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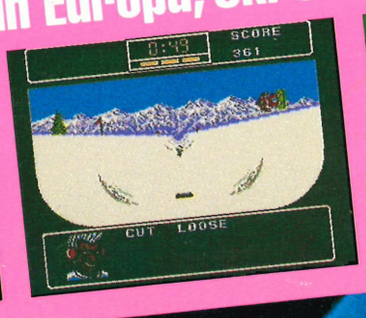
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see page 22

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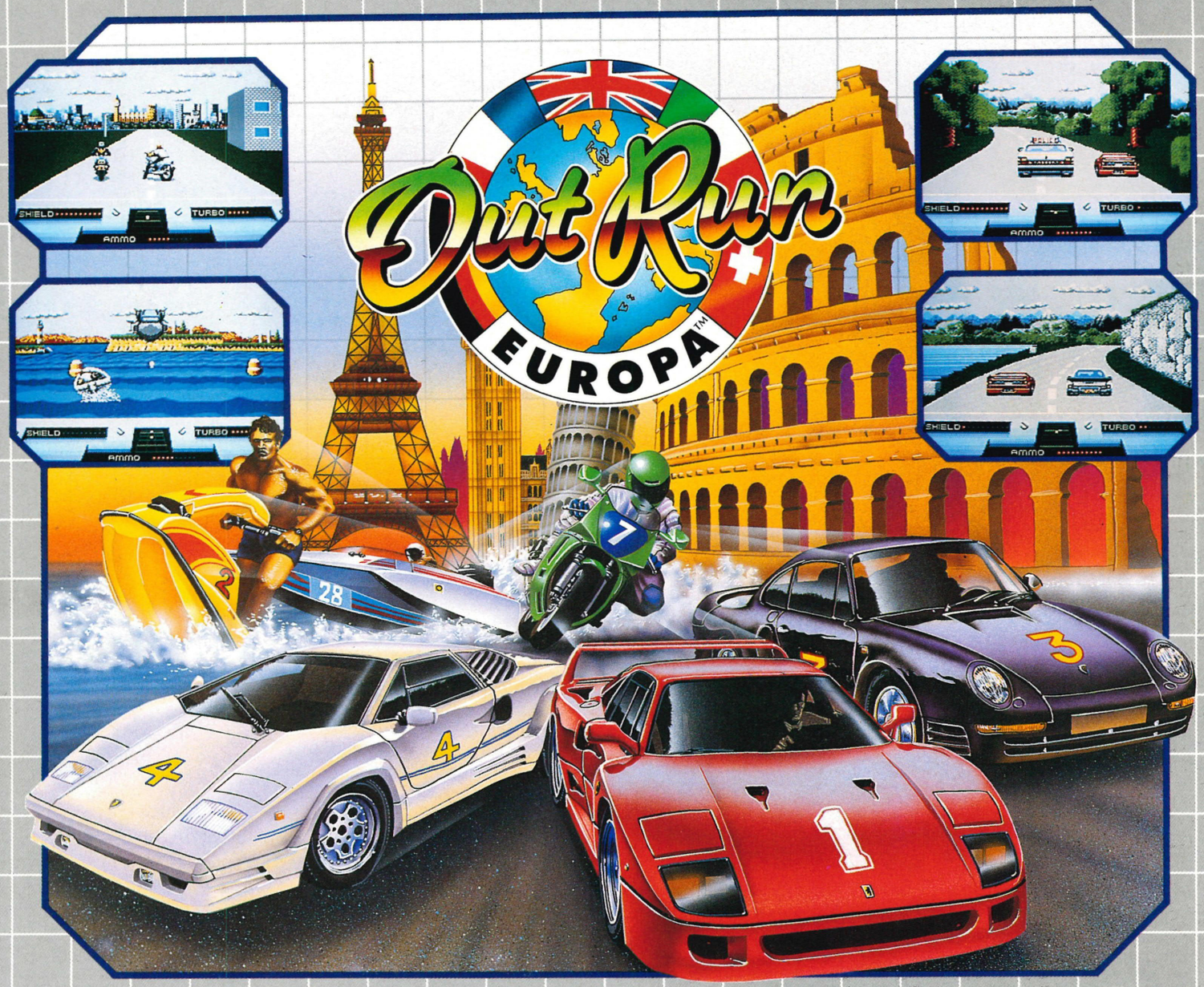
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games list

The what and the where of this month's issue (not forgetting what it's on of course).

reviews

57 1943 *PC*
52 Awesome Golf *LX*
54 Bill And Ted's Excellent Adventure *LX*
27 California Games *NES*
75 Captain America And The Avengers
75 Cosmic Cop
56 Devil Crash *MD*
74 Dynablaster
54 Dynablaster *GB*
53 Fall Of The Footclan *GB*
57 Fantasy Zone *GG*
42 Fatal Rewind *MD*
57 Gauntlet II *GB*
59 Griffin *GG*
53 Hard Drivin' *LX*
37 Hard Drivin' *MD*
38 The Immortal *MD*
75 King Of Dragons
53 Kung Fu Master *GB*
44 Low-G-Man *NES*
35 Mercs *MD*
47 Ms Pacman *MS*
49 Outrun Europa *MS*
61 Pro Soccer *SF*
54 R-Type *GB*
22 Robocod *MD*
30 Rollergames *NES*
26 Ski Or Die *NES*
74 Sunset Riders
59 Super Ghouls 'N' Ghosts *SF*
32 Super Kick Off *MS*
75 Thunder Dragon
61 Tiger Road *PC*
74 WWF Wrestlefest
52 World Class Leaderboard *GG*

previews

93 Arch Rivals *NES*
13 Flintstones *MS*
91 Greg Norman's Golf Power *NES*
93 Indiana Jones And The Last Crusade *GG*
91 John Madden II *MD*
93 NBA *GB*
92 North And South *NES*
92 Pit Fighter *MD*
92 Pop Up *GB*
63 Prince Of Persia *MS*
93 Super Kick Off *GG*
62 Super Space Invaders *MS*
92 Terminator 2 *GB*

KEY TO MACHINES
ARC Arcade Game *GB* Game Boy *GG* Game Gear
LX Lynx *MD* Mega Drive *MS* Master System
NES Nintendo Entertainment System
PC PC Engine *SF* Super Famicom.

COVER PHOTO ALLSPORT/BOB MARTIN



▲ ***Ski Or Die*** **slips and slides down the piste onto page 21.**



▶ **"It's a fair cop, guv."** ***Outrun Europa*** **gets its just desserts. Turn to page 49.**



◀ ***James Pond II*** **bears all! Go down to page 22.**

ISSUE 2 DECEMBER 1991

GAME ZONE



◀ **Every hand job possible on page 16.**

▲ **Yabadabadoo! I'm too sexy for p13. says Fred.**

8 news
If it's happening, then *Game Zone* knows about it, provided someone's bothered to switch the Ansaphone on.

13 in the pipeline: flintstones
Which leopardskin clad cartoon character recently celebrated a birthday? That's right, *Jackie Ryan*, who's been checking out Grandslam's cartoon capers.

16 hand action
David McCandless casts a critical eye over the **Game Boy**, **Lynx** and **Game Gear** and decides which one makes the nicest cup of tea. (*Surely not? Ed.*)

20 reviews
Mercs, **Ms Pacman**, **Low-G-Man** and the latest **Guns 'N' Roses** album. One of these is not covered in our unbeatable reviews section.

29 compo
Outrun the opposition with a visit to **Euro Disney** courtesy of those real international dudes at US Gold.

50 mega compo
Get down on the farm with your chance to win **£4,000** worth of stereos, consoles and wicked Joe Bloggs fashion wear.

52 handheld reviews
Size isn't everything as **R-Type**, **World Class Leaderboard** and **Hard Drivin'** are rather keen to prove.





▲ **Mean, lean, speedy machines. Win a brand new Ferrari on page 49**

78 zone 7
Two pages full of comics such as Little And Large, Russ Abbott... sorry **Watchmen**, **Kid Eternity** and **Sandman**. Not a lot of laughs but loadsa blood 'n' guts.

81 geez
Are you outstandingly boring? If so, here's your chance to win a fab **GX 4000**. Plus Kool Kev's Kode and a few genuine letters.

84 console countdown
Want to fill in the gaps in your collection? Then check out our **buyer's guide** of reviews and ratings.

57 import reviews
Super Ghouls 'N' Ghosts, **Pro Soccer** and **Gauntlet II** don dark glasses and unconvincing French accents as they try to bluff their way through Customs.

62 in the pipeline: super space invaders
Paul Lakin takes his zimmer frame for a look at the arcade classic's 1991 incarnation.

65 compo
Do some legal speeding by winning a remote controlled **Ferrari** from top speedsters Domark.

67 pg tips
Something's brewing. Stand by as we pour out a rich blend of hints 'n' tips plus a map for that mother of all violence, **Technocop**.

74 kill zone
Armed with only a pocketful of pound coins *David Wilson* confronts a large arcade and emerges victorious, but bankrupt.

77 compo
Don't get your skates on, get your **Rollerblades** on. A wicked prize from beastmasters Tecmagik.



WIN!

spot the spine star!

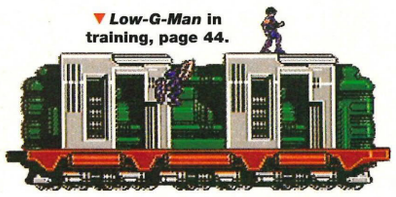
Well, so far guesses have ranged from Robocop to Anne Diamond but they've all had one thing in common. They've all been wrong. This month a little more of our spine star is showing. Remember the first person to correctly identify him/her/it wins some smart software.

91 tba
See what the future holds with games like **John Madden II**, **Pit Fighter**, **North And South** and **Greg Norman's Power Golf**.

95 soled out
Got a message for the world? Then this page of readers' classifieds is for you.

96 twilight zone
Just how crap is a **cardboard recording studio**? Exclusive exposé in these pages.

▼ ***Low-G-Man*** **in training, page 44.**



GAME ZONE

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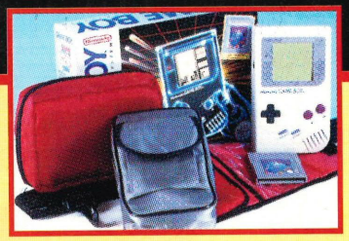
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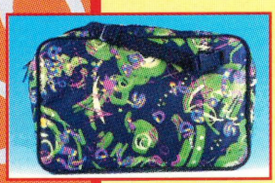
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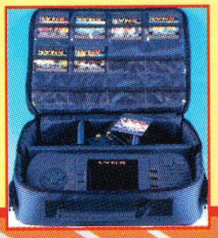
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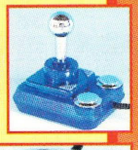
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NEWS



Boing! Ken Barlow is *not* boring. Boing! The Red Arrows *weren't* buzzed by a flying carpet. Boing! Er... Here's the latest news for everything consoley. Hoorah!



missing lynx

It's small, slim and sleek and has been shrouded in as much secrecy as Michael Jackson's latest image change. What is it? The newly designed Atari Lynx which, after much rumour and speculation, can now be been found flaunting its nubile new body in a shop near you.

The long awaited new Lynx is an altogether smaller, lighter and much more sexy kind of a handheld than its big brother. It also comes complete with a rather good battery-saving device which allows you to pause the game *and* switch off the backlight – so when you return to the game, it's at the same stage, but you've wasted less batteries. Plus there's a newly designed cartridge slot which means you can now slip the game cartridges into the back of the machine, just like all the other handhelds. And with its new ergonomically designed rubber handgrips it's a lot easier to handle.

Die-hard fans of the 'old' Lynx won't be disappointed either as Atari has no plans to phase it out and will continue to sell it alongside its new relative. And as both Lynxs will be retailing at £84.99, all you need do is pick the machine to suit you. Hoorah!

take a bow



Kevin Costner. Worra manly hunk, eh? Mind you he needs to be. 'Cos having successfully managed to do battle against the dastardly Sheriff Of Nottingham in *Robin Hood – Prince Of Thieves* on our cinema screens all summer long, he's now got a repeat performance on his hands – this time on our console screens.

Software developer Mindscape has nabbed the official film licence for the movie from Virgin US and is planning to bring out both an NES and Game Boy version of the jolly medieval jape. Lucky Nintendo owners can expect Kevin and co. to be commencing battle once more on their screens sometime early next year. Gadzooks!

strike a light!



This month's *Game Zone* news award for the control pad most likely to cause snow blindness, goes to the Striker joypad for the Mega Drive from Beeshu. As well as blowing away endless waves of horrible aliens and ninja types, it's also apparently well known for its unique stereo sound quality i.e. you can plug your headphones into the stereo out and jack your body to the Mega Drive beat. If you fancy shelling out a mere £19.99 then this joypad could soon be yours. But watch out. This Striker's so bright you've gotta wear shades! *(You're fired! Ed.)*

It's a miracle!

Strum, strum, twang. Cripes! Oh well, we never could play the guitar. So why don't we try having a go at this Miracle piano thingy instead? Yeah.

The Miracle is a brand new piano-teaching system for the NES. Developed by Mindscape, the complete kit consists of keyboard, foot pedal, stereo earphones and teaching software. Just plug the keyboard into the NES joystick port, load up the teaching software and soon you'll be playing Beethoven's *Ode to Joy* and Prince's *Let's Go Crazy* as well as Richard Clayderman.

At just £249 for the complete kit, we reckon the Miracle, which should be available from all good console, electrical, and music retailers now, is a real bargain. Watch out for a more in-depth feature next issue.



it's a bargain!

PART 1

It's here! (Well it's on the front cover to be precise!) A brilliant money-saving voucher, exclusive to *Game Zone*, which gives you 50p off the normal £3 admission fee to this year's London Console Show. That means that *Game Zone* readers can can get into the show, which is being held on Sunday 1 December at the New Ambassador Hotel, Upper Woburn Place, for a mere £2.50. Once in there, they'll be able to get their hands on all the latest consoles and software from the USA, Japan and the UK at the cheapest prices. Every person who attends will also get a free gift on entrance. What a money-saving marvel!

off the cuff

Yes, it's that time of the month again. The time when we at *Game Zone* go under cover to ferret out all the latest hot gossip and dirty talk that's flying around the console industry, and bring it back, in more easily digestible form for you our erstwhile readers. Are we good to you or what?!

To kick off with, *Off The Cuff* heard recently that Sega's rather handsome CD-based Mega Drive could well be appearing on British shores sooner than some of us thought. Sega Europe's managing director Nick Alexander let slip that the firm is planning the European release of the machine either next summer or autumn. And when it is released over here, it's expected that there will already be around a dozen titles available for it. Hoorah!

Meanwhile, not content with having just launched the rather good Miracle music system for budding NES pianists, Mindscape is now partying on down after finally being given permish to become a Nintendo publisher. And it's certainly celebrating in style. It plans to release a mind-boggling number of new NES and Game Boy titles over the next few months, including *Captain Planet* and *Prince of Persia* for the NES and Game Boy as well as *Marble Madness, Gauntlet 2, Days Of Thunder* and *Robin Hood Prince Of Thieves* for the Game Boy.

Lummee, those suicidal creatures, the *Lemmings* look set to begin their onslaught into the console market shortly. Developer Psygnosis has sold the rights to its massive computer hit to various console manufacturers. Manchester-based Ocean has secured the right to publish *Lemmings* on the NES in Europe and Atari the right to publish the game on the Lynx in Europe. So we should all be seeing those dumb, but cuddly creatures wandering aimlessly into our homes pretty shortly.

Everyone knows that those hoary old handhelds, the Game Boy, Game Gear and Lynx have loads of releases lined up between now and Crimbo. But *Off The Cuff* has also heard that famous joystick manufacturer Cheetah is also planning to release a range of new titles for its handheld, the Gamate. Between now and Christmas, Gamate owners should expect to see *Nightmare Of Santa Claus, The Snowman's Legend, Mini Golf, Kung Fu Fighter, Vindicators, Tornado, Magic Jigsaw Boom, Money Maze, Cosmic Fighter, Treasure Hunter, Time Warrior,* and *Monster Pitfall*. All should retail at the rather bargain price of £14.99.

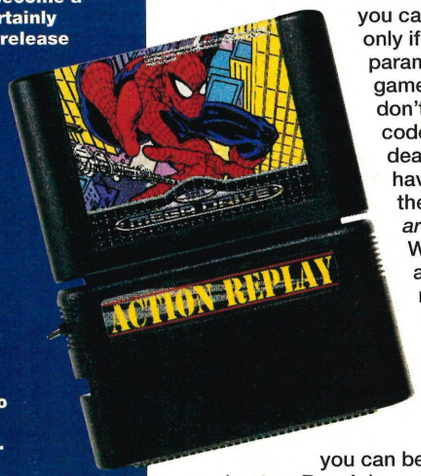
Blimey! Yet another firm recently given permission to become a Nintendo publisher is Sales Curve. After spending some time as a developer for the Japanese giant Nintendo, Sales Curve is now planning to release a couple of its own products. In time for Christmas, expect to see *Nebulus* for the NES and Game Boy. Then cast your eye out next year for *Rodland*. Again expect it on both the NES and Game Boy.



turn on, tune in

Karen: G,day Blake.
Blake: G'day Karen.
Karen: So what's all this about? *Home And Away* finally making it onto the Game Gear then? Are we supposed to be starring in some great console game or what?
Blake: Don't be a dag, Karen. It's nothing like that. What's happening is that Sega has finally launched the Game Gear TV Tuner over in Blighty. So if the mingy poms are prepared to shell out £74.99, they can turn their cute little Sega handhelds from game machines to TV screens in a matter of seconds. All they have to do is slot the tuners into the back of their Game Gears and they're away.
Karen: Hey, that's great! That means they can even catch our latest episode if they've grabbed a few tinnies and gone out on a bush bash!
Blake: Er yeah, right – I think.

repeat, repeat



The Action Replay from Datel Electronics is a big, new, fat, mega piece of machinery which may not look like much at first glance. But slot it into your Mega Drive, along with one of your fave games and prepare to be amazed. Because what this sneaky little black box of tricks does is let you cheat your way through a game. Infinite lives, unlimited energy, unlimited ammo, you name it you can have it – er, but only if you can enter the parameter code for the game that is. What! You don't know the parameter codes for any games? Oh dear. You're not going to have much luck with this then, are you? *(Yes, they are. Tell,the truth. Ed.)* Well, maybe you will actually. Y'see the machine also comes supplied with a book containing the parameters for most of the latest and many of the older games too. Good eh? Now you can be almost as good a cheat as Ben Johnson. Ahem.

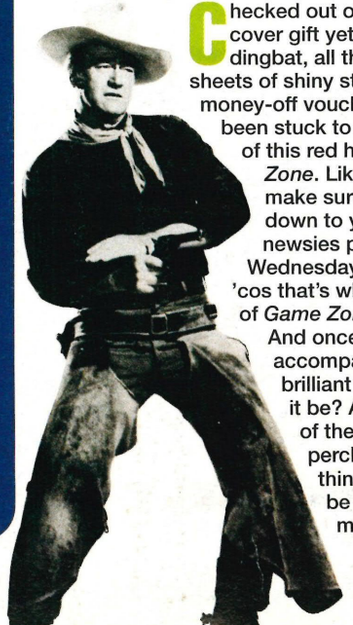
● The Action Replay costs £49.99 and is available from Datel Electronics.

picture this



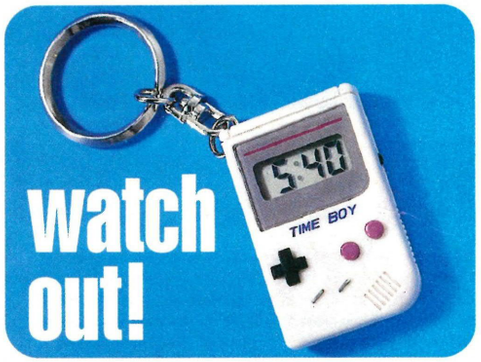
Is it a suitcase? Is it a sandwich box? No, it's the latest gadget for die-hard Super Famicom fans - a Sharp Famicom. What is it exactly? Well, according to our man from Ice Distribution in Japan, it's basically a Sharp TV monitor with an internal Famicom built into the top. The tech specs of the Super Famicom remain the same in the machine, but the clarity of the picture and the lack of spaghetti means these great gadgets are proving as popular as Häagen Dazs ice-cream over in the land of the rising sun.

it's a stick up!



Checked out our fab FREE cover gift yet? That's right dingbat, all those super sheets of shiny stickers and money-off vouchers that have been stuck to the front cover of this red hot issue of *Game Zone*. Like 'em? Then make sure you scoot down to your local newsies pretty sharpish on Wednesday 18 December 'cos that's when issue three of *Game Zone* will be out. And once again it will be accompanied by a rather brilliant free gift. What'll it be? A porcelain bust of the editor perchance? One thing's for sure it'll be smart. So don't miss it!

watch out!



When is a watch not a watch? Erm, when it's a rather fab Time Boy actually. This splendid gadget functions both as a watch and a fob for your keys, all in one! Just twiddle the control pad on the mini Game Boy to set the time. Then toggle between the A and B buttons to choose either stop-watch setting (showing seconds) or watch setting (showing hours and minutes).

Available from Axe Computers for a measly £3.99. Or check out your local console stockists for further availability.



good boy

Blimey! It appears that yet another Nintendo-compatible console is about to hit the streets shortly. This rather sexy looking machine is the Good Boy from DGM Limited. It comes complete with two controllers, a power supply, a dedicated game and, most useful of all, an adaptor which allows you to play both British, Japanese and American Nintendo games. The Good Boy costs just £60 and should be available through independent console retailers. We wonder what Nintendo thinks of it?

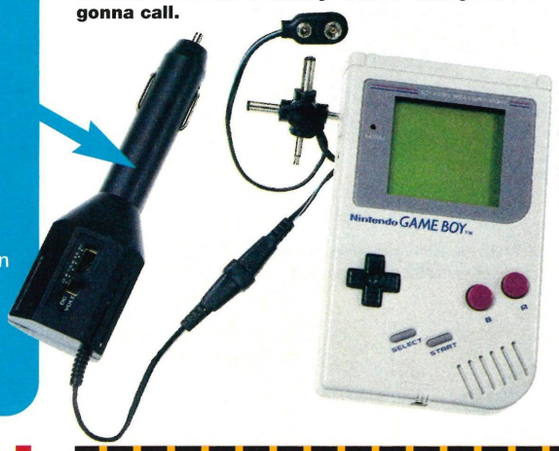
start your day the game boy way

The time; dawn. The place; a deserted cliff top. As the last shrouds of night disperse and the sun begins to rise, a battered old Morris Minor draws to a halt inches from the cliff edge. Inside the car a sad young women (her dog must have died recently or something) gazes out across the horizon. As she raises her head to stare at the rising sun, tears well up in her eyes. She reaches for the contents of the bag in her passenger seat and pulls out – not a crappy water heater so she can make a comforting cup of coffee, but an AC/DC converter which costs just £8.99 from Axe Direct. She plugs one end into her car cigarette lighter and the other into her Game Boy. And as she powers up her handheld off the car battery and starts blasting away on *R-Type* the strains of *I Can See Clearly Now* swell before fade. Well, sort of.

