Dirty When Working On Cars A Lot Line'. In this case it is clean. This pop personality does not tinker with his own car. (*Hmmm. Ed.*)

E This is the 'Please Hammer Don't Hurt 'Em Line,' and it's very vivid. This person probably raps for a living. Yes. I'm ready to take a guess at the identity of this pop star now. It's Bryan Adams, no? Am I right or am I right? (*What a load of crap. Ed.*)

that's all till next time

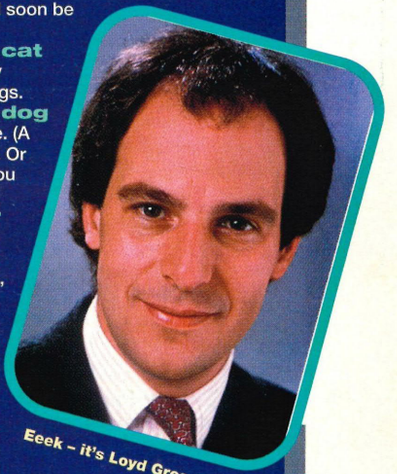
Oh dear, The Twilight Zone has suddenly run out of room. Never mind. Here's a reminder of the things to send us if you want to win a badge next month...

1 Suggestions for **things to make**, and, if you're even cleverer, instructions on how to make it.
2 A completed T-Zone **Readers Survey**.
3 **Questions** for The T-Zone Celebrity Phone Call Corner. (Example: "Have you ever fallen down the stairs?")
4 Your **thumbprint** for Bobby Zillion to analyse.

and there's more

Yes. The things we didn't have room for this time but which'll start happening from next ish.

5 A **horrendous passport photo** of you, a relative, or anyone you know (for The T-Zone Red Light At Customs Spot.)
6 A **doodle** you've done whilst talking to someone very boring on the telephone (we'll reveal more next month).
7 A 'Mystery Model' fashioned from **blu-tack**. (Again, all will soon be revealed.)
8 A photograph of **your cat** trying to walk, with ice-lolly 'splints' sellotaped to its legs.
9 A photograph of **your dog** wearing a cunning disguise. (A hat maybe. Or a moon suit. Or moustache and glasses. You decide.)
10 Photographs of **your house** for Through The Reader's Keyhole (which is like the TV show but hasn't, thankfully, got Loyd Grossman in it.)
11 Anything you think might be funny. Drawings, cartoons, jokes, Top Tens, photos of people drunk at parties (or **being sick** afterwards). Anything at all.


Eeek – it's Loyd Grossman!

So there you are then. The world's your oyster at the end of the day. And if we feel you've sent in something really, really special (this goes for all the categories) then we may even send you The Twilight Zone 'Much Better Than A Badge' Prize. (*i.e. a brill game cart, so don't forget to say which console you own. Ed.*) Bye bye.

the end

soled out

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