Yep, now you can power any handheld off a car battery using this handy little AC/DC car converter. Good eh? So good in fact, we think all of you prone to a little depression now and then should all rush out and buy one. It's an altogether much more sensible device for getting rid of the blues than a cup of coffee.

heeelp!

You're stuck in a game and it's numbing your brain. So who're you gonna call? Or rather what are you going to call the machine before you chuck it out of the window? Well, control yourself because in an attempt to reduce the number of head injuries incurred by falling consoles, Nintendo has set up a helpline. Manned by eight experienced and trained games counsellors the line took 792 calls in its first week and now averages 9,000 calls a week. The counsellors know over 100 games off by heart and have access to information on every single Nintendo game. If you've got a games problem, they've got the answer. The helpline is open Monday to Friday after midday. And the number is 0329 822 662. So now you know who you're gonna call.



kuchikomi

Our man in Japan sat at the local sushi bar in the middle of downtown Tokyo, to scratch out this month's Kuchikomi column on his Basildon Bond airmail. "Shall it be saki or pocari sweat? " It seems he went for the sweat. He spilt it all over his copy, the clot. Anyway, here's what we could decipher from the remaining scrawl. It's the latest ice-hot news from the land of the rising sun.

Major news at the moment – the imminent arrival of the Sega Mega CD. The machine looks all set to make its debut over in Japan on Sunday December 1. The official launch date was finally announced by Sega director Mr Hideki Sato at a recent press conference. And at a selling price of around 50,000 yen (that's around £225) it looks like this new Sega CD machine should provide some strong competition for the existing NES CD games machine which is currently retailing over here at 57,300 yen. Watch out for more news on this new machine in future issues.

And talking of the Sega CD Mega Drive, it looks like one of the hottest games that could be hitting it soon will be *Street Fighter II*. The game is already being worked on by engineers over here and it promises to be a bit of a good biff bash kind of game.

More machine news. It looks like SNK is gearing up towards a major push for its Neo Geo. At present it has 50 Capcom engineers working on games for the machine, which means many of the games soon to be available will be very close to the arcade games they originated from. At present there is a very strong line-up of games due out including two-player versions of *Eight Man, 20-20 Basketball, Robo Army, Mutation Nation, Soccer Brawl, Last Resort, Football Frenzy* and *Fatal Fury*.

***Sonic the Hedgehog* looks all set to appear on the Game Gear over here – just in time for Christmas. It will be interesting to see how well the original game translates to the baby of the Sega family. But it's a guaranteed hot seller.**

Meanwhile Super Famicom and Mega Drive owners are eagerly awaiting the arrival of the rather good *Lemmings* which proved so massive on all the computer formats earlier this year.

And more Super Famicom releases due to hit the shelves soon include *Castlevania, F1 Exhaust Heat, Thunderforce 3* and *Joe And Mac.*

Until next month then, sayonara.

Our man in Japan is Jason Cooper of ICE Distribution which has a shop in Hong Kong and whose English shop can be reached on 0709 881 873 and is in Doncaster Road, Goldthorpe, Rotherham. Yorks. S63 98G.

it's a bargain!

PART 2

Are we good to you or what? Here's yet another money-saving marvel. We're offering you £1 off the normal entrance price to this year's Computer Shopper Show which is being held at the Wembley Conference Centre between the 5 and 8 December. And what can you do once you're in? Well, you can meet up with some of the *Game Zone* crew, check out the latest machinery and software on offer from console dealers, *and* see a certain Monsieur Mangetout (best known for eating shopping trolleys and bicycles) as he attempts to munch his way through a computer! Don't miss out! Cut out the coupon now and we'll see you there.



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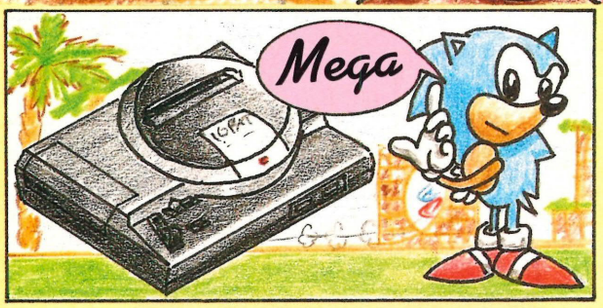
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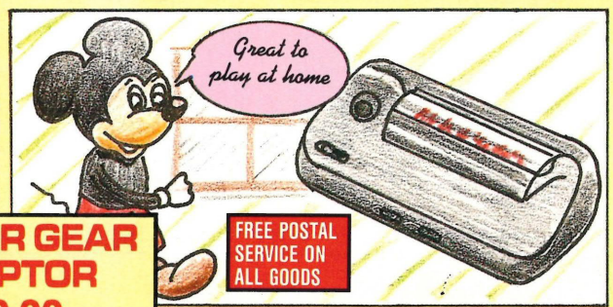
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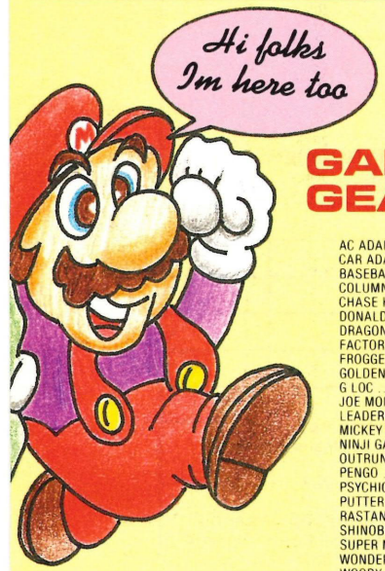


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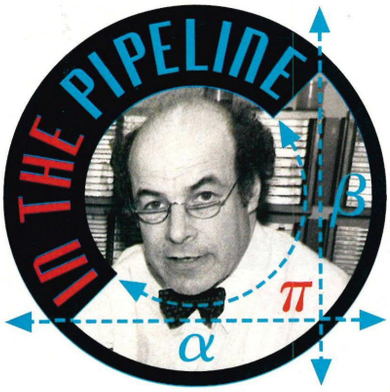
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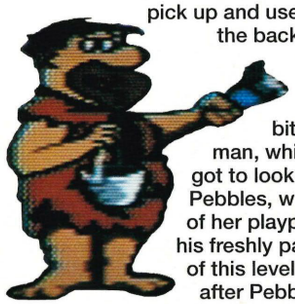


the flintstones



Stone us! Everyone's fave prehistoric family, *The Flintstones*, are about to make their first appearance on the Master System. Our resident Palaeolithic expert *Jackie Ryan* trundled over to Grandslam on her woolly mammoth to take a peek.

Back in the dim and distant past, when the world was a much simpler place, there was no hole in the ozone layer and *Our Tune* had yet to be invented, a prehistoric family called Flintstone crawled out of the sea to make their mark on history. They drew silly paintings of bison on cave walls in France, tried to build an odd stone circle called Stonehenge in Wiltshire and then finally decided to do something a bit more sensible and so trundled over to Croydon to become stars on the latest Master System offering from Grandslam. Unfortunately, they had to wait around for three million years before Grandslam themselves arrived, but it was worth the wait 'cos the latest *Flintstone* legacy to human kind is a rather jolly four-level romp around the town of Bedrock which goes something like this.



Graffitti Bridge

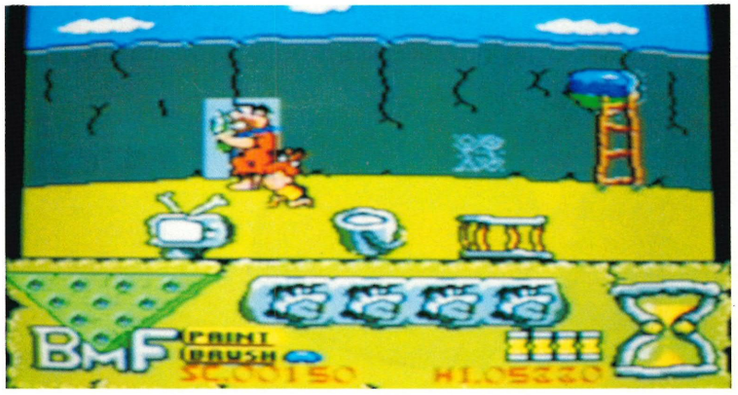
The first level of the game has been planned as a single screen affair set in the Flintstones' back yard. Wilma has ordered Fred to decorate the grubby wall around their residence. A cinch you would think – except for one thing. The lack of a local *Do-It-All*.

As Fred has no paintbrush, his first task in the game is to find a prehistoric alternative, which in this case turns out to be a lizard with a rather bushy tail. He must catch the lizard and dip it in a bucket before he can start to paint. And as the wall is twice the height of Fred, he must also pick up and use the ladder that's loitering in the background if he wants to paint the top of the wall.

But of course, even this is no easy task 'cos being a bit of a New Age Stone Age man, while he's painting, Fred's also got to look after his baby daughter, Pebbles, who insists on clambering out of her playpen and drawing patterns on his freshly painted wall. Yaaargh! For most of this level then, Fred must run around after Pebbles, put her back in her playpen, re-catch the lizard and try to finish painting the wall, all before the time limit runs out. Ah yes, time. Fred has five sandtimers to complete this level. And if he fails, it's time for a bit of tongue-lashing from Wilma. Oh dear. *(Or ooer. Ed.)*

yabba

Hanna-Barbera, the creators of Fred and co, recently held a bit of a birthday bash to celebrate the fact that Fred and his prehistoric pals have been on our screens for thirty years. Strictly speaking of course, anyone born in the Palaeolithic era would be in no fit state to celebrate their next birthday. In fact it would probably end up being quite a smelly affair. Oh dear.



Level 1: Seems as if Polyfilla has yet to be invented by the look of the cracks in the wall.



Level 2: Wonder what's blasting out on Fred's in-car stereo? Rock and roll perhaps?

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dabba



Hot news from Hollywood, fact fans. Fred is all set to become a bit of a movie mega star next year. Steven Spielberg is planning to make a movie about the infamous caveman and rumour has it that John Goodman (*King Ralph*) will be swopping his crown in order to don Fred's fetching leopard skin attire. Mega Drive owners who can expect their version of *The Flintstones* next year, will probably find their game following the plot of the movie rather than the plot of the original Master System game.

Tyred Out

Of course, if Fred manages to finish painting the wall in time, it means he can call up his best pal Barney Rubble and arrange a night out on the town – or at least down at the local bowling alley. So off he moves onto the second level. Hoorah!

The task that has been set for Fred on this level is to get himself and Barney down to the bowling alley before it closes. To do this the pair must clamber into the latest prehistoric Peugeot and hack along the road, avoiding all the enormous lumps of Palaeolithic rock which are in their path.

The level is a horizontally scrolling flip screen affair. Controls let you steer and leap over all the obstacles in your path. But if you crash into any debris, the car will lose a wheel. If this happens Fred must clamber out of the car, catch one of the small reptiles scuttling around by the roadside to use as a jack, crank the rear up, and change the wheel before he and Barney can continue on their way.

As with level one, Fred and Barney have only five sandtimers to complete their hazardous journey, so speed will of course, be of the essence.

Bowled Over



If Fred and Barney manage to make it over the rocky roads of Bedrock, they will eventually arrive at the bowling alley i.e. level three. Here Fred's aim is simple. He must beat Barney at a game of bowling.

For this level the screen is split into two. On the left side of the screen you get to view either Fred or Barney (depending on whose turn it is to bowl) as they make their run up to the bowling lane. On the right side of the screen you view the far end of the lane where all the pins are lined up. It's a good idea to keep an eye mainly on the right side of the screen on this level. This lets you watch as your bowling ball slips and slides towards the end of the lane and allows you to see how it moves as you steer it left and right in an attempt to score a strike.

Watch out for the nice little animated sequences that Grandslam has included in this section too. True to his cartoon character for example, Fred does a rather graceful balletic twirl on his run up to bowl which, as fans of the cartoon series will know, is essential to Fred if he wants his bowling to be a bit more accurate than a Chris Waddle penalty kick.

Lost Property



After Fred's boys night out, it's onto the fourth and final level of the game. Here a victorious Fred returns home only to find that Pebbles has gone missing – she was last seen 'playing' on the local building site (presumably Stonehenge). So with a case of child neglect pending, Fred must set off in search of his daughter, who he must once again find before time runs out.

This section takes the form of a multi-level maze. Fred must search all the rooms using ropes and lifts to carry him between floors. While he's searching he also needs to avoid the local marauding dinosaurs and cotton wool blobs which slow his progress, as well as pick up a hard hat to prevent him losing too many lives. And, when the lost Pebbles is finally found, Fred must then return her safely to the entrance of the site.

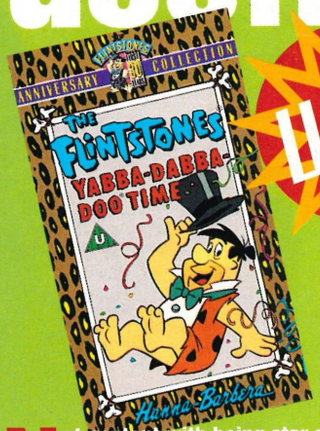
And that as they say, is basically that. Grandslam looks like it's done rather a nice job with this licence, producing a quite cute little four level romp. Particularly worth a mention is the way the feel of the cartoon has been faithfully recreated by using prehistoric animals in place of modern day inventions like paintbrushes, car jacks and sprites which are as near perfect a representation of each character as you can get. Everyone's favourite bit hasn't been forgotten either. That familiar cry of 'Yabbadabbadoo!' beeps out from the telly each time Fred successfully completes a level. Fab.

Master System owners should be able to take a closer look at the Stone Age stonker sometime this month. But Mega Drive owners shouldn't feel completely left out. Grandslam is planning a completely new version of *The Flintstones* for the 16-bit machine sometime next year. Yabbadab... *(Snip! Ed)*. Oh.

Out: November **Price:** £29.99
Publisher: Grandslam

doo!!!

WIN!



Not content with being star of telly, console and silver screen, *The Flintstones* are now venturing onto video. Grandslam has kindly given us 15 *Flintstones* videos to give away. So if you want to win yourself your very own *Flintstones* vid, just tell us the answer to this easy poser.

What is the name of Fred's wife?
a) Velma b) Thelma c) Wilma

● Answers on a postcard marked Flintstones Competition, *Game Zone*, 14 Rathbone Place, London, W1P 1DE before Tuesday 6 December.



Level 3: Our over shoulder boulder bowler has just scored himself a Stone Age strike.



Level 4: The worry over losing Pebbles has made Fred grow a beard and put on weight.



GAME BOY

NINTENDO £70/Games £20

look The Game Boy looks very nice indeed. It fits neatly in your palm but is impossible to use like this – two-handed is the usual approach to playing it. Its design is very slick, more so than any other of the Nintendo carbuncles (re: NES, Famicom). It has a trendy set of 'ruffles' on its bottom that increase grip. Important when you're being tossed about courtesy of BR. Even more important when someone with large hands is trying to snatch it from you.

It's coloured a Habitat grey, with a darker grey screen surround and very trendy maroon buttons. For more imaginative console kids it can be a landspeeder from *Star Wars,* if you turn it on its side and think hard about it.

techno Technically, the Game Boy is a bit of a 'tour de force'. Its brain is a stripped down Z80A chip (just like the ZX Spectrum) which deals with 64K RAM, four-channel stereo sound and four shades of grey on a 50 mm mono LCD screen. Get out a ruler and the Game Boy measures in at 90 mm wide, 148 mm high, and 32 mm deep, which is roughly the size of two cassette boxes side by side.

pros

1. Can run for as long as 20 hours on four alkaline batteries.
2. Costs about £70 with a free copy of *Tetris* (which, even though it's Russian, is a very good game).
3. Can have a two player 'comm link' so you take on any Game Boy chums you have or even, ah, collaborate with them. (Shandy.)
4. Huge, and I mean massively huge, large, big, mammoth software support and following.

cons

1. Ah...
2. Well...
3. It's ah...
4. Well, it's black and white isn't it?

lookout for...



Dr Mario Classic puzzle fun. No, in fact, very classic puzzle fun.

Contra Very well implemented shoot 'em up.

Batman Platform game with a playable edge (ho).

They're all small and cuddly but which handheld will fit most comfortably into the contours and lines of your palm. *David 'Gypsy Rose' McCandless* reads the signs.

hand action

Game Gear on page 19



LYNX

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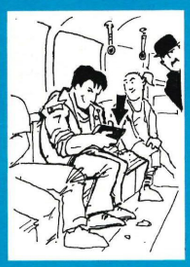
how to hold your handheld handy console

at the disco

1 Bloke. In one hand is a Game Boy, in the other – a pint. Lots of alluring females loitering about.

Make sure you hold the console in a strong but understanding one-handed grip. Apply firm pressure at all times but keep the hand well above the waist so females will know where it is at all times.

on the train



2 Make sure you sit in the middle of the carriage, so the sound carries further. Hold the console with two hands and hunch over the screen with a secretive air (perhaps a grin as well). This will make people nosier. Turn the volume up full.

on the bed of your female foreign exchange student



3 Lie on your front on the bed. Make sure the lights are dimmed, so the backlit 80 mm LCD display casts an alluring glow over your pencilled features. Play the console one-handed whatever the cost (even if it's impossible). This will leave one hand free for a quick flick of your hair or to point things out to her.

JOEL MORRIS

look

The Lynx is big. Very big. Try three and a half cassette boxes on for size. Ruler-wise that's 270 mm long. Luckily it's still handholdable. It looks vaguely like it could be the central part of a set of helicopter rotors, if you can imagine that. It shouldn't work as a design for a handheld console but strangely it does.

It's decked in a cool-looking dark grey with orange text to mark the nine buttons. Considerately, there are two sets of controller buttons and a flippable screen so left-handed players aren't put out and so rather ninjascopic right-handers can make games a little more challenging by playing them upside down. Some games can also be played vertically.

techno

The Lynx's screen is the usual backlit 80 mm colour LCD job, capable of displaying 16 colours from a palette of 4096. Atari have been keeping quite mum about the exact technical specifications, but the Lynx is endowed with some clever custom chips which allow real time scaling and rotation of graphics. Couple this with the usual hardware scrolling, sprite technology and four-channel stereo sound and the Lynx is a rather state of the art little, er, big box.

pros

1 Excellently designed and visually unique looking box with impressive techno specs.
2 Some very impressive games in the shops.
3 New streamlined Lynx has just appeared and is destined to be popular. (See *News* for more information.)

cons

1 Games are still slow in coming.
2 Low battery life (two hours on six LR6 batteries).
3 Fairly cumbersome and not easily pocketable when undesirables (i.e. teachers, parents, policemen) approach.

lookout for...

Klax Unbeatable puzzle game, horrifically addictive.
Ninja Gaiden Definitive ninja 'em up. Addictive, pretty and playable.
Electro Cop Interesting and diverse little number. Worth a look.



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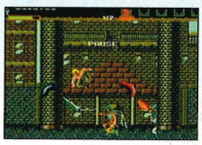
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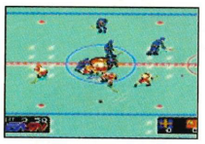
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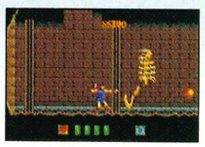
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alternative uses for your handheld handy console

door stop

1 Okay it's blindingly obvious and probably not very funny, but Game Boys make superb doorstops. Especially if your parents have been 'doing up' the house and all the doors are two inches too short for the frames.

confusing elderly relatives

2 The good thing about modern handheld technology is that your wrinklier relatives will not be able to comprehend them. So if you're fed up with your grandparents always greeting you, every Christmas with "Oooh, haven't you shot up?" or "You're not eating enough greens. Here, have a huge plate of spinach, brussel sprouts and turnips," then simply give them a powered-up Lynx with *Gates Of Zendocon* slotted in and ask them to help you with it (heh heh).

table tennis racket

3 The Lynx's dual role as a handheld console and racket sport has long been kept a secret, but now lips can no longer be sealed. Atari's wonder machine makes an incredible table tennis racket. The forehand spin you can get off the joypad! Phew!

GAME GEAR

SEGA £100/Games £20-£30

pros

1 Technically impressive and good looking.
2 TV tuner a rather clever add-on.
3 Huge backlog of Master System games queueing up to be converted across to the Game Gear.

cons

1 Quite pricey and packaged without a free game.
2 The games so far have been very slow in coming and on the whole fairly average.
3 Again, quite a short battery life (up to three hours on six personal stereo batteries).

look

The Game Gear is the ugliest of the trio. It's rounded and bulging and dirty grey in colour. It's also the shape I've always imagined the pancreas to be. It can't be held with one hand, so it loses that 'casual look' that gamesplayers crave.

It has a spongy joypad on one side, and two clicky buttons on the other. The power and volume controls are hidden across the top edge. Colour-wise the designers have plumped for primary colours, adding a dab of blue and orange into the scheme. Not quite as bijou as the Game Boy but none the less, quite attractive.

Of the three, the Game Gear looks most like a games console. It's streamlined, ergonomic and bulky (two and three quarter cassette boxes in size), but space-ship shaped enough to attract the femmes. However, coincidentally enough, of the three the Game Gear is the one that most resembles a handbag.

techno

If we're talking techno, the Game Gear is not dissimilar to the Master System and for that reason the games will not be that different. The 'Gear has a customised Z80A chip, 8K RAM, and loud four-channel stereo sound. Its screen is a very impressive piece of work: 32 colours can be exploded across the screen at any one time, syphoned from a palette of 4096. The resolution is usually 160 pixels across by 146 down, but can be 480 across. For this reason those clever chaps at Sega are bringing out an aerial tuner to change the 'Gear into a portable TV.

lookout for...



Columns Incredibly addictive puzzle game influenced by *Tetris*.
Super Monaco GP Very fast and exhilarating arcade driving classic thing.
Super Wonderboy Cutsie and very pretty platform adventure.



NINTENDO NES

MASTER SYSTEM

PC ENGINE

SUPER FAMICOM

MEGA DRIVE

GAME BOY

ATARI LYNX

GAME GEAR

TURBO EXPRESS

reviews





the cartridge family

By day they're the *Game Zone* reviewers, but at weekends they're not. They're The Cartridge Family you see, the all-singing, all-dancing pop sensation. They love the world, the world loves them and adventure is never far away. This month their psychedelic tour bus is in need of an MOT. "So what?" you may say, but when you consider that the law-abiding octet have only four hours to get to an important gig, you'll understand their problem...



Lord Paul



Jeremy



Davey



Jackie



Macca



Dunc



Teresa



Janey

Lord Paul "Well, we're finished, aren't we?" snapped Paul. "There's no way around this one." He glanced at Duncan, who was this year's Cartridge Family MOT duty officer. "It's not my fault," Duncan said guiltily. "The road tax doesn't run out for three months and I thought the MOT ran out at the same time." Paul explained yet again... "When we originally bought the bus it had three months tax and no MOT. The two have never coincided." "I know, I just forgot," said Duncan, but he knew that being forgetful was no excuse. He'd failed his MOT duty.

Jackie "All is not lost," said Jackie, breaking the uncomfortable silence which had developed. "We've got four hours to play with and the Queen Victoria Home For The Elderly is 90 miles away. If we manage to keep our average speed up to 30 mph that makes three hours travelling time and we'll still have an hour to put the bus through its MOT." Paul wasn't convinced: "Where on earth can we get an MOT done that quickly?" Jackie explained that there were very probably several such garages nearby.

Jeremy The Cartridge Family were finally away, en route to Barry's Tyre, Exhaust And MOT Centre. Paul, as usual, was at the controls of the bus but Jeremy looked uneasy. "I should drive," he said, pointing at the speedometer. "Like Jackie explained, we need to travel at 30 mph." He was right, and everyone knew it. Paul never drove faster than 18 mph – he didn't want to lose the six year no-claims bonus on his insurance policy. He switched places with Jeremy.

Davey The bus pulled into Barry's Tyre, Exhaust And MOT Centre with a screech of tyres. The psychedelically adorned pneumatic doors hissed open and Davey, The Cartridge Family's 'emergency mechanical envoy' disembarked. "Hello there," he said to the man in the oily boiler suit who was eating a sandwich. "I

ews



presume you're Barry." "Oi am," replied Barry. "Excellent," said Davey. "We need an MOT for our bus. It's a case of some urgency." "You'd be some of them hippies oi read about in the paper, would you?" asked Barry. Davey got back on the bus.

Teresa "That was quick." said Teresa. "No," said Davey, "He hasn't done it yet. He wants to know whether we're hippies or not." "Oh," replied Teresa, "does it matter?" Nobody was too sure. Davey spoke again. "I suppose it all hinges on Barry's definition of the term 'hippy'. He may think that hippies are disreputable people who break the law. He may be scared we'll drive off without paying him his due." "Then it's up to you to explain the situation," said Teresa, "and to assure him there's absolutely no need to worry."

Macca Davey got back off the bus, this time with Macca in tow. They approached Barry, and David began to explain. "Barry. We may be adorned in what you would call beatnik regalia, but we are law abiding citizens. I assure you of that." Barry finished a pork pie. "In that case Oi cain't pass that there bus of yours. Looks loik it's a bit of a menace t'me." Davey reeled back in disbelief, but thankfully Macca took over. "Barry mate," he said. "Ignore all that. We are hippies and here's 50 quid for a few beers." Barry took the money: "Oi'll just get the MOT certificate."

Janey "We're going to make it," said Janey triumphantly. Quite some time had passed and Jeremy had kept the throttle firmly floored. "We'll be there in 12 minutes," he announced. Janey reached for her tambourine... "I feel a song coming on," she said. The others reached for their instruments and together they invented a new song. They were in mid stream as the bus zipped through the gates of the Home. "Your legs are wonky, nonny nonny noo, but we (nonny nonny) love you."

Dunc "And their ears are wonky too," said the matron as The Cartridge Family were setting up their equipment, "so I don't know why you've brought all those guitars." There had been a mix up. The matron had been expecting a troupe of jugglers. "The poor old folk," said Duncan. "We'll learn to juggle straight away." And they did. They weren't very good though. In fact they were crap, but the old 'uns lapped it up and went to bed happy. The Cartridge Family had done it again. "God bless you," said the matron. "No," corrected Janey, "God bless the old folk."



The Partridge Family*

*A less kindly version of The Cartridge Family (well, quite evil by comparison really).



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 you could just read this and ignore the rest of the review, but then we'd all be out of work and you wouldn't want that would you? (No, you wouldn't.)

MEGA ZONE

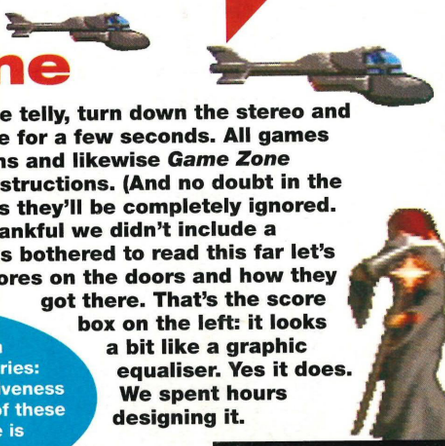
Games which get over 90 in their overall score win a Mega Zone which isn't a new ice cream from Lyons but shorthand for 'this game is the complete and utter business'.

ZONE GROAN

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

endzone

Okay, switch off the telly, turn down the stereo and try to concentrate for a few seconds. All games come with instructions and likewise *Game Zone* reviews come with instructions. (And no doubt in the way of all instructions they'll be completely ignored. You should just be thankful we didn't include a novella!) If anyone has bothered to read this far let's have a look at the scores on the doors and how they got there. That's the score box on the left: it looks a bit like a graphic equaliser. Yes it does. We spent hours designing it.



CONSOLE

HANDHELD

IMPORT

game zones

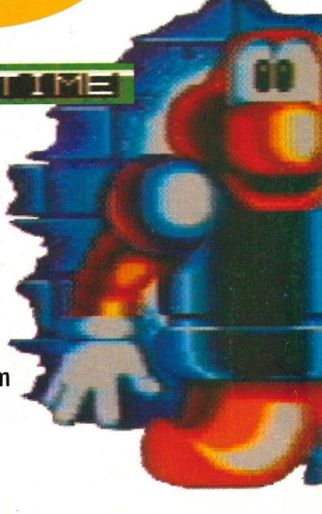
The reviews are divided into three sections. Console covers the big, sit-on-the-table-and-look-impressive machines while Handheld takes a peek at their pint-sized relatives. Finally it's into the funny foreign world of Import, games which haven't been officially released in this country but are available from the so-called Grey Importers.



what's on INJURY TIME

In the high action (ahem), low boredom threshold world of the *Game Zone* offices, some games get played for as long as it takes to do a review. Then they gather dust on the shelves along with our Cabbage Patch Dolls, Beely Boppers and (broken) Buckaroo. Other games just go on and on. Here are the games getting most workers' playtime.







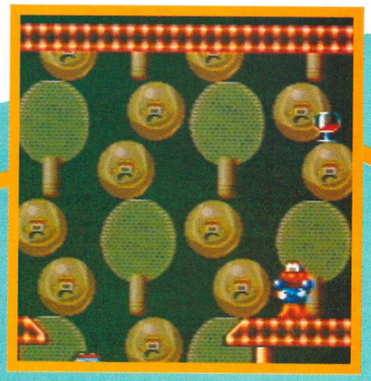
1. **Road Rash** Mega Drive
2. **Super Tennis** Super Famicom
3. **Super Mario 3** Nintendo
4. **Super Kick Off** Master System
5. **Tetris** Game Boy

james pond II –

Pond is back. And who in the *Game Zone* office can best deal with the murky world of international espionage and intrigue, why our very own 003½ *Jeremy 'shaken not stirred' Daldry.*

MEGA ZONE





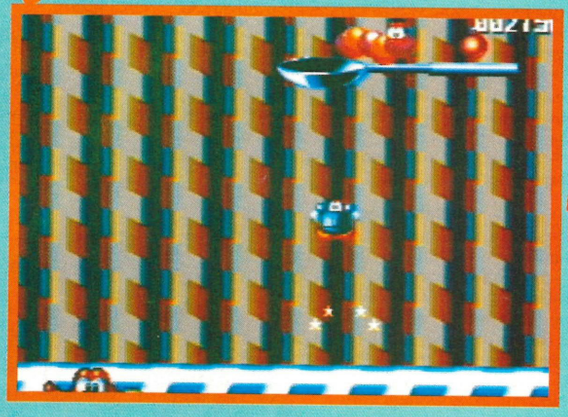
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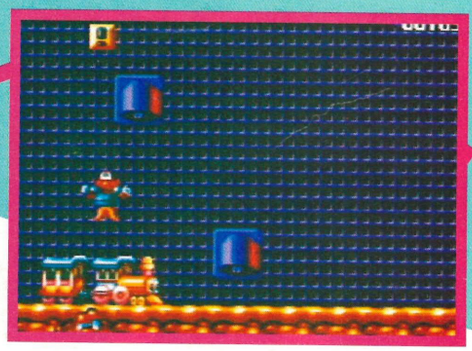
mission 2



mission 3



mission 4



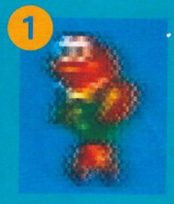


Far back in the mists of time in the American Midwest, when men strove for better and greater things and women wore little bonnets made out of lace, there was a console game. A game like no other game. A game that stood for all that was good, true and noble. A game that stood for the very spirit of the frontiersman way of life. That game was *Little Console On The Prairie*. The hero was called Zachariar Ingles, known to his friends as *James Pond: Underwater Agent*.

We live in a harder world now. The values that Zach fought for are but a distant memory. But in a time weighed down by cynicism, hatred, *(And overwritten review intros? Ed.)* there is but one flicker of hope. Because James (a.k.a. Zach) is back.

Dr Maybe, that all round bad egg, has planted exploding penguins in Santa Claus' toy factory, in an attempt to blow it off the face of the Dust Bowl *(Iceberg actually, Ed.)*. Not the kind of behaviour you would expect from the noble breed that colonised the Americas. *(Look. Neither James Pond I or II were ever set in the American prairie. Okay?. Ed.)* So James Pond, decked out with a new water-retaining suit, sets out over the plains, *(Ice cap. Ed.)*, and battles with Red Indians, *(What? Ed.)* in an attempt to free the penguins, brave settlers that they were. *(Look, one more mention of the Americas, or prairies or Indians and you're fired. Right? Ed.)* Really? *(Really. Ed.)* Erm, oh well, *James Pond*, yes. It's all about fish, a cod actually, who has to rescue these penguins, well they're bombs actually, so he sort of defuses them really. And there are loads of levels and sub-levels, and good things like that. Oh, it's no good. Look Paul, I just can't write like this. You're stifling my artistic expression, I need my freedom. *(Alright, alright. Just try not to mention the American prairies. Ed.)* Oh alright then. Bet John Steinbeck doesn't have to put up with this.

putting on my top hat, putting on my tails...

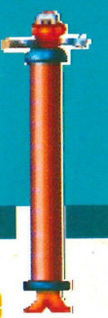


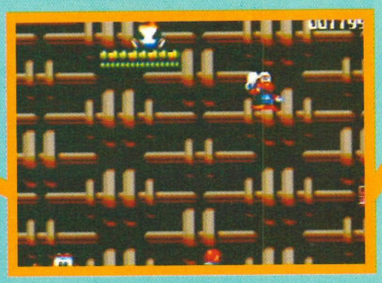


1 This is the original James Pond. Bit of a snappy dresser, don't you think? Oh yes, our James certainly knew how to cut a fine line in the threads department. A finer piece 'f clofth yer could not find in al' Landan tawn, guv. Strai' up.

2 James Pond II. What can you say? Not the most elegant of attire. Note the steel leggings that scream last season at you. Most well-dressed aquatic vertebrates wouldn't be seen dead in such a shabby suit. Almost a Burtons budget job, if you ask me.

codename: robocod







eer we go, eer we go, eer we go...

I hated PE at school. Running round a hockey pitch in January with nothing but a pair of nylon shorts between my 'wish to become a father' and frost bite. I mean, if you can lose fingers through frost bite, you can lose other things. Fortunately for young Zach *(Grrr. Ed.)* er... I mean James, his sporting activities are restricted to a rather bizarre *World Of Sport*, where Dicky Davies is, thankfully, nowhere to be seen. However rather unpleasant golfing gloves are to be avoided as they have taken a completely unfounded dislike to young James and want to rob him of his homestead. *(This is your last warning. Ed.)*



Watch out for a plane useful goodie on this level that will send your score soaring into the clouds, and make you jump jet with joy. (God, if we were much more obvious we'd tell you there is a plane hidden on this level.)



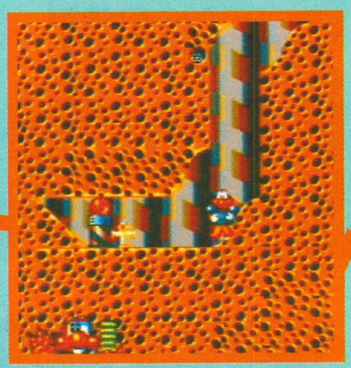
be my little teddy bear...

Ahh, don't you just love teddy bears? They are all so soft and sweet and cute and cuddly. They make you go all mushy and pink and fluffy deep in your tum tum. Well, they do that to me. However not here. Missiles shoot at you from all over the shop and the end-of-level monster is by no means cuddly. In fact this is a mutant ninja death teddy from hell who jumps on you and tries to crush you with his rather spiky bottom. Crushed to death by the spiky bottom of a giant mutant teddy bear. Not a pleasant way to go.

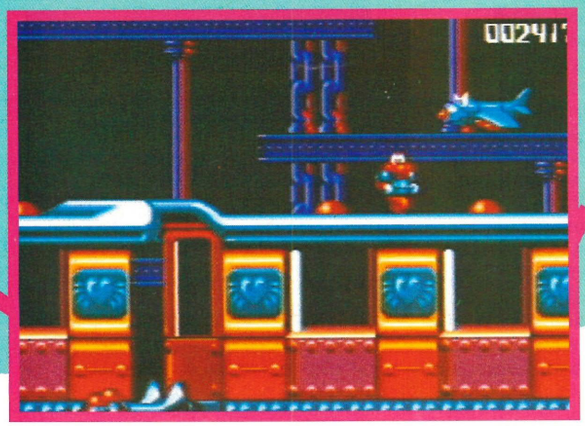


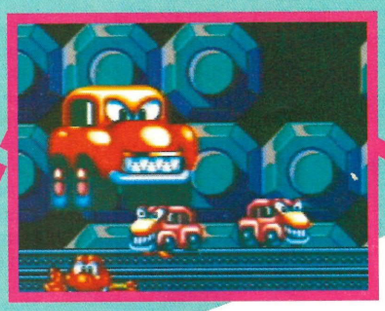
sweet sweet memories you gave me...

As a child it was my dream to be accidentally locked into a sweet shop all night so I could eat myself sick. We all had simple dreams on the homestead; chocolate, Ma's apple pie and the American way of life. *(Don't push it. Anyway you come from Suffolk. Ed.)* Okay, okay. This level finds young James dwarfed by over-sized sticks of rock, liquorice allsorts and jelly beans. Heaven, you might think. But oh no. These are confectionery with an attitude. Not even James could call someone a fairy cake on this level and get away with it.



A pond (it's a 'design concept').

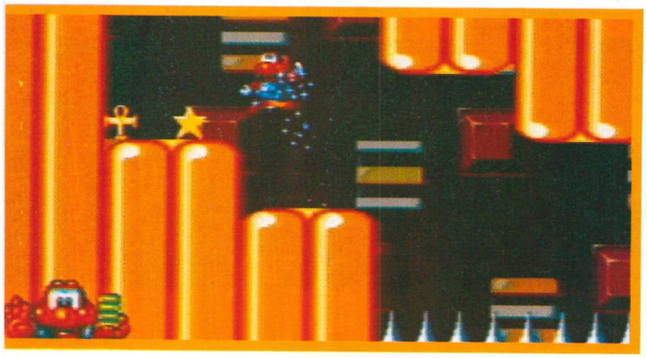




I'm your toy, your twentieth century boy...

Mary Beth Ellen Zachariar never had toys like this, as her family blazed a trail across the American Midwest. *(For God's sake pleeeease stop it. I can't take it any more. Sob! Ed.)* There, now blow your nose, and we'll have no more of this silliness. Better? *(Yes. Ed.)* Good. Now where was I? Oh yes, the toy box level. On this level James fights his way through masses of toy trains, cars and what look like football yobs. It all gets pretty hectic, especially when James takes a liking to a long, winding underground tunnel and shoots off into the bowels of the Earth. A real toughie, this one. Especially the end-of-level nasty – a car that spews little baby cars all over the place. Not a very nice way to come into the world. (Especially if you are a baby car.)





Forget Willy Wonka's chocolate factory. *James Pond* has a secret jelly level where you collect bonus goodies.



we could if we wanted...

Look the only reason we are not showing you pictures of these other levels is because we don't want to spoil your enjoyment of *Robocod*. It has absolutely nothing to do with the fact that we can't get onto them. Oh dear me no.

mission 5 bad bathtime

This level features, of all things, a flying bath tub. (I kid you not.) You zip around, wearing a rather natty bath cap avoiding loofahs, rubber ducks and bars of soap. You could say this is a bit of a slippery level, but if you're good you could clean up here!

mission 6 belligerent board games

Giant sized chess pieces wander around on this level, and basically, try to kill you. Not the sort of behaviour you would expect from the ancient game of strategy and deep thinking. It just doesn't seem right somehow. It's like being mugged by one of the Mr Men. It shouldn't happen. Oh well, we live in troubled times...

mission 7 cringing castles

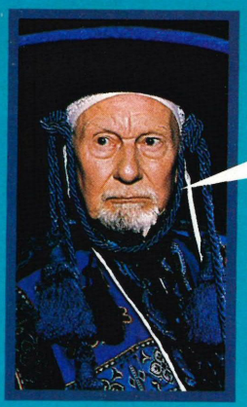
You get attacked by flowers on this level. I mean come on. What have those nice people at Electronic Arts been eating/smoking/drinking? Whatever it was it must have had a very strange effect on their minds, 'cos this is all pretty far out stuff. I wonder if they have got any of it left?

mission 8 attacking arts

Ever fancied being attacked by assorted paint brushes, play scripts and typewriters? No I can't say I have. But that is what happens to young James on this totally fab level. In a controversial sub-level, having destroyed all the tools of creativity, James Pond goes on to become Minister Of Arts. *(Are you sure about this? Ed.)*

mission 9 critical circus

The last level before your final confrontation with Dr Maybe and therefore the hardest. In fact this is a real mutha of a ninja level. Loads of hidden nasties, so you will need all your wits about you to complete this level. Not easy at all. Bit like juggling with a lightly greased, but very active, stoat.

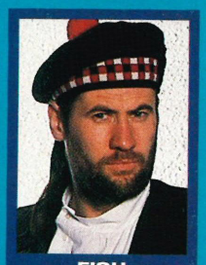


fish I have known

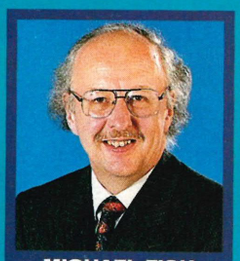
(luvvys)

In a very occasional series we interview famous Shakespearian actors and ask them about their relationship with certain members of the animal kingdom. This month: Sir John Gielgud and fish.

GZ: So Sir John...
JG: Johnny, please.
GZ: Erm, okay Johnny. Maybe you would like to tell us about some of the fish you have known and the effect they have had on your career?
JG: Luvvys, I first met dear, dear Fishy on the set of my 1952 *Othello*. God, it was a bitch of a production, but darling Fishy gave a splendid rendition of a little ballad. I can't remember its name now but I'm sure it went, "Dear Kayleigh, it's so hard to say I'm sorry, and dear, dear Kayleigh it's so hard to pick up the phone. Luvvy."
GZ: But Johnny, that's a rock singer. We want to know about fish, you know cod, herring, plaice...
JG: Then of course there is Michael. Dear, dear Michael Fish.
GZ: He isn't a fish either is he?
JG: No. But such a luvvy. What a performance, every night such depth, such feeling. Worthy of Larry, dear, dear Lar...
GZ: Yes, alright don't start all that again. Look you senile old fool, we want to talk about fish. You know fish. Those slippery wet things. From the sea.
JG: Then there is cod...
GZ: That's more like it.
JG: Oh yes, I've always been a deeply religious man. I've always felt very close to Cod, such a dear, dear deity.
GZ: Oh dear, he's flipped. Someone get on the phone to the funny farm, and I'll get the straitjacket.
JG: Dripple, pripple, pong. Dear, dear boy goes quack. Ping.



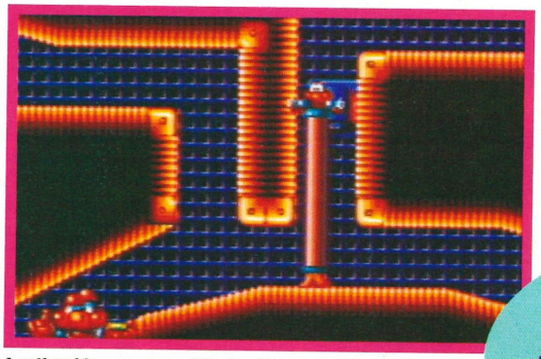
FISH



MICHAEL FISH



COD



A rather bizarre case of Boxing Day spread, up instead of out! At least JP doesn't have to gobble leftover turkey.



verdict

Some fabulous graphics, slick animation and just the right dose of sugary Christmas sweetness. *James Pond II* is a truly outstanding game. EA have done it again.

licence to thrill

It's not often that a sequel is as good as the original. Take *B.M.X Bandits 1*, a classic example of post modern film noir. The sequel *B.M.X Bandits 2: The Flat Tyre*, however, sucked. *James Pond* was a tough act to follow but the fish is up to it. As good as, if not better, than the first outing for the saline-bound hero. In *Robocod,* Pond himself is better than he was before. Better? Stronger (metal suit) and, more importantly, longer courtesy of a telescopic tummy which enables him to reach those awkward-to-dust corners. Loads of beautifully designed levels keep interest alive with enough hidden goodies to make you come back again and again and again. The graphics are crisp and detailed, with some lovely backgrounds, and the kind of animation that makes you go "wow". A really brill game, put it top of your Crimbo list, 'cos it will keep you playing well after Boxing Day. A bit of a classic. Well that's what we all think down on the homestead. *(Groan. Ed.)*



END ZONE

Graphics
Sound
Addictiveness
Playability

OVERALL 92

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



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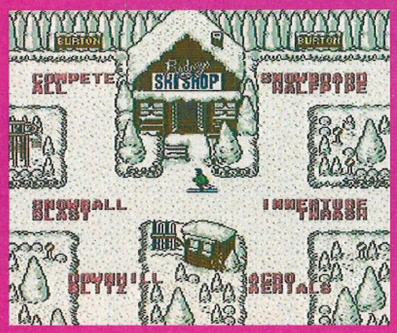
THE MIRACLE
PIANO TEACHING SYSTEM

One's hot, one's cold but *Ski Or Die* and *California Games* both offer loads of games on one cart. *Duncan MacDonald* couldn't resist making a comparison.

ski or die

ver

I always get rather excited when I wake up and discover it's been snowing. Why waste time with breakfast? It's time to scrape the rust off the sledge before everything melts. It's time to find a really steep hill. It's time to get as injured as possible without actually needing an ambulance. Brilliant. So as you can imagine, any game with a snowy theme would be bound to get a thumbs up from me. Well – nearly any game. "So what exactly do you get to do?" I hear you cry. Read on.



RODNEY'S SKI SHOP It's like a corner shop except for two things: a) it's not on the corner (it's on top of a mountain) and b) you can't buy toilet paper or Dairylea triangles. In fact you can't buy anything, so quite why it's called a shop is beyond me. Still, you have to make a quick visit in order to sign your name on the *Ski Or Die* register (and while you're inside you can always try and nick something – there aren't any store detectives or mirrors so it's worth a try). *(It's also impossible. Ed.)*

SNOWBALL BLAST There are two types of snowball fight. There's the sort where soft wads of powdered snow are rolled into fluffy bundles and then lobbed in an underarm motion towards a laughing friend. Then there's the less poncey type – where the snow is rolled for several minutes until it becomes a tightly packed ball of solid ice, to be launched overarm, at the speed of sound, in the direction of somebody's mouth. In Snowball Blast you indulge in the latter type (aiming your snowballs via a moveable crosshair sight). Hit or be hit basically. It's exactly the same as *Operation Wolf*, except there's no Uzi 9mm and, er, it's rather boring.





DOWNHILL BLITZ This is the best sub-game on offer, but that doesn't mean it's good. Simply keep your skier aimed in the right direction and hang on for dear life as he attains a speed of 13 mph. Avoid cliff edges and leap over the many hazards – but be careful to take the correct route because one will always lead you to a dead end. Ho hum.

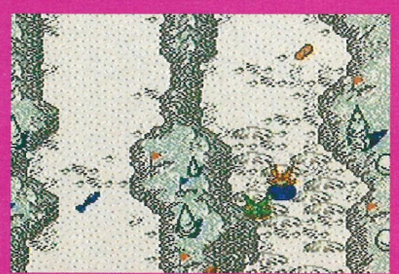


SNOWBOARD HALFPIPE This is an 'into the screen' job. You hurtle (saunter) along a ditch and all manner of objects zip (crawl) towards you, out of the telly, as if in 3D. Uncanny. So hop over them. And while you're in the air you may as well perform little 'stunts' – the more you pull off, the more points you'll get. (If you can be bothered that is. I couldn't. Snowboard Halfpipe makes Innertube Thrash seem like edge of the seat action.)

So that's what you get. Five for the price of one sounds a lot in theory doesn't it, but it isn't always the great deal you'd expect. *Ski Or Die* may be a conversion of a very old game, but that's no excuse for all the events being so dull – a bit of life could have been breathed into the proceedings somewhere along the line, surely? *Ski Or Die*? Wrong. *Ski Or Go Back To Sleep* more like (and I'd rather go back to sleep). It's a shame really.

ACRO AERIALS Ah! Hotdogging. We've all seen it on the telly, haven't we. Ski down a slope, up a ramp and into the air. Quickly, do somersaults and things. Spread your legs apart and try to get them back together before you land on your 'how's yer father'. It's all really rather exciting – or it would be if the *Ski Or Die* version didn't apparently take place on a planet with no gravity. You're in the air long enough to watch a couple of videos and glue together a massively complicated 20 quid Airfix kit.





INNERTUBE THRASH No, it's not the name of a new music genre. It is in fact one of the two simultaneous player games in which you have to slide down a mountain at high speed in a rubber ring. Hang on, did I say at high speed? Silly sausage. Let me correct myself – you could be overtaken by a glalcier. Oh, and watch out for broken glass. Yawn.

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 50

Out: December **Price:** £34.99
Publisher: Tengen

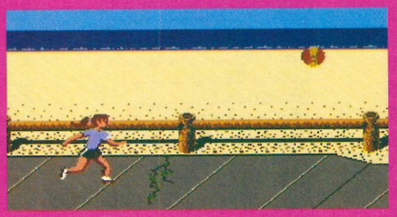
HEAD TO HEAD

The events in a match to the, well, let's make it to the death, shall we?

FLYING DISK	INNERTUBE THRASH	BMX BIKE RACING	DOWNHILL BLITZ	FOOTBAG	SNOWBALL BLAST
one	nil	one	nil	one	nil

SUS california games

NINTENDO NES



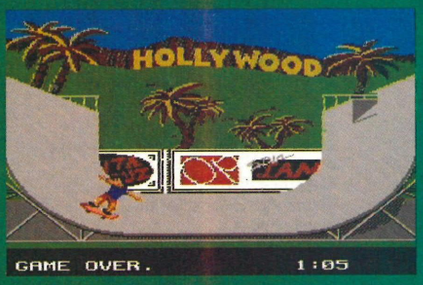
ROLLERSKATING Here we have a right to left scrolly section. You control a chick on skates and the idea is to perform stunts without falling over... but it has to be said that this girl is no rollerskating genius. She trips over at the drop of a hat. A crack in the pavement? Yup, she's down. Sand? Oh dear, she's down again. Banana skins? Arse over elbow. A tiny pebble? Oh no – the silly, silly cow. Pathetic really, and I'm not just talking about her performance.

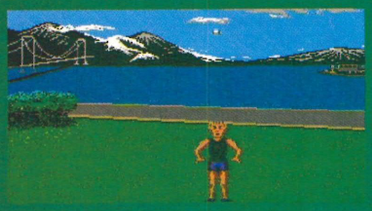
BMX RACING This is much the same as Rollerskating, only you have to replace 'chick on skates' with 'bloke on bicycle'. Now this bloke should not be let loose on the streets. If ever there was reason for a mandatory cycling proficiency test, he's it. As if performing back-flips, wheelies and 360° turns was hard enough, you have to contend with the fact that the geezer you control needs training wheels. Still, annoying as it is, it's quite good fun.



If value for money is directly proportional to the number of games you get on one cartridge then *California Games* has already beaten *Ski Or Die*... there are six games on offer here, as opposed to five. So far so good then. But are they crap? After all, six useless games are as much use to you as five useless games. Let's see, shall we?

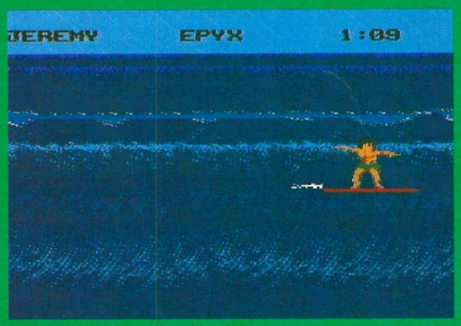
HALF PIPE What goes backwards and forwards a lot and gets quite hard? Er, there are two answers to that one as it happens, but one's quite rude so we'll concern ourselves with the other. And this is it – the non-rude answer: Half Pipe Skateboarding. Yup, go backwards and forwards as many times as possible within a time limit, performing stunts as you go. Kick turns, hand plants and aerial turns are all possible – unless you find them impossible of course. I did.





FOOTBAG I don't know about you, but I'd feel a prize plonker engaging in this activity for real. It's the sort of thing a nasty PE teacher might force you to do as punishment for forgetting your football kit. You have to keep a little bean-bag in the air for as long as possible by kicking it, heading it and kneeing it – and while this is happening you earn points by performing stunts, such as half turns, full turns and the like. Drop the bag, lose points. Yes, it is silly. Very silly. But it's mildly addictive, so what the hell.

SURFING The rules of surfing are simple; don't fall off your board. And guess what? That's exactly what you have to do here – or not do if you want to be picky. You mustn't fall off the board. Bearing that in mind, you also want to score some points, and to do this you need to pull off some canny maneouvres. Flying up off the top of the wave and doing a 180° turn is a good one. So is slowing down and letting the 'tube' catch up with you. (And so is hitting the reset button, because, well, this surfing lark's a bit boring really – there's not enough to do.)





FLYING DISK Or frisbee if you prefer. First you control a frisbee 'launching person' – throw the disk as far as you can (and it's extremely easy). Then the control switches to the frisbee 'catching person' who, I suspect, is the same girl who was rollerskating earlier. She's crap. Even if the frisbee comes down over her hand you can guarantee she'll fluff up and deck it. And heaven forbid she has to jump for the thing, because she'll fall over and won't get up again. (Maybe she knocks herself out on a rock or something.) Still, it's quite good fun (for a while).

Like *Ski Or Die*, *California Games* is a reincarnation of a very old game. However, unlike *Ski Or Die*, there is actually some fun to be had. It's hiding, but it's there. There's an element of 'just one more go' in most of the events. The acid test in cases like this is whether the total game is greater than the sum of its individual parts and with *California Games* it is... but only just. E

HALF PIPE	SNOWBOARD HALFPIPE	SURFING	ACRO AERIALS	ROLLER SKATING	RODNEY'S SKI SHOP*	FINAL SCORE
nil	nil	one	nil	nil	one	CALIFORNIA GAMES: 4 (i.e. it lives) SKI OR DIE: 1 (i.e. it dies)

(Are you quite sure about Rodney's Ski Shop? It's not even part of the game. Ed.)

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 65

Out: Now **Price:** £34.99
Publisher: MB Games

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In U.S. Gold's latest version of **Outrun** you are a spy dashing across Europe in pursuit of your stolen Ferrari and the top secret documents that you rather carelessly left on the parcel shelf next to your nodding dog and 'My Other Car's a Ferrari' sticker.

It's all a bit good and to celebrate its release those nice people at U.S. Gold are offering some fab prizes

The pretty amazing pressies on offer are:

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Generous or what?

what it's all about then

For a smart prize like this you'd expect to have to work pretty hard, heh? Well you're in luck cos this one's a doddle. Are we good to you or are we good to you? All you have to do is decide which one of the films below is **not** a Walt Disney film.

1. **Snow White And The Seven Dwarfs**
2. **Dumbo**
3. **All Dogs Go To Heaven**
4. **The Rescuers**

the catch

To get your grubby little mitts on these gob-smackingly good prizes all you have to do is:

1: Decide which film was not made by Walt Disney.
2: Pick up the ol' dog and bone, with your feet.
3: Dial 0898 299 268.
4: Say the number of you choice. (So if you thought *Dumbo* was not a Disney film, you would say 2. Easy E or what?)
5: Give your name and address.
6: Do the Ukrainian sword dance of fertility.
7: Hang up.
8: Make yourself a pilchard and custard sandwich.

the naughty bits

1. **Get the permission of the bill payer before making this call, as it costs slightly more than normal. (36p per min cheap rate and 48p per min at the 'no wonder the chairman gets paid so much rate'.)**
2. **Take care to dial the correct number. If someone asks you if you like having a bath in jelly, hang up. You're too young for that kind of thing.**

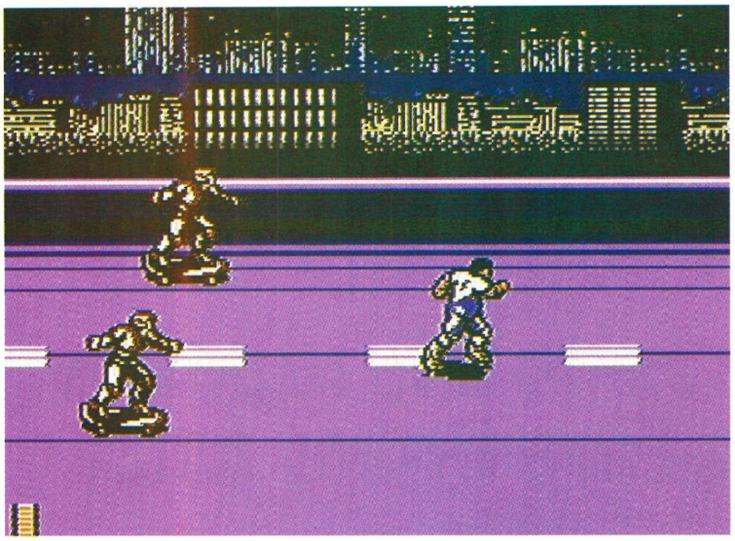
the rules

- **Employees of Dennis Publishing, U.S. Gold or Euro Disney caught entering will be drowned in a barrel of sickly sweetness.**
- **Any entry received after 30 Nov 1991 will be used in the Disney ticker tape parade.**
- **Remember the Ed calls the toon, his decision is final.**



0898 299 268

rollergames



Jellybot had better get his skates on. These skateboarders aren't just after directions.

"I know lots of rolling games," said *Duncan MacDonald*, "like marbles and bowls." We just handed him a copy of *Rollergames* and sent him on his way. At times life seems too short to explain things to him.

Aaah! Roller skating. I was sitting on a bus once, coming into work, when I glanced out of the back window and saw this athletic geezer in a shell suit hacking towards us at about 9,000 mph. He was, needless to say, on roller skates. And he thought he was pretty good – he certainly looked the business.

Anyway, he grabbed hold of the back of the bus and there he hung, for about half a mile, until we reached what was obviously his destination. Then he swung smugly away from the bus, without looking, and smacked right into the side of a stationary taxi. But that wasn't the end of it – the angry taxi driver got out and started pushing him around, pointing to a dent he'd made in the door of his cab. Embarrassing, eh? Everyone on the bus was rather amused.

But what has this to do with *Rollergames*? I hear you ask. The answer is, not a lot really, apart from: a) you roller skate everywhere, b) you crash quite a lot and c) there are fisticuffs along the way. *Rollergames* is a beat 'em up you see. A very fast moving one at times, and, it has to be said, a challenging one too.

There are three skaters for you to choose from, all with their own skills and fighting moves. Firstly there's the person I call Jellybot... a big fat 'dude' in a superhero outfit. Being heavy, he's quite handy at the knockdowns – but his Pavarotti-like proportions don't help him much when there's a large gap to jump over. So vive la Chick then. She's a demon on the skates, er, but she's not very resilient and can't take a lot of punishment. That leaves us with The Bloke. The Bloke falls sort of in between Jellybot and The Chick in the overall handiness stakes. He's quicker than Jellybot, but not as fast as The Chick. He's tougher than The Chick but not as hard as Jellybot. Get the idea? Yes, it's the infamous 'character skills triangle' dilemma.



Rollergames is a varied game. The overall object may be roughly the same – stay on your feet, jump over the traps and beat everyone up – but the style of the proceedings changes refreshingly. On one level it's a 'move to the right at whatever speed you want' job. Then suddenly it becomes a non-stopable scroller. Then you find you can move not only right, but left and even into the screen (very convincingly). And the settings change nicely too. They start off a bit on the tossy side, but get better and better and better. If you said: "That must add to the addictiveness – a marked improvement in the graphics as you progress," you'd be right. You **do** want to know what comes next, and that's the test really, isn't it?

My initial reaction to *Rollergames* was that it was too hard, too frustrating. But then I got addicted. At the right time, just when you're getting annoyed, you get that little bit further and don't have to go back so far when you die. On the second level there are infinite play-ons too. And there's more – each time you lose a batch of lives you can switch characters. If one's proved to be useless in a certain situation, you can be sure another will succeed (as long as you aren't totally crap yourself, of course).

Overall, *Rollergames* is a cracking little game. It's great to look at, great to listen to and most importantly, it's great to play. The most fun I've had on the NES for ages, in fact.

verdict

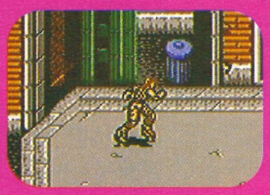
Fast, addictive and violent *Rollergames* has enough pace and variety to get you hooked and keep you there.

the three rollergames characters



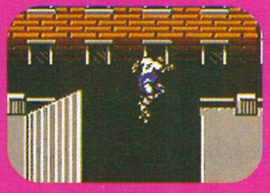
the chick

1 Okay, so she's only a girl, but you ought to see her kick her attackers in the goolies. You wouldn't call her 'only a girl' then. And she skates even better than, er, er, er... (Fill in the name of someone who's very good at skating here _____)



the bloke

2 Okay, so he's got silly hair, but he can kick, punch, knee and karate chop with the best of them. And he skates like, er... (Fill in the name of someone who's good at skating but not quite as good as the name you filled in for The Chick _____)



jellybot

3 So what if he's slightly plump? Alright, alright, so he's a totally fat bast. But that means he can knock his attackers over as if they're skittles. Unfortunately it also means that he skates like, er... (Tick relevant box: ■ A lump of jelly ■ A fishcake ■ A turd)

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 85

Out: Now **Price:** £29.99
Publisher: Ultra Games

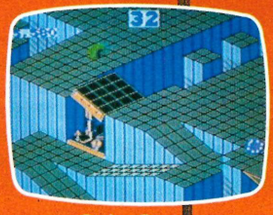
MARBLE MADNESS

IT COULD PUSH YOU OVER THE EDGE !!

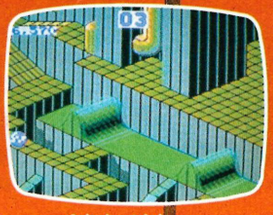
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Nintendo ENTERTAINMENT SYSTEM

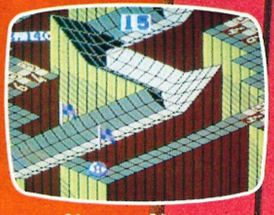
Taken from the Arcade Classic.



Risky Romps

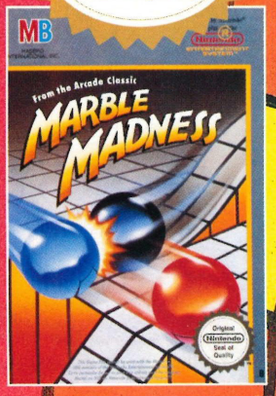


Wicked Waves



Slippery Slopes

Official Nintendo Seal of Quality



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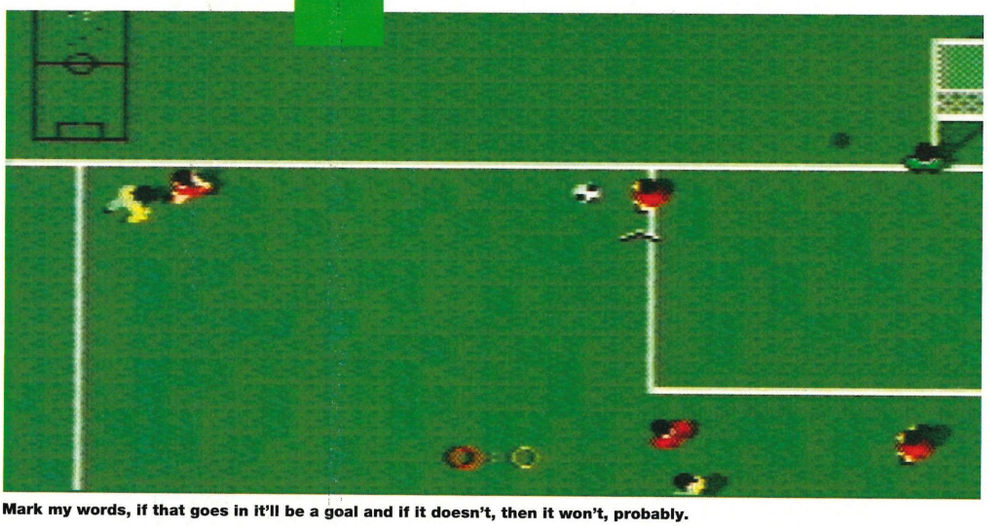
BATTLE YOUR WAY THROUGH TIME

TIME LORD

super

There are those who'd say that supporting Cambridge United was not the act of a shrewd footballing mind. *Paul Lakin* didn't agree and played 300 hours of *Super Kick Off* to prove his point.

MEGA ZONE



Mark my words, if that goes in it'll be a goal and if it doesn't, then it won't, probably.

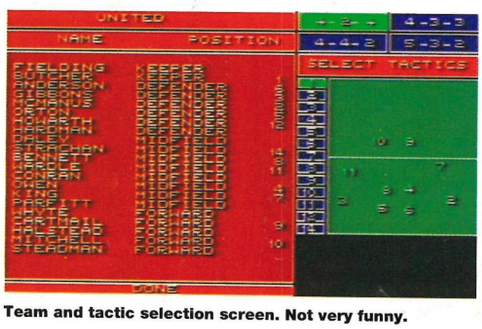
There's so much footie around these days and so many footie console games to go with it that things are beginning to get completely out of hand. Order and discipline are what's needed, so let's start with this review. A nice disciplined structure is what's needed here, so let's approach the game step by step. To start with, let's decide exactly what we're playing. The first person to say football will wait outside and miss French Conversation with Chantal.

it's wednesday so it must be europe

The first thing to decide in your role as manager/every flippin' player in the squad is which competition you're playing in. (In fact your first choice in the game is which of the eight possible languages you want the instructions in, but I think we can skip that, we'll only get confused.) Are you just having a friendly kick about (if so is it national or international), are you going for a cup (ditto) or are you going to slog it out through the good old football league? Let's be ambitious and go for an International cup competition. Okay now, who are we going to play? There are eight nations to choose from, let's go mad and pick England. (Hell, live dangerously, you're only young once.) Lo and behold in the first round we get drawn against Italy. Well, it could have been worse. Let's just hope Shilton isn't in goal.

Onto the tactics screen where you can select players and their positions. This is also where you decide which formation you're going to opt for. This means that in true England style you dither frantically over the possibilities and then opt for good old 4-4-2. (Well, it's what the lads are used to in their league clubs, isn't it?)

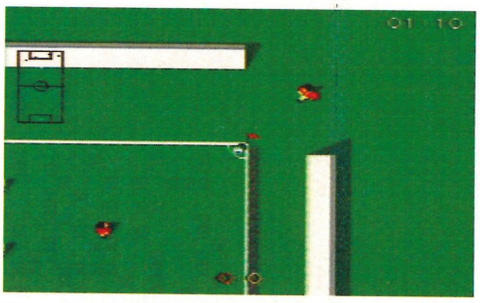
Right, now the team are ready, you've received a vote of confidence from the board, it's time to get down on the pitch. Remember in this game the team who scores the most goals wins. Call me old-fashioned if you like, but that's the way I see it.



Team and tactic selection screen. Not very funny.

kick off

The game's underway and what's the first thing you notice? Alright, *apart* from the fact that I'm really hopeless, what's the first thing you notice? You notice that this is an outstanding football game of course. It follows what is now the traditional footie control system where you control the player nearest the ball. The rest of the players are computer controlled and charge round with a mind of their own until they get near to the ball when you take over and muck things up. The goalie is always computer-controlled which is something of a relief.



Why call it corner? Why not right angle or 90°?

Kick Off has conquered virtually every computer format that it has appeared on, so you'd hardly expect this version to be crap, but the secret of *Kick Off* is its speed and speed is not the first word that springs to mind when you think of the Master System.

verdict

A brilliant conversion of a brilliant game. The best footie game on any console.

Super Kick Off is certainly not earth-shatteringly fast, but it hacks about at a fair rate of knots for a Master System game. Despite all this movement the, albeit fairly basic, sprites are well executed and animated, but the game isn't without the occasional glitch. Occasionally players vanish into the pitch and if there are too many players on screen at once, action can appear to drop into slow motion mode. This rarely interferes with the game though and, to be honest, I've yet to see a game of *Kick Off* on any format that is totally glitch free.

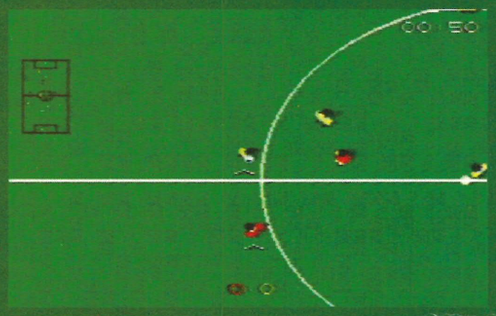
Like most sports games *Super Kick Off* really comes into its own in two player mode. Then the gameplay really takes over and gameplay is what it's all about. Ball control reaches just the right blend of challenge and accessibility. (Did you notice how I got through that sentence without saying 'ooer'?) The truly skilful can indulge themselves in Waddlesque runs down the wing while using the (optional) after touch to put just the right curve on that defence-splitting cross. However, the game is still perfectly playable as a kick and chase. Look at Wimbledon.

Super Kick Off is an excellent conversion of what is widely regarded as the best footie game available. Combining outstanding playability with enough options to keep up the variety, it's only a shame it can't play for England. E

kick off

true and false

A quick glance at what's realistic and unrealistic in *Super Kick Off*.



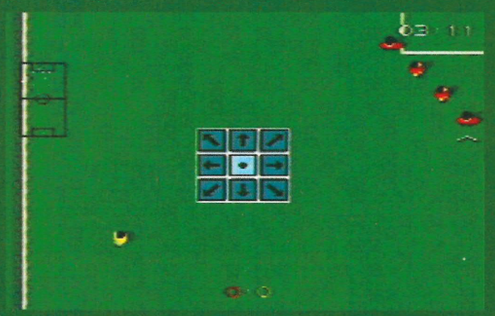
Unrealistic Radar: That little box at the top. It's flippin useful though.



Realistic Free Kicks: The ref's a blind idiot who wouldn't know a legitimate challenge if you set light to it and stuck it... *(Snip. Ed.)*



Unrealistic Off Side: There isn't any. Even Jimmy Greaves didn't used to goal hang quite that much.



Realistic Walls: Players form one when faced with a dangerous free kick.



Unrealistic Penalties: They're a bit easy to save.



Realistic Penalties: That was never one.

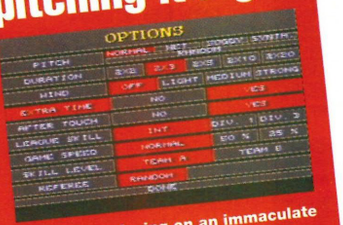
color me badd

(Not again. Ed.)



Fashion is as much a part of the nineties footballer as perms were in the early eighties. To make sure you don't get left behind the times *Super Kick Off* comes complete with a Kit Design section. Sadly this doesn't mean you can hack off down the High Street touting for sponsors for your team. It does mean you can select from a choice of seven first and second strips. A bit pointless maybe but who knows, it could be the beginning of a profitable career as a clothes designer.

pitching it right



Bored of playing on an immaculate Wembley turf? Why not slow things up with a nice soggy pitch. Or what about a truly hopeless referee? All the options are here. For real mayhem seekers, how about choosing a nice bouncy synthetic pitch, a strong wind and after touch. That should keep you occupied.

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 92

Out: November/December
Price: £34.99 **Publisher:** US Gold

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Balls. Big green balls. Balls and boats. Flying all over the place. The life of a mercenary is so fun packed, all very impressive innit? (*Not really. Ed.*)

mercs

MEGA DRIVE

Jeremy 'My other bike's a bike' Daldry decided it was time to move into a more sophisticated market. We asked him if he wanted to borrow the Editor's *Mercs* for the weekend.



guns are cuddly, guns are fun...

***The Clothes Show's* Jeff Banks looks at what's new in the world of armament couture.**



standard shot

A cute little number this, only capable of light damage and a relatively low body count but doesn't spoil the cut of the most clinging outfit.



flame thrower

Stylish and daring, what every Mercenary is wearing this year. A bit risqué perhaps but you'll soon warm to it. (*Ouch. Ed.*)



merc

More effective for mass murder than for picking off individuals. Styled in France, with a particularly nice lapel design.



laser

This snappy little party number can easily wipe out whole platoons without even creasing your Armani suit. Worth every penny.

The first thing that strikes you about *Mercs* is that it has nothing to do with large German automobiles. There is not a shiny silver limo in sight. So what is *Mercs* all about then? Well, the plot can be safely summarised into one (unmentionable) word. 'Kill'. You are a mercenary who's been reduced to a 'Merc' in order to fit onto the side of an arcade machine (or in this case a Mega Drive cartridge). Your mission is to single-handedly rid the free (or rather fee-paying) world of... well, pretty much everything that isn't you basically. And how do you go about this? A sponsored whist drive maybe, or by getting *Blue Peter* to stage an appeal? No. You get the largest gun you can find, put on your combat pants and 'It's Not Guns That Kill People, It's People That Kill People' T-shirt, jump out of the nearest helicopter and start pumping your trigger finger. All rather simple you might think. And you would be right, because *Mercs* is not big on plot complexity or any sort of complexity for that matter. It is a shoot 'em up in the true sense of the word. Converted from the rather successful coin-op, it retains much of the original's features, with the exception of the two player mode (which is a shame, as it denies you the chance of committing genocide with a pal). You yomp round various terrains with various lethal types of gun, killing various types of enemies who, to be fair, aren't exactly welcoming you with open arms and with the offer of a cup of tea and a bit of supper round at their place. If some mindless violence is what you want from your gameplaying, *Mercs* is the one for you. It's boiling over with smooth animation, suitably macho graphics, plenty of hardware, some impressive big and bouncy sprites and the kind of sound you would expect from a soldier of fortune shoot 'em up. Plenty of assorted 'bangs' and 'grunts' accompanied by rousing tunes that wouldn't be out of place as the backing track to an after shave commercial. If you have ever fancied the life of the mercenary, but have not really gone in for the rather inconvenient bits, like dying, *Mercs* is the answer to your prayers. Blood and guts, if presented in a rather sterilised way. Good fun, if you like that kind of thing. I wonder how well it is selling in Yugoslavia?

verdict

***Mercs* is fine as far as it goes, it just doesn't go very far. A pretty good example of a shoot 'em up, but if you've seen one, you've seen 'em all.**

● **Supplied by Axe Direct**



Why is no-one *ever* pleased to see me? I'm a nice person really. Honest.

train, planes & automobiles*

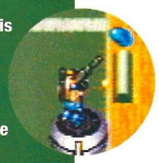
Jeepers Creepers
Broom, broom, broom. Fulham Broadway on a Saturday night is a bit like this. I bet Nigel Mansell never has this trouble.



On the good ship Lollipop...
Rather a fetching rubber dingy this. If you look closely you will notice it says 'Greetings from Bognor' on the side.



You spin me right round, baby...
All very useful this bit of hardware, it doesn't actually take you anywhere but it does ensure that you have a clear road. Very useful on the M25.





*Actually it's Jeeps, Boats and Gun Turrets.

END ZONE

Graphics 8/10
Sound 6/10
Addictiveness 5/10
Playability 7/10

OVERALL 78

Out: Late November **Price:** £39.99
Publisher: Sega

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hard* drivin'



Why is Domark's latest coin-op conversion called *Hard Drivin'*? Is it really so hard? And why is the letter 'g' missing at the end of the second word? *Duncan MacDonald* knows the answers.

When MC Hammer wrote *Please Hammer Don't Hurt 'Em*, it was called *Please Hammer Don't Hurt THEM*. But something seemed amiss so he asked his mum what she thought. "Son," she said, "it's not tough enough. You've got to leave out the 't' and the 'h'. "Oh yes, mum – I see," rapped the young MC. So he did.

Meanwhile minds were working along similar lines thousands of miles away at Tengen HQ (where the arcade machine *Hard Driving* was being completed). "This game doesn't sound tough enough. *Hard Driving*. There's something wrong somewhere but I'm not quite sure what it is," said programmer one. "Why don't we drop a letter or two?" suggested programmer two. "Good idea, let's lose the first 'r' and the second 'd' then. How does *Had Riving* sound?" said programmer three. "Don't be a complete dork all your life," chided programmer four. And on the argument went, until the 'g' was eventually dropped in favour of an apostrophe... *Hard Drivin'*. History had been made. Or mad.



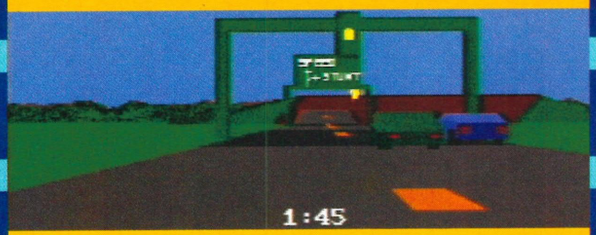
Blimey. It's a "cow". But it's not the answer to the page 52 compo. Tough!

Three years later, in the *Game Zone* office, Paul opened a package... "Oh, it's the Mega Drive version of that classic arcade game, *Hard Drivin'*," he announced. "Oh no," said Duncan, studying the packaging before elucidating: "Hmmm. It really does resemble the coin-op original. But even if it plays exactly the same, there's still a major problem." He paused then continued... "The arcade game had two tracks – the speed track and the stunt track. There may have been oncoming traffic on one side of the road, but nevertheless, neither of these tracks took very long to master, believe you me. Four or five goes was sufficient and then you didn't ever want to play it again." Paul was amazed. "What... never again???"

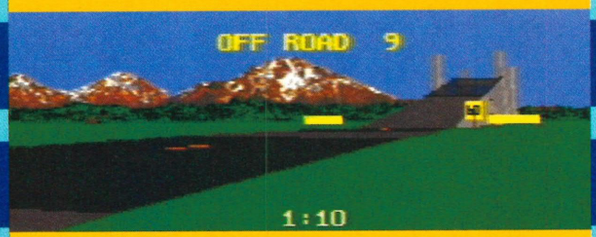
The cartridge was slotted in, the console was switched on and Duncan began to 'drive'. Two minutes later he tossed down the joypad and sighed. "There," he said, "That was the hardest level and I completed both tracks with a full minute still left on the clock." Paul was dumbfounded. "So that's it then, is it?" he asked. "Not quite," replied Duncan. "I got a good qualifying time so I was allowed to take on the Photon Phantom – the computer controlled car. If I'd beaten it, then it would have 'remembered' the course I took in doing so. Anyone taking on the Photon Phantom after that would, in effect, have been racing against me." "Ah," said Paul, "Excellent in the arcades then." "Exactly, but for the home it's a different kettle of fish altogether. If the gameplay had been changed a bit it may have been different. If there were loads of laps against other cars or something. But that wouldn't have been a conversion, would it?" "No," agreed Paul. He asked Duncan for some final thoughts about *Hard Drivin'*...

"I'd have changed the name for a start... " said Duncan, "I'd have called it *Crap Drivin'* or *Easy Drivin'* or *Not Drivin' For Very Long Before You Get Bored*." Paul felt Duncan was being a trifle harsh, so he had a quick go on the game himself. It wasn't long before he, too, placed the joypad back onto the *Game Zone* console desk. "You've got a point I suppose," he mumured. E

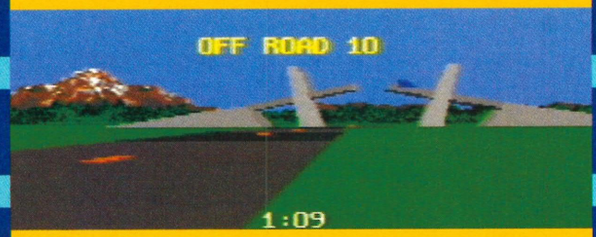
*quite easy drivin' actually



Johnny Revv was a motor racing driver with a problem – the race was about to start and he needed to go to the toilet.



He needed to go urgently, but there were no bushes to hide behind. He had to find a public convenience. Fast.



The sign by the bridge had read "No Toilets On The Stunt Track." Johnny drove to the speed track, over the grass.



Johnny cleared the crest of the hill at 120 mph and saw the answer to his prayers. He gasped. It was a petrol station...



Which he crashed into. He was knocked out cold. The ambulancemen wondered what it was he'd spilt on his lap.

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 60

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

verdict
Nice graphics, shame the game's got nil lastability.



The speed track: lots of straights, no cow and two toilets.

The stunt track: loops, jumps, a cow and no toilet.

Little red lights. Want to know if the ashtrays are clean? A glance here will tell you.

The clock. At the end of a *Hard Drivin'* day it's 140 o'clock... Eh? *(It's the speedo. Ed.)*

The revometer. The *Hard Drivin'* car can attain eight revs per minute. *(8,000 actually. Ed.)*

the imm

MEGA ZONE

***The Immortal* calls for heroes bold and muscular to combat dungeons full of green bug-eyed monsters. So we sent *Jeremy Daldry* into the labyrinth, being the resident *Game Zone* expert on all things green and bug-eyed...**

I have always had a deep distrust of those people who call themselves 'fantasy adventurers'. You know the ones I mean, the guys who spend all their time hunched over assorted odd-shaped dice muttering about hit points, how bad their acne is and heavy metal. It's always been a bit of a closed book to me (adventure gaming, not heavy metal). I never really saw the point, to be honest, of spending twelve hours locked in a dark room pretending to be Wasil Destain, the fighting dwarf maiden from beyond the Second Sea Of Dragon Bot.

the grayson syndrome

Console conversions of adventure games have, since time began, always looked a bit limp. We're talking Larry Grayson's wrist here. Long and boring with disappointing graphics and tame combat systems. I have always run a mile rather than play a 'graphic adventure'. Until now. Until *The Immortal*. The first thing that hits you about the game is the graphics. It's all grim and dark with lots of broody browns and eerie shadows. A distinctive 'over your shoulder' 3D perspective, gives you a good view of what's going down in the corridors and allows you a surprisingly high level of manoeuvrability.

The next thing to hit you is the animation which is beautiful. Watch the Wizard arch his body as he tries to swing his way out of a hole. There are small Romanian Olympic gymnasts who'd be proud of such flexibility.

For those of you who have no interest in small Romanian gymnasts, then there's the blood – buckets full of it splashing all over the shop (well, dungeon actually).

Okay, so you've got the graphics, you've got the violence you've got the small Romanian gymnast *(Are you sure about this? Ed.)* but have you got a game? Well yes, yes and thrice times yes. The gameplay is maintained at a head-scratchingly good level. *The Immortal* is an adventure and a half, crammed with traps and puzzles and monsters who have taken an unfounded objection to your long flowing beard and want to lob it off for you with your head still attached. The puzzles are classic stuff with amulets to place, light beams to reflect and trick floors to cross.

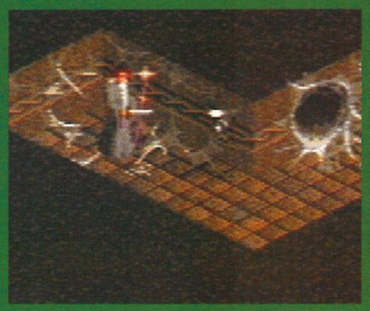
All this in search of your lost master, who, rather foolishly, got himself captured. Now, if I were a powerful wizard I would send some enchanted prole to do the dirty work and stay in my nice cosy cave, in front of the fire with some tea and crumpets. But for some stupid reason, like loyalty or bravery you decide to go a pot-holing. Silly boy.

fear not brave warrior

Once you've been hit by the graphics, the puzzles and the suicidal folly that made you undertake the journey, the next thing that's likely to hit you is a large cleaver-toting goblin. That's when the fun really starts. It's the combat sequences that really lift *The Immortal* above the hue and cry of your average game. (Don't ask me why *The Immortal* is lifted above

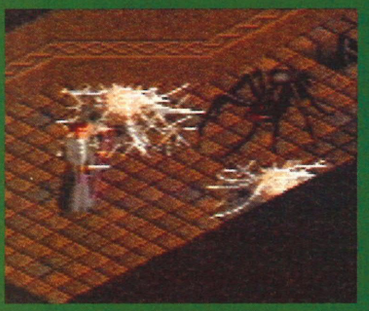
jack, we miss you

When I was a child, at the tender age of nine, I used to go home at lunch time for a sticky bun and cuppa. After *Rainbow,* and just before the *News At One* there was a programme, but not an ordinary kind of prog. This was a programme that shaped mine, and many other people's, youth. This was more then a televisual experience, this was a way of life, a shaping force on everyone who ever watched it, or its god-like presenter. The program was *Out Of Town*, the idol Jack Hargreaves. This is the sad story of his much lamented demise.



1 The scene: Jack Hargreaves' country mansion. The well-known countryside commentator and star of *Out Of Town* is having problems with his domestic help.

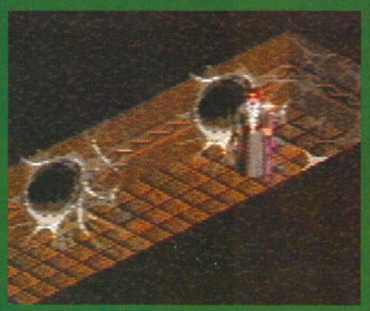
"You just can't get the help these days," muses Jack in his round, rustic tones. "The state of this place. Tut, tut, tut. And I'm expecting the Vicar any minute to discuss his collection of cow cakes... "



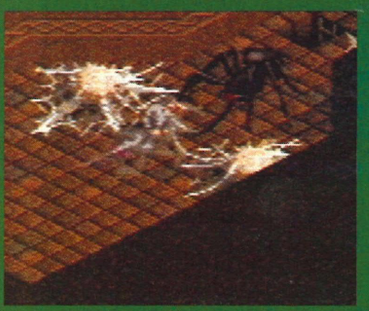
3 "Arr Mrs Rustic-Simpleton, there you are. Now what do you have to say about all this mess? I'm expecting the Vicar and his Turd collection any minute. What's your excuse?"

"Hissss," replies Mrs Rustic-Simpleton.

"I'm sorry, but that isn't good enough. In future you had better... " Little does Jack know that his constant nagging about rural hygiene standards have pushed Mrs Rustic-Simpleton too far.



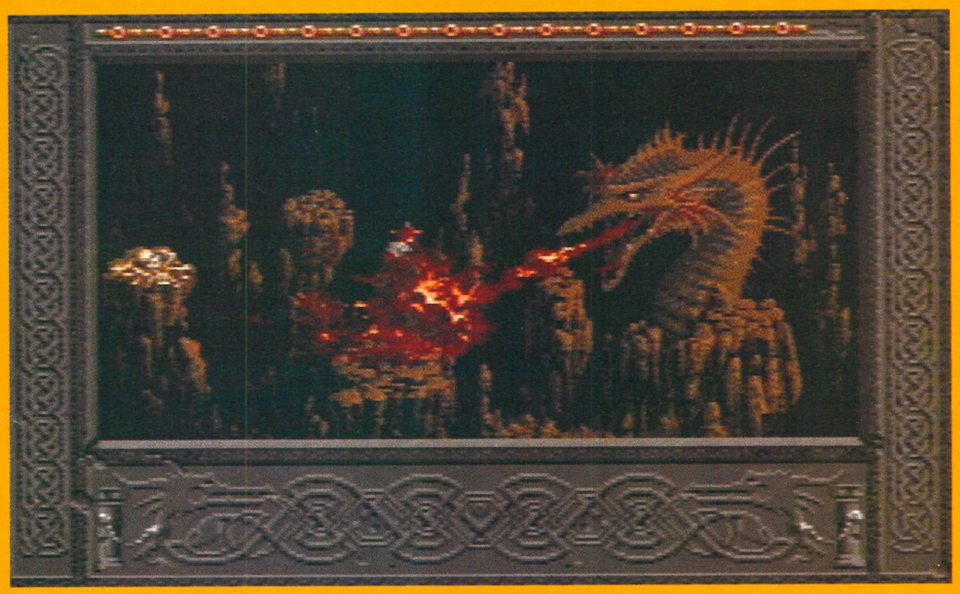
2 "Look at this, cobwebs everywhere. By the all consuming power of the divine Val Doonican, you couldn't eat you dinner off this floor. I must have a talk with Mrs Rustic-Simpleton about this... "



4 "Silly mad old git," laughs Mrs Rustic-Simpleton to herself, "I'm a spider and now Jack is my lunch. Ha, ha, ha."

ortal





We are too good to you. Try entering this code on the certificate screen and you will be able to face Mr Bad Breath himself. That's right Clifford, the Listerine dragon. "e590d710178c1"

poof

verdict

***The Immortal* is the best graphic adventure around. Leading the field by a couple of thousand years, it's a true classic. Great stuff. Love it.**

the heads of a crappy Scots pop band, it's just the kind of thing you're supposed to say if yer a journalist.) The combat sequences take place in close-up, with you and your opponent in a dark void, slugging it out of each other. You hit him with your pointy knife, he hits you with his club, blood flies. Simple, but effective. (Bit like Vinnie Jones.) Both you and your chosen piece of nastiness have power bars showing your life force which gradually goes down until, either you peg out in a pool of goo, or you deliver the coup de grace and your adversary dies in a particularly horrible, but oh so sexy, way. *(I'm getting a bit worried about you Daldry. Ed.)*

the wizard mordarch is not pleased

Groans and gripes, well I suppose there must be a couple. Regrets, I've had a few, But then again too few to mention... *(Alright, cut it out. Ed.)* Sometimes it's a bit of a nark having to restart from the beginning of a level. Just going through and collecting the same equipment and info that you know you need feels a bit like a waste of time. But apart from that rather hair-splittingly small moan, *The Immortal* has been brilliantly converted to the Mega Drive. Even better than the original, it combines great graphics and a surprisingly high standard of playability to give any potential adventurer a chance to wield his chopper. *(Oh really. Ed.)* Well worth the rather high cover price, a truly great stonker of a game. Put it top of your Crimbo list. E



Catch me if you can, catc... oh you have.

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 92

Out: December **Price:** £44.99
Publisher: Electronic Arts

you kill me man, you kill me

Despite the beard, dressing gown, and more than passing resemblance to Roger Whitaker, our man the Wiz is a lean, mean, spell-casting machine. And God help anyone who gets in his way...



BLOW YOU AWAY

Did you know the human brain is the heaviest organ in the body? And the brain of a green monster weighs even more. That means it goes splat even louder. Ha, ha, ha. *(Alright, calm down. Ed.)*



HALF-HEARTED

Ever been in two minds about something? This dude has. If I was him I would've SPLIT the joint long ago. Oscar Wilde where are you when your country needs you? *(Dead actually. Ed.)*



TENSE, NERVOUS HEADACHE?

This monster was so excited about starring in *The Immortal*, that it all became too much and he couldn't control himself. You could say he lost his head over it. (Snigger, snigger.)



HEAD CASE

This guy is gonna need more than a Band Aid and some T.C.P. before he feels up to playing with the big boys again. There, there, there.



DUST TO DUST

I've seen some bad cases of dandruff in my time, but this just about takes the biscuit. Several buckets of Wash And Go are needed before this dude will be able to wear his dark blue velvet dinner jacket again.

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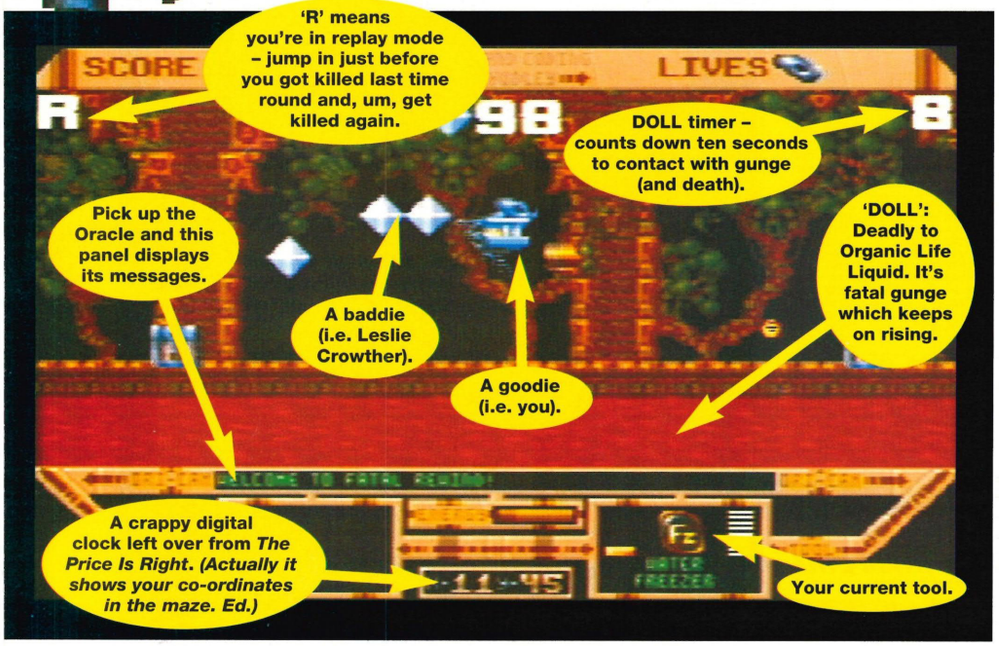
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fatal rewind



"No video recorder's going to beat *me*," cried *Ian Ross* grabbing his remote control and preparing to do battle...





RED HERRING Don't bother with this tool – it's completely useless.

Just over a year ago, a game called *The Killing Game Show* from prestigious Liverpudlian software house Psygnosis appeared on the Amiga. Now, under the new moniker of *Fatal Rewind*, Mega Drive owners have the opportunity to get to grips with this game thanks to Electronic Arts. The name change draws attention to the game's best feature, namely a rewind option which allows you to have an instant replay of your last life but lets you resume control at any point. In practice this means that you fast forward through to just before you copped it last time and then take over – hopefully rectifying your previous error. (Error!? Unlucky that's what it was. Unlucky!) Or, if you're like me, you can fast forward to just before the crucial moment, fail to notice that you're just before the crucial moment and witness your own demise for a second, third... etc. time. Fortunately, letting the replay run its full course without interjecting does not cost a life.

The rather thin plot casts you as a contestant in a futuristic game show – the star prize being your life (you don't actually win it as such, you're sort of allowed to keep it). Instead of playing Darren, a Chino and brogues-wearing policeman from Scunthorpe being patronised by Bruce Forsyth or Jim Bowen, you are in the guise of a THUG, which, you'll be glad to hear, is a cannon-toting, armour-plated, bird-like sort of type thing. The object is to work your way to the top of 12 different levels while remaining both intact and out of reach of the steadily creeping rise of DOLL (Deadly to Organic Life Liquid – gunge to you mate!). As you've probably sussed, the game falls into the platformy, shoot 'em up, collect 'em up against the clock category.

From the start you're accosted by flying nasties (calling themselves HALFs, Hostile to Artificial Life Forms) while the gunge below you begins to rise. Contact with it is instantly fatal so it's time to head upwards.

It's not all doom and gloom however. Cannisters can be shot to reveal weapon upgrades and tools. The weapon upgrades er... upgrade your weapon while the tools include handy chappies like gunge freezers (which stop it rising), energy capsules, an oracle (providing tips and sarky comments) as well as various shaped keys.



Yikes! It's the attack of the mutant ninja orange blobby things from hell.

Gameplay-wise, there are quirks which ensure that *Fatal Rewind* won't become a classic. Firstly, not being able to change direction in mid-jump. Secondly, not being able to control the height of the jump by holding down the button for differing lengths of time. These key factors contribute to the superior gameplay of console games over their computer counterparts. On the plus side is the ability to scurry up vertical surfaces. The two level parallax scrolling is silky smooth and the sprites are nicely animated and well drawn. Backgrounds are about as inspiring as the Queen's Christmas speech (they go on and on too). Sound is neither weedy nor particularly stonking. The best aspect of the game is the complete absence of Leslie Crowther. E

goodies

Find a cannister, blast it , and these are some of the items you'll get...



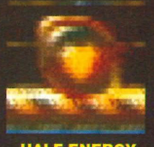
LASER Gives your original weapon a wider beam.



MINE SWEEPER Also known as 'ninja pit-bull laser beam'.



ORACLE Provider of clues and sarky messages.



HALF ENERGY Refills energy by half (so wait till you're half empty).



WATER FREEZER Freezes the gunge and stops it rising for a bit.



TRIPLE SHOT Three bullets are better than one...



SIDE SHOT Fires up, down and sideways. Crikey.



SHAPED KEY Toblerone-shaped in fact. Place in matching slots to get through traps.



Ever since Habitat went ethnic, things haven't been the same around here.

verdict

A competent platform jaunt, but nothing spectacular. Let down slightly by the 'once you jump you're committed' syndrome. Quite challenging, though.

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 78

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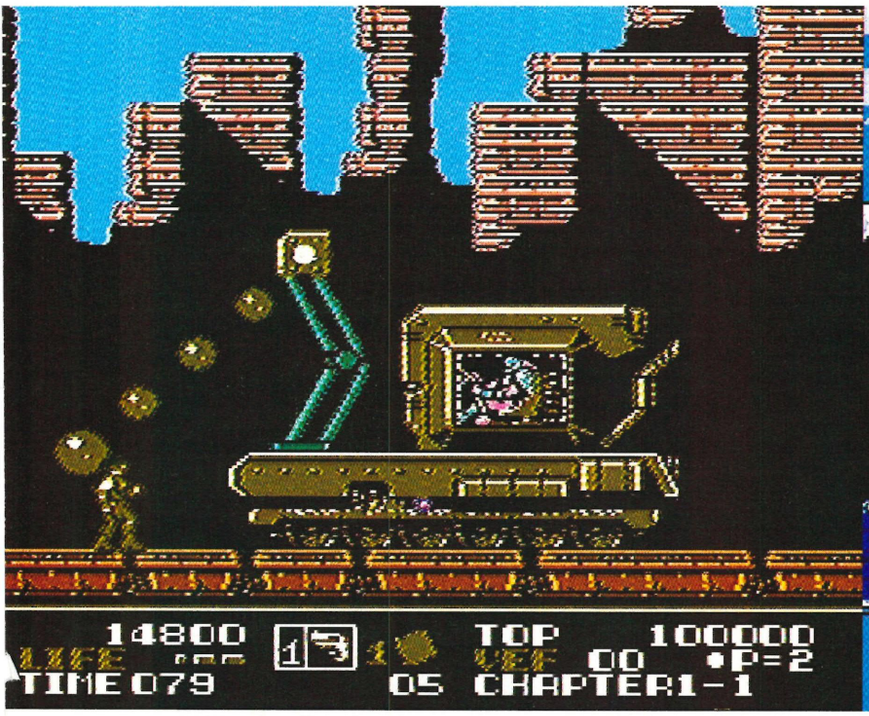
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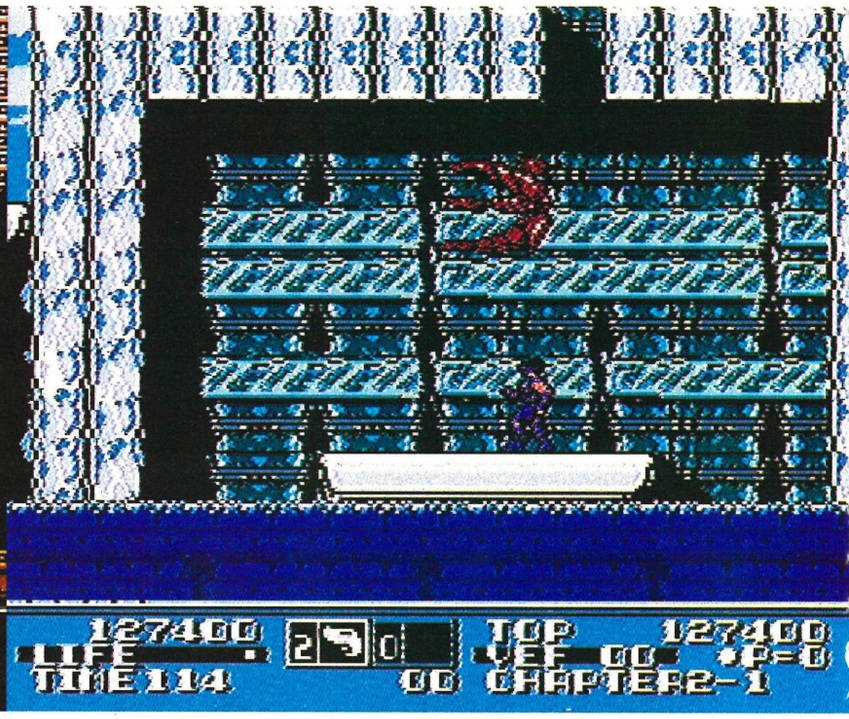
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End-of-level nasty time. Just what you need during the rush hour on the M25.



It's a flighty monster. No matter how nice you are, it just won't sit and play Happy Families.

low-G-man

"Ye gads," gasped gentle giant, yet gorgeous, gregarious and gifted *Jeremy (Daldry)* as *Low-G-Man* gravitated gently into his grasp. "A great *Game Zone* gift of a review." "Gosh," gushed Paul as he gyrated gracefully. "Good, is it?"

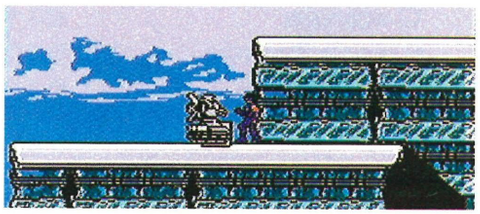
Any game that starts its scenario with the words, 'It was a robot producing planet, like any other,' is okay by me. Because we all know that robot producing planets are two a penny don't we? In fact, I don't know about you, but I'm always tripping over the damn things on my way to the shops. Whistle, whistle, walk, walk, trip, "Oh damn, someone has left their robot producing planet on the pavement again." Happens all the time.

jane austen and flatulence

Low-G-Man firmly has its tongue lodged, if not in its own, then at least in someone else's cheek. The plot, oh dear me yes, the plot. You are this dude who either has: a) the worst flatulence problem known to mankind or b) a low gravity suit that allows you to jump really very high indeed. Take your pick. This particularly singular ability means that you, above all the rest of your fellow robot producers, are most suited to combating the revolutionary power-crazed robots that have taken over your planet. And that is, basically, that. No Nobel prize for literature winging it's lonesome way to Nintendo it would seem. But hey, who needs plot lines that could have dropped out of a Jane Austen novel? ('*Low-G-Man* stood on the wind-swept cob staring at the turbulent sea, thinking of Captain James Hiborn and wishing that things could be different.' I don't think so, do you?)

swiss army knives and bottom spikes

I must say though, for a lowly robot producer you don't half carry a hefty armoury of nasty things that go bang. I mean we're talking more goodies than a Swiss Army Knife here. You start off with a rather normal gun thingy which freezes the bad guys for a couple of seconds and then you graduate onto a fireball gadget and then a small tank, and then a small, but oh so sexy, thermo-nuclear device, and then... (*Okay, okay, we get the picture. Ed.*) But seriously folks, apart from your basic pop gun you collect various assorted weapon icons that you can then select from the originally titled 'weapon icon selector'. You also have a rather angry-looking large spike that you stick up various aliens' bums. (Maybe



Not so much a fridge on wheels – more a white robot.

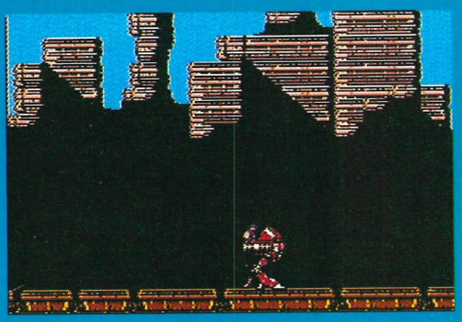
you are some relative of the baby-eating Bishop Of Bath And Wells?) No wonder the robots rebelled if that's how they were treated.

world domination and things that go ping

Okay, so we all love Nintendo and the NES. They are respectively, a very cuddly company which just happens to want to rule the world and a very cuddly console that sometimes has slightly ropey graphics. Now, what about *Low-G-Man*? In the graphics department, is it a bit of a Casanova or more of a Trappist Monk? Well, maybe calling it a Casanova would be a bit of an over statement. Maybe it's more of a Burt Reynolds, before he got fat and started dying his moustache. (*What are you talking about? Ed.*) What I am saying, is that *Low-G-Man* is really quite good in the pretty picture department, rather than absolutely brilliant. There is a surprisingly wide range of moves and some nice backgrounds. And the animation is okay-ish. Sound? Well, I must admit that after about 30 minutes play I was beginning to reach for the volume knob on the telly. Why, you ask? I can

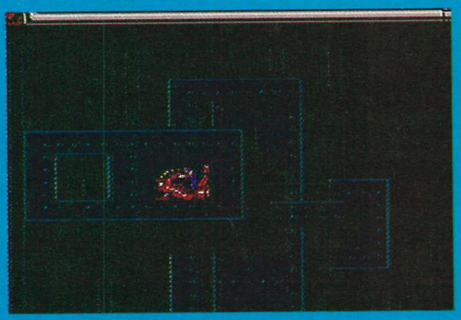
on the road...

(In the air, on the tracks. All over the place really.)



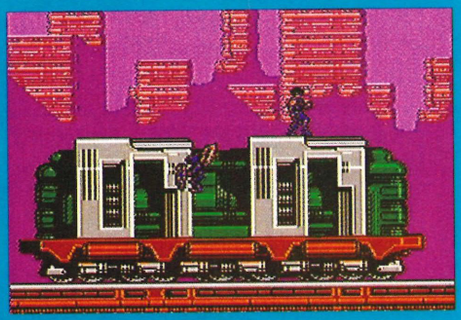
I'm gonna walk all over you

1 Rather a nifty bit of hardware this. It gives you limited extra armour, so you can really tell those robot dudes what you think of them.



Super Fly Guy

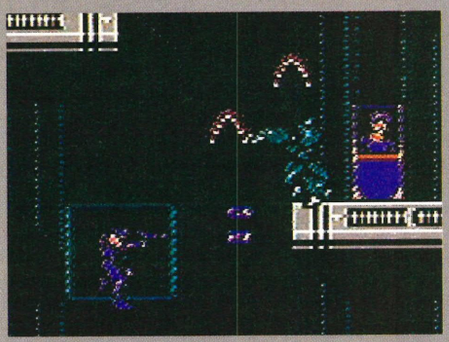
2 Is it a bird, is it a plane? No, it's *Low-G-Man*. Flying through the air with the greatest of ease allows you to access an extra special hidden level. Good stuff, eh?



Last Train to Transcentral

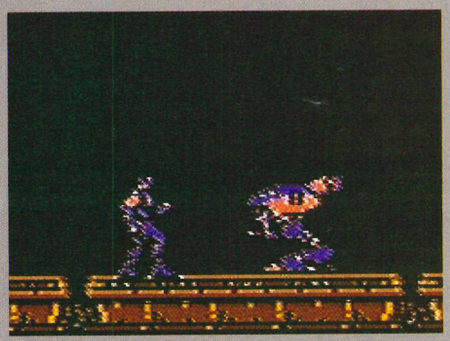
3 The 10.15 from Ipswich to Liverpool Street is a bit like this. This hidden level was licenced from BR as a buffet car simulator. The object of the game is to fight through a number of sweaty, bad-tempered business men on their way to gain the sacred cheese sandwich. An impossible task.

do the monster mash*



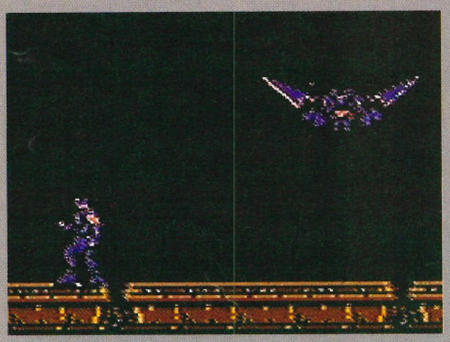
g'day sport

1 This robot has particularly unpleasant habits. It throws large boomerangs at you. It also drinks 14 cans of Fosters, sings Waltzing Matilda and then throws up into the hood of your duffle coat.



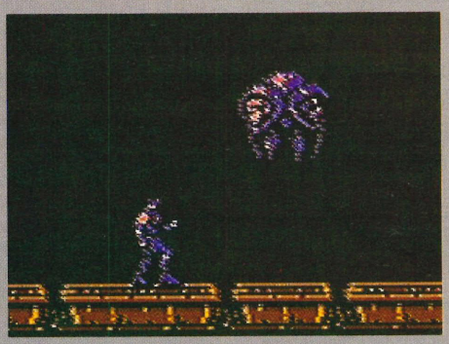
robopod

2 Bit of a grunt, this. Easy to blow away and very common. The wretched things are all over the place, but pose no real difficulties.



on a wing and a prayer

3 This dude looks rather like a big bat's wing. However it is not on the side of truth, liberty and justice. It is much more interested in bombing the s**t out of you. Not pleasant.



head of david.

4 Lots of little heads and lots of little bombs. All of them are after you. God, poor *Low-G-Man* (or Low as he is known to his friends) doesn't have a particularly nice time. If I was him, I would abandon the idea of saving my planet and take a nice weekend break in Brighton.

* well, it's robots actually

assure you that it wasn't to lead it off for a quick polka round the office. Get me drift? It could be said that it went 'ping' too often, and 'pong' not enough. All rather samey. If I was going to be clichéd I would say it was a bit like a Color Me Badd single, but I'm not going to be, so I shan't.

sweet and chunky

Low-G-Man is really quite sweet in a murdering and maiming of robots kinda way. Moans? Well, the graphics have the occasional flicker and the sprites are on the chunky side. But if you are out to save your planet from the all-round nastiness of robots with an attitude, you need to be on the chunky side. All 'n' all *Low-G-Man* is a fine game with graphics that splash colour all over the screen in a technicolour splashy kinda way. The musak is okay rather than orchestral, but it is an 8-bit machine after all. A good game, better than most, but not as good as others. (*Have you ever sat on the fence for your country? Ed.*) Okay, scratch that. *Low-G-Man* is a game I would buy – it's better written than Jane Austen. Nuff said? E

verdict

Great NES game. Loads of action and a fair splash of adventure makes *Low-G-Man* the Nerys Hughes of the console world.

END ZONE

Graphics

Sound

Addictiveness

Playability





OVERALL 87

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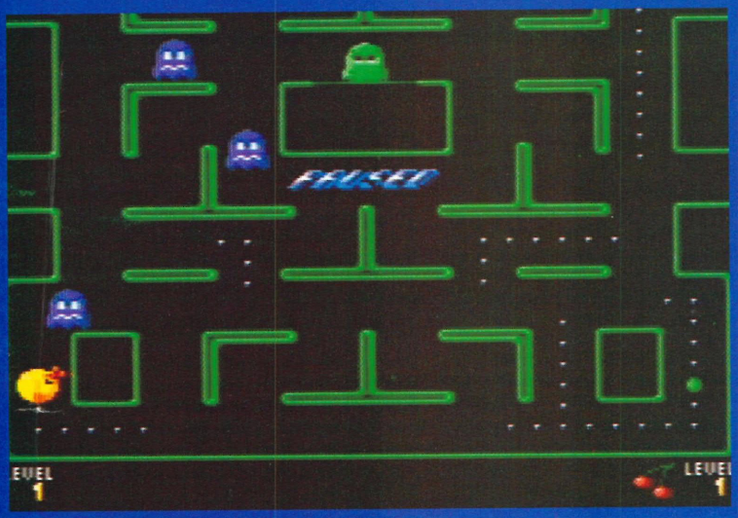
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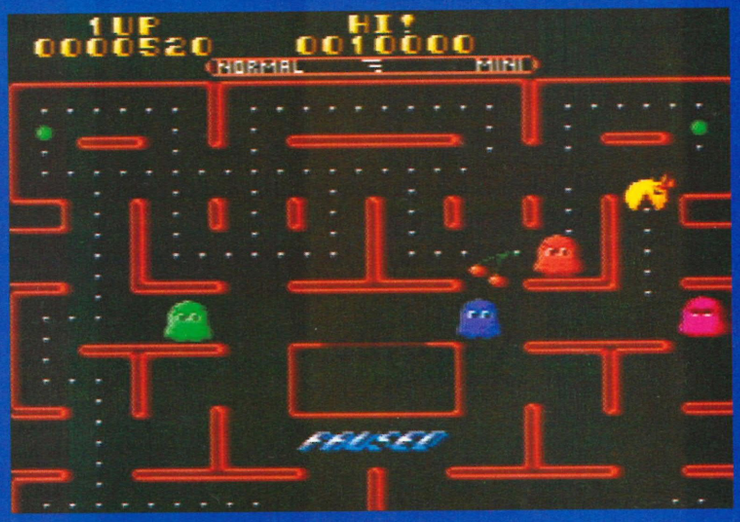
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ms ♥ pac-man

What's the difference between *Ms. Pac-man*, the new Master System cart from Tengen, and *Jeremy Daldry*? Well, one is a console game and the other is a human being. Simple eh?



A rather sad case of the blues for the walking jelly moulds. Oops sorry, I mean ghosts.



Dogs' goolies or just a couple of cherries? I hope for Paccy's sake that they're cherries.

When I was eight I had a pet duck. It lived at the bottom of my garden in a little hutch thingy. It was called Barnaby. Barnaby the duck. Now, after me and Barnaby had knocked around together for a couple of months, something very strange happened. Barnaby laid an egg. "But all ducks lay eggs," I hear the stupid amongst you exclaim, but of course they don't. Only the female ducks lay eggs. The male ducks hang around in the pub, tell rude jokes about Daisy Duck and roll in late and half cut. And of course the only way you can tell whether a duck is likely to lay an egg or tell you a rude joke is by turning it on its back and (*Yes, well I think that's quite enough of that. Thank you very much. Ed.*)

sexing the cherry

Look, the point I'm trying to make here is that just by looking at certain animals you can't tell what sex they are, that's why I had a pet duck with a male name who laid eggs. (Poor thing it was always terribly confused.) And, of course the same goes for Pac-men. (*Whaat? Ed.*) How can you tell the sex of a round yellow blob? Well I suppose you could try turning it on its back, but I'm sure all you would get, is punched on the nose by the boyfriend (or girlfriend) of the aforementioned yellow blob. Another way is what those smart dudes at Tengen have done. Now pay attention here as it gets a bit complex. The female Pac-man has a bow in her hair and lipstick, the male Pac-man doesn't. Clever eh? Maybe you could use the same idea with ducks?

Pac-man is as old as the hills, as everyone knows, and could be called a bit of a classic. (It could also be called Keith.) Bit like *Space Invaders* or *Missile Commander* or Vivaldi's *Four Seasons*, everyone, everywhere has heard of *Pac-man*. From Moscow, (Ya zniyu *Pac-man*), to Madrid (Conozco a *Pac-man*) to Paris (Je connais *Pac-man*). It could be said, therefore, that *Pac-man* has broken down international barriers and brought our fellow men closer together. *Pac-man*, the Mother Teresa of the console world.



But for all its goodness how nifty a cart is it? Well here is a moot point. For some it is a classic conversion of a classic game, for others it is all rather dated and dull. What do I think? Well, sure it's a humdinger of a conversion, accurate to the original in almost every way, but the original is almost ten years old now. Those nice people at Domark have added some nice inter-level story boards that raise *Ms. Pac-man* to the level of domestic drama. You have the joyous experience of watching the courting, the marriage and arrival of Mr and Mrs Pac-man's first child. Unfortunately Tengen missed out the storyboard detailing the conception of Pac-ette, but not to worry because I have heard tell that David Attenborough was there with a film crew to record the whole experience. But apart from this rather odd excursion into the world of domestic yellow blobishness this is the *Pac-man* you know of old.

verdict

An accurate conversion of the trad Pac game but it's all rather dated now. Nothing new.



the END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 57

Out: December **Price:** £29.99
Publisher: Tengen/Domark

the crunch

Okay, so we have established that little girl blobs wear bows, and that *Ms. Pac-man* is a faithful arcade conversion. But, does that make *Ms. Pac-man* a good game worth shelling out your readies for? I'm sorry but not in my book. The Master System is capable of so much more and, no matter how classic a game is, if it's dated and dull, it's dated and dull. *Ms Pac-man* is dated and dull. For a better version by a couple of thousand years check out Tecmagik's *Pac-mania*.



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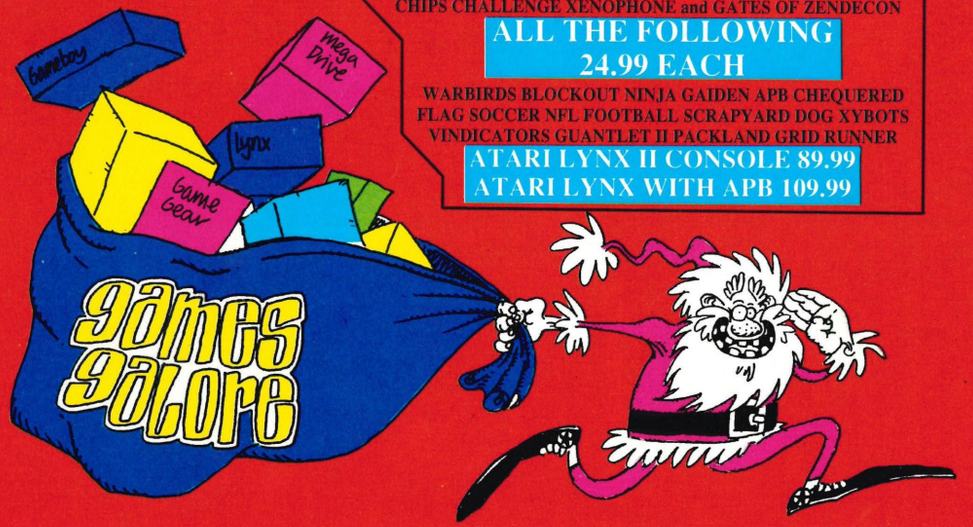
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outrun europa

THE EXTENDED MASTERMIND INTRO MIX

Magnus Magnusson: Where is *Outrun Europa* set?
Mastermind Punter: Er, is it, er, er... Pass.
Magnus Magnusson: Which company is bringing it to us?
Mastermind Punter: Oh. Um. Pass.
Magnus Magnusson: Who is about to review it?
Mastermind Punter: I don't know. I give up. Er, pass.
BEEP, BEEP, BEEP, BEEP, BEEP.
Magnus Magnusson: You have rather pathetically scored no points and passed on all three. The answers were Europe, US Gold and *Duncan MacDonald.* Have you got anything to say for yourself?
Mastermind Punter: I'm so embarrassed.

wish you were here?



We have been leaked this publicity shot from the Barry Sheen motor-cycle school? Any takers?



If this is meant to be the English Channel, where are all the turds, tin cans and dead baby seals?



Paris by night, how many hoppy, slimy, green frogs can you squash flat before you are arrested by the RSPCA?



The red car and the blue car had a race. The red man won, so the blue man smashed his face.

Outrun Europa is the latest in the long line of *Outrun* games (if you can call three a long line). I presume you're familiar with the original though; after all, not only is there an aging *Outrun* cabinet in every single arcade in the cosmiverse, but you very possibly own the equally aging Master System conversion. You've 'been there' as they say. However, there's always one silly clot who says " Been where? What's this all about then?" so I'd better explain.

In *Outrun* you drove a Ferrari Testarossa as fast as you could along a wide road – a hilly, bendy road in places. It was against the clock and there were five stages to get through – fail to get to the end of any of these stages within the time limit and you had to start again. And that was about it really, apart from the fact that it was very good. Three years on, it's *Outrun Europa* time.

So how's it different from the original? Well first of all, here's how it's the same – it's against the timer, there are stage markers to reach before the clock runs down and you're driving a car. Right, those are the similarities – now for the differences. The scenario is the first that springs to mind (because it's actually got one). The idea is that you're chasing some villains, you're not just hacking along for the hell of it... think *Chase HQ* without the ramming sequences and add the fact you never see the enemy's car and you'll be about there. The whole jaunt starts off in London (you're on a motorbike) and weaves it's way, via the English channel, around Europe. "So you drive across the English Channel do you?" you may ask, and the answer is actually yes. Not on the motorbike though, but on a jet ski. (I personally think you should have been able to catch a ferry, but Probe, the programmers, obviously decided against this.)

Anyway, once in France it's into a car and on with the chase. Through into Spain, over the Mediterranean in a speedboat, onto dry land in Italy, to the Swiss border, then finally to Germany. Each country has differing backdrops, roadside detail and vehicles (black cabs in London, little Fiats in Italy etc). But you'd expect that really, wouldn't you?

The excellent thing is that it actually feels as if you're covering distance. In England you start off in an urban setting which gives way to suburban then rural. You can see the sea in the distance, even ride along the top of the cliffs of Dover for a short while before boarding the jet ski. As your channel crossing nears its end, land grows on the horizon. France! Then a bigger bit of France. And then an even bigger bit. Nearly there. On it goes with nice scenery (and, er, some crap scenery) along the way.

This feeling of covering distance is what makes *Outrun Europa* stand out. I'm talking atmosphere here, of which there's heaps. Whether this alone makes it a good game or not could be debated, as there's a problem with the scrolling of the road. The white dotted lines are badly done and entirely unconvincing as a result (they seem to travel at a different speed to the roadside details and seem to speed up when taking corners). This spoils the proceedings quite a bit, but apart from this flaw *Outrun Europa* is what you might call a 'jolly jaunt'.

verdict

A driving game with lots of atmosphere, but the dotted white lines are from another dimension.

END ZONE

Graphics
Sound
Addictiveness
Playability

OVERALL 78

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


You've been nicked my son.

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If you've not got hold of one of these fab consoles yet, then now's your chance. We've got ten Nintendo Action Sets to be won, each worth a cool £110. Each set comes complete with a 'Zapper' Light Gun, two control pads, and a Double Game Pak of two top selling titles, *Super Mario* and *Duck Hunt*. There are hundreds of other games available too. Win one of these and you'll be playing games till the plumbers come home.

10 nintendo action sets

10 personal stereos

Sound! We've got ten Philips Moving Sound AQ 6404 MS auto-reverse personal stereos to give away to all those hep cats amongst you who like music every step of the way. Each personal stereo cassette player is worth £30 and comes complete with Dynamic Bass Boost, lightweight headphones, fast forward and fast rewind on both sides, an endless playback mode, plus a handy belt clip – which means once your prize is clipped securely to the waistband of your shell suit bottoms, your hands will be free to do some artful waving about to the latest EMF waxing. Brilliant.



veaway! PART 2

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Pump up the volume with one of these Philips Moving Sound AW 7112 MS ghettoblasters. Every system features 50W of exhilarating music power blasting through a three-amplifier three-speaker system with TBG (Turbo Bass Generation) so you can really annoy the neighbours. Also included are dual tape decks for high-speed dubbing, continuous play, one-touch recording and a rather smart FM radio option. We've got ten of these mean machines, each worth £100, to be won. For awesome sound mobility you can't get any better.



10 turbo bass hi-fis



10 sega mega drives

Are we barmy or what? For the 16-bit freaks amongst you, Game Zone is giving away ten Sega Mega Drive machines. With its excellent graphics, animation and playability this marvy machine, worth a whopping £149, comes complete with a copy of *Altered Beast*. Plus there's more than 50 other games you can get your hands on too, titles like *Sonic the Hedgehog*, *John Madden Football* and *Populous*, with even more to come.

10 t-shirts & sweatshirts

Totally trendsome trendsetters can get themselves all togged out in the latest Joe Bloggs gear for free cos we've got ten Moving Sound T-shirts and sweatshirts up for grabs, all designed by the fashion guru himself. The sweatshirt, which is worth £29.99, comes in 100% cotton with the Joe Bloggs logo emblazoned across one sleeve and the Philips Moving Sound logo on the other. The white T-shirt, which would set you back £19.99, has a grey panel featuring three Moving Sound figures in yellow. Win yourself one and increase your street cred by notches.



It's true. *Game Zone*, in conjunction with Philips, is giving away a massive £4,000 worth of brilliant prizes in this mega three-part competition. We've got ten Nintendo Action sets, ten Sega Mega Drives, ten Philips turbo-bass ghettoblasters, ten personal stereos, ten Joe Bloggs long-sleeved sweatshirts and ten Joe Bloggs T-shirts up for grabs. And they're all so easy to win, you'd be totally bonkers not to try to get your hands on them. Want to know how? Just read on.

the animal II

Just when you thought it was safe to go back into the newsie's, the compo is back. Last month, in the most bizarre treatment meted out to the porcine species since the filming of *The Pig Keeper's Daughter*, we stashed away a pig somewhere in the magazine. This month we've treated a cow in a similarly barbarous manner. You've got to find it, tell us on which page and exactly where it's hiding and answer this simple tie-break question.

tie break II

Who had a hit with *Size Of A Cow*?

a) The Monkees
b) The Wonderstuff
c) The Animals

fill in the coupon

Now fill in the coupon with the answers and your name and address. BUT KEEP IT! Because as you'll know, if you were paying attention last issue, this is a three-part competition. So put this second coupon safely together with your first and keep it until next month when we'll ask you to find one more runaway animal and pose you a final brain teaser before finally telling you where to send all your answers. (If you missed our first issue and still want to enter the competition, order yourself a back issue pronto. The first coupon appears inside and you need to collect all three if you want to enter.)

rules

- Employees of Dennis Publishing and Philips will be sent to clean the pig sties if they attempt to enter.
- Entries must be kept and sent in by the date we give you or else they'll be 'steer'ed towards the bin.
- The Editor's decision is final.



I fancy myself as a bit of an Inspector Morse and have discovered the cow above hiding away on page_____beside

_____

Size Of A Cow was a hit for:_____ (Enter the appropriate letter.)

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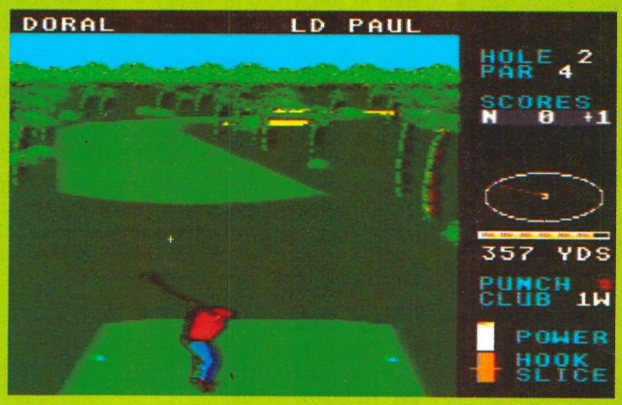
_____**POSTCODE** _____

I would prefer to win the _____

world class leaderboard



Putt, putt, putt, worse than a Morris Minor.



A tricky 357 yard drive against a stiff cross wind.

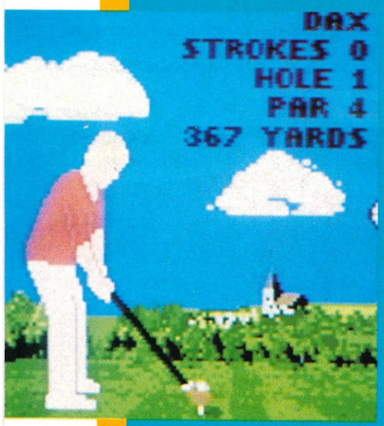
Dunc: Before the advent of handheld consoles I used to break the monotony of long train journeys by playing a game called 'carriage golf'. The idea with carriage golf is to start at the rear of a train and knock a golf ball (using a three iron) through each carriage in turn, trying to reach the driver's compartment at the front with a score under par. (A train with eight carriages is a par eight, a train with 12 is a par 12 and so on). The only trouble with carriage golf is that it invariably gets you beaten up. I got beaten up fifteen times on one journey before giving up and sitting down to read a book instead.

But now, all that is in the past, because handhelds are here, as is *World Class Leaderboard*. This was the first truly classic golf sim and it's finally been shrunk down to handheld proportions. There are four courses on offer: St Andrews, Gauntlet, Doral and Cypress Creek – and you can choose from three difficulty levels. The traps are as you'd expect, with bunkers, water, trees and rough making up 90 percent of each course – and all the action is viewed from behind your golfer ,not from above. So what of the playability? Well, it's exactly the same as the original game – excellent. The only problem I was expecting was the powermeter, which is now only one cm high, but it's no problem when you get used to squinting a bit. There is one very annoying thing about *World Class Leaderboard* though, and that's the sampled speech. Every time you hit the water or sand, out it squawks. A 72-hole round of *World Class Leaderboard*, batteries permitting, should see you from Euston to Macclesfield quite nicely – and if you keep the volume down you won't even get your head kicked in. Well worth the dosh.

OVERALL 85

Out: December **Price:** £tba
Publisher: US Gold

awesome golf



What, no check loon pants?

Jeremy: Golf. A game in which you hit a very small, very hard ball around a massive field looking for a rabbit hole on some poor sod's lawn. All seems like a bit too much effort if you ask me. Why not get a much bigger ball, a child's paddling pool and never leave the guy's lawn? You could call it *Beach Ball Golf*. I'm sure it would catch on surprisingly quickly.

Alternatively you could get a golf game on a handheld console, which means there would be no need to dig anything up, anywhere. Which, surprise, surprise is what Atari thought when they were designing *Awesome Golf*. And jolly good it is too. In fact, it's so good they could have called it *Bloody Amazingly Good Golf*. All the things you would expect to find on a golf game are here, three 18-hole courses, a choice of 15 clubs and some rather nifty sampled speech. But the thing this reviewer found particularly gob-smacking was the zoom. Using the joypad you can move all over the fairway and green and then zoom in (or out) as much as you wish. So you can either look at the entire hole from tee to pin, or, alternatively, count the petals on the second daisy from the left on the edge of that annoying bunker you always land in on the fifth. Pretty smashing. But what about the control system, the thing that makes all golf games go 'thwack'? A rather standard zoomy kind of thing, this control bar. One hit of the button sends your power bar down the scale and another zooms it back up again and finally a third stops it at your chosen shot. This rather nifty system means you can do all the usual hook and slice shots that allow you to spell a rather rude word across the fairway with the ball-tracing system. Really rather good at holding its own against its bigger, badder brothers like *PGA* and *Leaderboard*. Fore!

OVERALL 85

Out: November **Price:** £29.99
Publisher: Atari



Green and mean action.

fall of the footclan

Paul: Now this is the sort of game I like. What do you mean, Paul? Games with fantastic graphics? Games with clever, ideologically sound scenarios? Games with gratuitous sex and violence splashed all over their covers? Er... no. What I like are games where you can select which level you play rather than fight your way through from the start. It's great. You simply select level five (or whichever the top level is) and keep playing it until someone eventually asks. "How far have you got?" "Oh," you reply all casual, "level five." It never fails to impress. (Well, almost never...)

Apart from this lovely feature *Fall Of The Footclan* is fairly standard beat 'em up fare. You get to play each of the turtles in turn as you fight your way through sewers, back streets and other turtley locations in order to rescue April, the sexiest cartoon character since that fish on *Marine Boy*. Each turtle has his own special fighting move as well as a bit of basic Katana chucking and there's the odd pizza bonus to pick up along the way.

All pretty well put together, with some impressively large end-of-level nasties. The turtles look like turtles, or like teenage mutant hero ninja deathwatch beetle turtles, and the backgrounds are fairly well drawn. The fighting moves, though not overwhelming in their variety are well animated. It's not outstandingly special but it's turtley enough for fans and there's enough action to interest even the seriously ungreen.

OVERALL 78

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

hard drivin'

Jeremy: Now call me an old fashioned kinda guy, but I can still remember the days when I would drool over the latest release for my ZX81. ZX81, remember those? Probably not, you are all too young, so let me explain. The ZX81 was one of the first home computers. It was the size of an A4 folder and had just enough memory to play *Noughts And Crosses*. Now we have the Lynx, a quarter of the size of the old ZX81 and able to play *Hard Drivin'*. Cor, talk about the miracles of technology, makes the mind boggle about what may be available in five years time. Perhaps the entire Bible, as a graphic adventure on a credit card sized console. (You could call that *Messiah And Crosses*.)

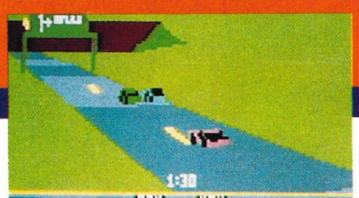
But back to *Hard Drivin'*. Those very clever, and rather sexy, people at Atari have managed to cram the original arcade *Hard Drivin'* into their little wonder, the Lynx. How do they do it, you may ask? And, not being a boffin, I've got no idea at all. But the results certainly are rather stunning. If you liked the original back in the arcades, you will love this version, 'cos they are basically the same, action replays and all. You can either choose the stunt course and then do amazing things, like loop the loop or jump over bottomless pits of a fair death-defying nature. Take another fork and you can go zooming round a race track, belting all hell for leather. Great stuff.

Gripes? Yeah well, there are a couple, like once you've done both tracks what can you do next? Play it again I suppose. Also a mixture of a highly responsive control system and a small screen can make for some frustrating moments. Not so much three point, more like thirty-three point turns. But all in all it's not that bad at all really. If pulling stunts in a racing kinda way, is your thing then you will love it. If not, well...

OVERALL 60

Out: Now **Price:** £29.99
Publisher: Atari

The Highway Code was never like this.

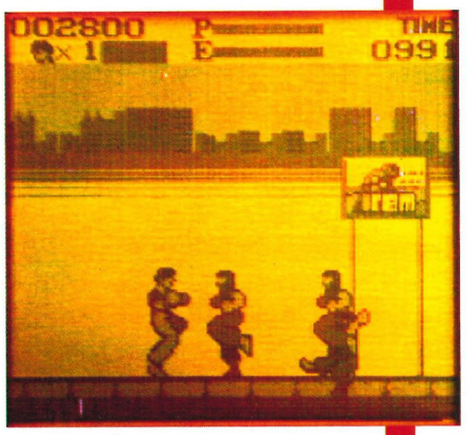


kung fu master

Paul: Kung Fu games are Kung Fu games are Kung Fu games as the old saying goes. *Kung Fu Master* has little to make it stand out against the pack except perhaps the name of its hero. Enter Mr Bruce Leap. Bruce Leap? What genius of a scenario writer came up with that one? There are people out there getting paid vast amounts of money to come up with daft names like Bruce Leap. Jealous? Me? Never.

Apart from the name, *Kung Fu Master* has plenty to recommend it. The daftly christened hero has quite a range of moves open to him including a particularly lethal spinning kick. Some of the moves are a bit inaccessible, but once you've mastered a few they can be used to good effect against enemies who range from cannon (or rather foot) fodder to mean barrel-chucking, chainsaw-waving end-of-level nasties. Bizarrely, one of the most difficult moves to operate is a simple jump – all joypad, no button.

That apart, *Kung Fu Master* is a very playable little number. All fairly unoriginal, (And how often do you read that in a review?) but more than fairly well executed. It's a tad on the easy side, but I've never held that against a game.



Not more flaming joggers!

OVERALL 81

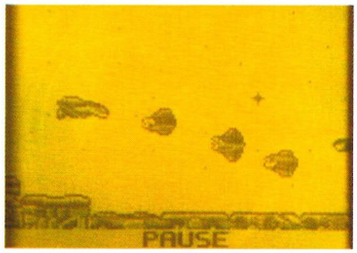
Out: Now **Price:** £19.99
Publisher: Atari

r-type

Jeremy: So, *R-Type* on the Game Boy. Well I suppose it had to happen didn't it? I mean *R-Type* has been on virtually every other format ever. From the Mega Byte Super Brain of Cyber Technology, to the Casio Pocket Calculator. But never once, not in the long history of gaming, has anyone ever come up with what the 'R' stands for. I mean what is it? Could it be Roger or Reginald or maybe Ranking, Replayable or Rhombohedron? And what's more, do we really give a toss? Not really, eh readers?

So how does the diminutive handheld stand up to the fair huge sized grandmother of all shoot 'em ups? Not bad, not bad at all. More than not bad, almost fab in fact. The small screen is less of a handicap than might have been expected and the sound trundles along going 'ping', 'plop' and 'splat' at all the right moments. Sure the lack of colour can make for some hectic moments, (causing the 'ohh b******s' factor of this conversion to be high as you plough into an unsuspecting alien, who, at high speed, is easily mistaken for a power-up).

But for all that, this is a pretty nifty conversion with the learning curve set just about right so you struggle on a little bit more each go. I must admit to always being a wee bit fed up with losing all my power-ups when killed, as this makes it virtually impossible to continue, but such a grumble pales when you consider the overall quality of the conversion. (And besides you lost your power-ups on the original anyway.) A challenging conversion that's come up trumps, it allows you to blow Bydo away on the bus. Maybe the 'R' stands for 'Really Good'?.



Clay pigeon shooting 2001 style.

OVERALL 83

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



Excellent little screen dudes.

bill and ted's excellent adventure

Jeremy: You know when you crawl out of bed on a Saturday morning, head pounding from too much cheap wine, your mouth feeling as if a parrot has used it as a toilet during the night. What do you want, eh? A glass of orange juice, some black coffee and to slump in front of the *Chart Show*. What do you not want? You do not want: a) to down a straight whiskey or b) to watch crap cartoons.

Bill And Ted's Excellent Adventure is a very crap cartoon. However, you should not bear this in mind when looking at Atari's version of that self-same cartoon. Because, as spin-off games go, it really isn't all that bad. You are one of the axe- (as in guitar) wielding heros who must pass through various time zones in search of their lost guitar notes. Viewed from above, you wander around avoiding some things and collecting others, in a cartoonish kinda way, until you have all your notes. This allows you to pass onto the next level in a flurry of special effects and pinging noises.

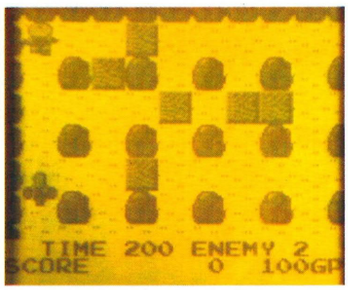


And that is, pretty much, that. The control system is okay, rather than something to write home about. Unless, of course, you like writing letters to your family about the control system of adventure games. In fact, that could sum up the game pretty well all together. Okay. But nothing to write home about at all.

OVERALL 50

Out: December **Price:** £29.99
Publisher: Atari

dynablaster



Lots of blocks waiting to be blasted.

Paul: *Dynablaster* is puzzley in a strangely aggressive sort of way. As The Kid you charge round mazes destroying enemies with little time bombs before finding the exit and charging onto the next level. Easy eh? Clearly mummy never told you about the problem with time bombs. That problem is that they tend to go off when you don't want them to, like when you're standing over them fr'instance. For this reason *Dynablaster* is much more of a puzzle game than a blow 'em up.

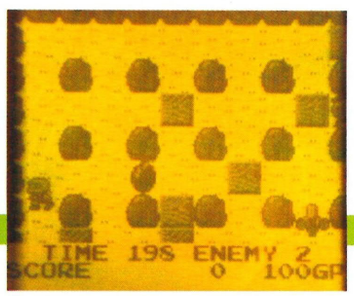
You must place the bombs in such a way as to trap and then destroy the various strange looking beasties (Strange? Well, how often have you been chased by a rotating carpet tile?) without being caught by any of them or worse still blowing yourself up. Oh and you think you'd have to be pretty stupid to blow yourself up do you? Well, it's alright for you sitting there with your mug of tea and packet of chocolate Hob Nobs. You wait until you're running down a maze with three carpet tiles breathing down your neck, then see how easy it is.

Although the box promises three games in one, there is little to choose between them, just slight variations on the same theme. Still, that theme is quite unusual and just the sort of puzzler that seems to appeal to Game Boys and Girls.

OVERALL 82

Out: November **Price:** £19.99
Publisher: Bandai

Stonehenge – the early version.



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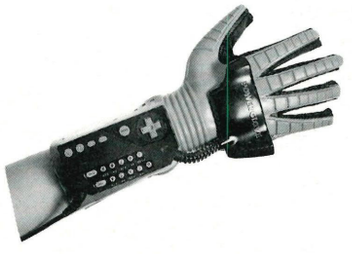
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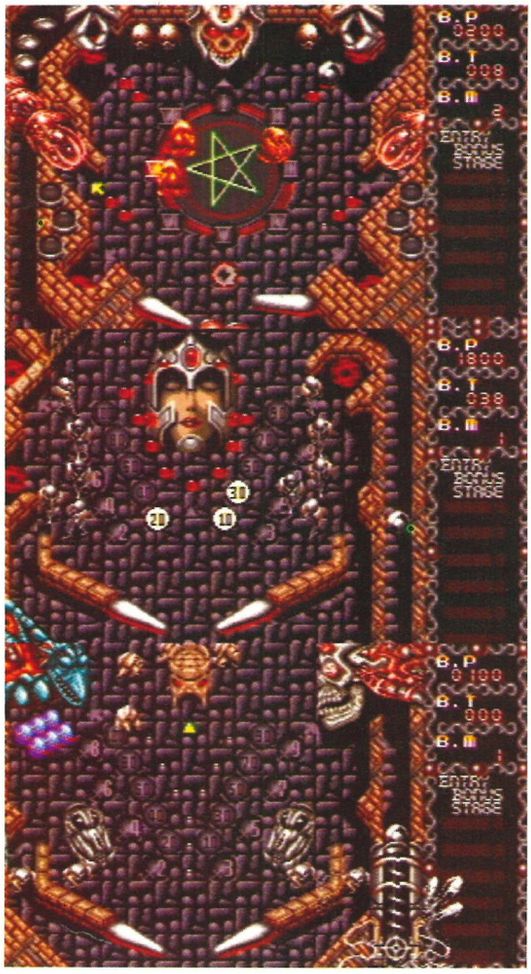
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Imports, now there's a grey area and no mistake. Games reviewed in this section have been released in Japan or the USA but have yet to see the light of day in dear old Blighty. These games are currently available from 'grey importers' though they may well be officially available later, when we'll give them a more thorough going over.

Although imports are a good way of getting ahead of the field it's worth being careful. Imported games may not be compatible with your machine. It's also worth noting that the Japanese speak a different language to us (*You've noticed! Ed.*) which may make some games inaccessible. Be sure you know what you're buying.



The main playing area, which scrolls up and down with the ball. The central face grows more Beelzebub-like as you blast at it.

devil crash

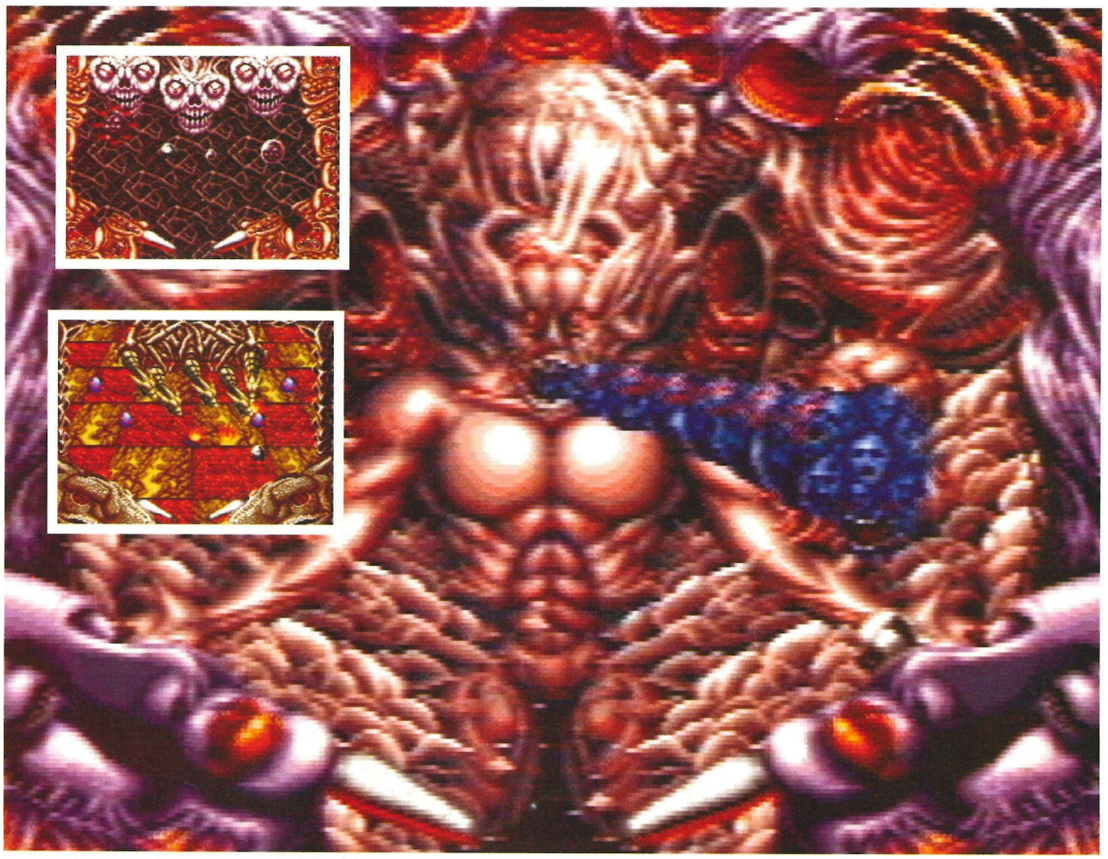
Jeremy: Blimey! A manic surreal pinball game that's more like a sci-fi nightmare than a tame pub game. It all makes Tommy the Pinball Wizard seem tame and straightforward. Maybe I should get on the phone to me old mate Ken Russell. He might even be able to say what he thinks about *Devil Crash*...
Bring bring, bring bring,...
Jeremy: Ken me old mate, how you doing?
Ken: I am splendid, not unlike our heavenly English culture.
Jeremy: Look, I've got a real stonker of a Mega Drive game.
Ken: Forsooth the Mega...
Jeremy: Drive, yer, and it's a pinball game and I thought you might like to have a look.
Ken: Does it involve the life of Shelley?
Jeremy: Err, no, but it has some truly amazing graphics and one of the most realistic control systems I've ever seen on a pinball game. The paddles really feel...
Ken: My good man, does it feature opium dens, lonely moors or the truth that lies at the heart of all art?
Jeremy: Well not exactly, but it's excellent for all that. Loads of difficult levels, and splatty sound, techno colour graphics and just brill animation. It's a kinda cross between the trad pinball and a shoot 'em up with flying sprites to be blasted as well as all the usual ramps and cushions of normal pinball. It could be said, it's the dogs danglers.
Ken: Dear boy, my life is my art, my art is my life. I have no time for the light weight...
Jeremy: Well bog off you miserable old fart.

God there's no pleasing some people. He can go and disappear up his own art for all I care. *Devil Crash* is out of this world and a lot more fun than Ken's latest extravaganza.

Supplied by That's Entertainment

OVERALL 80

Instructions: Japanese
Price: £49.99 **Publisher:** Techno



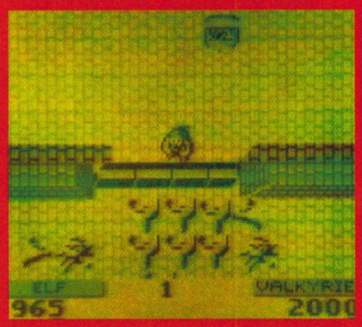
Various bonus levels lead off from the main board. You have to destroy all the monsters to achieve a 'perfect' score (bloody difficult).

gauntlet II

GAME BOY

Jeremy: A question for you. What have the Empire State building, *Gauntlet II* and what I keep in my trousers got in common? (A clue: the answer isn't a piece of string.) That's quite correct, dear reader, all three things are of a fair massive size. However, *Gauntlet II* is the only one to have appeared on the Game Boy (but I am talking to Nintendo with a view to a trouser simulator). But how can the Game Boy, the smallest yet most perfectly formed handheld ever, cope with *Gauntlet II*, the biggest most sprawling monster of a dungeon game ever?

Well, the answer is really quite well indeed, actually. As the only person in the whole of Christendom who can't know the plot of *Gauntlet II*, must be John McCarthy, being the selfless reviewer that I am, I will



Grunt and shove. Our hero gets a bad time.

recap the plot just for you, John. You play a hearty adventurer who wanders through countless levels of monster-infested dungeon in search of treasure, magic and all that is good and true. Simply eh, John? Oh yes, you can chose between dudes of a mythical bent, either a warrior, elf, dwarf or a valkyrie. (*A what? Ed.*) Valkyrie, it's a chick with an attitude and a big sword.

All the original good bits remain on the Game Boy version, sampled speech an' all. However the really clever bit, the bit that makes you go "gosh," is the way Nintendo have magnified the playing area a smidge. So, although you play over exactly the same area as the arcade original, you can see it really very clearly. Clever, eh? Admittedly when the action gets hectic, you can lose your character amongst a mass of bodies, but this is an arcade adventure after all!

This nifty conversion stands up to the original well. Mind you, *Gauntlet* is a bit of an old concept now and is losing some of its appeal. However if you're still a fan of *Gauntlet*, you'll love it, and if you spent the last five years in the Middle East you've got a nice surprise coming.

Supplied by Axe Direct

OVERALL 80

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



The battle of the Midway wasn't like this.

1943

PC ENGINE

Paul: Damn, damn, damn and blast it. Someone's nicked my idea. I was going to make a fortune. I'd have been so wealthy, the world would have been at my feet, monarchs and presidents would have welcomed me to their palaces and I'd finally be able to afford some of those plastic sleeves for me albums. Not any more. My great money-making idea was to produce the ultimate shoot 'em up. A game crammed full of targets, power-ups and explosions but with one key feature. It would be stupendously easy. Being destroyed would be near impossible. Imagine how soothing it would be as you blasted your way to almost certain victory without any of those maddening, leg-crossing difficult bits. In fact don't imagine it, simply play *1943*.

This vertically scrolling shoot 'em up is of course as old as the hills, in fact older than a lot of hills. In its time it appeared inside more pubs than most members of the *Game Zone* team. (I said most.) However I don't ever remember coming across an easier version than this PC Engine outing. This has a lot to do with the speed or lack of it. The screen is crammed full of small planes some of which are sneaky enough to try taking you from behind. However rather than charge around executing immaculate High Yo Yos or Immelmann Turns they tend to drift slowly, though not at all smoothly, into your line of fire. Cannon fodder. Even the occasional destroyers, battleships and aircraft carriers are nothing like as lethal as they look. It's almost a shame to shoot them.

Once you've got used to the sight of a laser firing from the cowling of a biplane, *1943* is a very straightforward game. The backgrounds vary from sea to clouds to more sea (with a bit of land) and back to clouds again. It's all pretty dated (or, to be fair, pretty widely copied) by now. There's also far too much going on for the poor little PC Engine to cope with. Hence the jerky slowness and far from occasional glitches.

The only thing going for it really is that it's supremely easy. I managed to plough through it while watching *The Great Rock 'N' Roll Swindle* on another telly. Yup, easy as pie, though not as easy as Lakinsofts soon to be released "Desert Storm Timewarp" which pits the UN Forces against the Roman Army. Now that's what I call easy.

OVERALL 70

Instructions: English
Price: £30 **Publisher:** Naxat Soft

Supplied by Advanced Console Entertainment

I wonder if this sells well in Pearl Harbour? Probably not.





***Fantasy Zone* – nothing to do with leather.**

fantasy zone

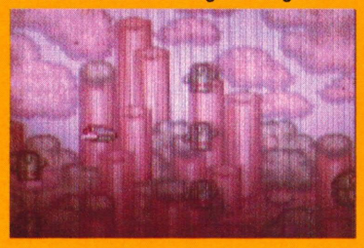
GAME GEAR

Jeremy: When I saw a game called *Fantasy Zone* I thought my lucky day had come. Finally the Game Gear had grown up. I had images of shiny leather, gum boots even chintz-edged dressing gowns. (Nerys Hughes sex goddess or what?) But oh no. *Fantasy Zone* has very little to do with moist leather and a lot to do with zipping round in a rather cute flying thingy shooting even cuter hamburgers. (I kid you not.) There is nothing devastatingly original here. In fact, if truth be told, rather like John Major's suits it has all been seen before. Mind you, the game is more colourful and mildly more fun. Each level has a fairly wacking game area that you can zip around in. You can also go for the standard mid-season shopping spree to buy those oh so essential items that every cute flying thingy needs, such as lasers, jet-wings and napalm death pants.

All this is decked out against the sort of psychedelic backdrop of a hippy dream. However if the game is a dream in the looks department, it's a complete stinker when it comes to playability. There are things lying in graveyards that move more easily than your craft. You may be shooting hamburgers, but from the feel of it you could be flying one too. *Fantasy Zone* looks nice but plays like a dog. Not one to take home with you, unless your own fantasies are really boring that is.

Supplied by Axe Direct

Kill kill kill the murdering hamburgers.



OVERALL 49

Instructions: English
Price: £28.99 **Publisher:** Sanritsu

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Scurrying alon level one, Arthur's in need of some Pal to pacify the Mad Dogs.



Lucky Art's briefs double as trunks.



Looks like skullduggery is afoot amongst the foothills.



Oops! Snogging session ahoy!



Looks like a re-run of *Thriller*.

super ghouls 'n' ghosts

SUPER FAMICOM

Jackie: Before we start, let's get one thing straight. Meeting a man in a suit of armour, at ten minutes past midnight in the local graveyard didn't used to be my idea of fun. Until I picked up *Super Ghouls 'N' Ghosts* that is. Now running around graveyards from dusk to dawn clad in full armour plating holds a certain fascination for me. (*What an awfully strange girl. Ed.*)

Super Ghouls 'N' Ghosts is a colourful, fast moving, action-packed, multi-level, sideways scrolling arcade adventure. You play Sir Arthur, a brave knight on an errand (*Don't you mean a brave knight errant? Ed.*) whose homeland has been overrun by the forces of evil and whose Princess, Guinevere, has been kidnapped by the Prince Of Darkness. The situation looks grave (*Could we put a graveyard joke in here? Ed.* Could you let me get on with my review? Jackie. *Sorry. Ed.*). You buckle up your breastplate and set off across four levels, (there are two stages to each level), of nightmarish terrain to do battle with Zombies, Devilish Demons and Flame Skulls. All because the lady loves... well, we'll worry about that when you're in a position to give it to her.

Of course there's always the chance that death will interfere along the way. Now we all know that death can be painful, messy and at times dashed inconvenient. In *Super Ghouls 'N' Ghosts* death is above all embarrassing. The first blow the enemy strikes does away with all your armour, leaving you standing in nothing but a pair of conservative boxer shorts. Blow two does away with the boxers along with your skin, muscle structure and vital organs, reducing you to a pile of old bones. Gadzooks!

To help avoid this sorry state of affairs, the best thing to do is to make use of the formidable arsenal of twelve weapons and three magic spells at your disposal. Your opening piece of weaponry consists of a lance which is useful as far as it goes (and it goes quite far) but as you progress you can pick up a variety of lethal daggers, hatchets, crossbows and torches from the magic chests that appear along the way. Utilise these to help dispatch the endless waves of attacking Zombies, Werebears and Dragons and you'll be able to hold onto your three lives and six continues for that little bit longer.

But even armed, fighting your way through the four stages of the Prince's habitat of hell can still be a nightmare. Materialising as you do, in the foothills of your land, you must first fend off the attacks of Zombies, Dragons and Mad Dogs as well as try and survive the sudden earthquakes which cause the land to rise and fall as you cross it. Travelling further into the game, the scenario changes and you then have to work your way past tidal waves, haunted shipwrecks, gruesome caves and forests of vines. Everywhere you go you must fight off ghoulish ghouls and monstrous monsters, as well as pass the big, bad mutha monsters at the end of each level. As usual time is not on your side. You have a certain time limit to complete each level. So you need to crack on at a fair pace if you want to rescue your Princess.

Those of you with Mega Drives and Master Systems will be thinking that all this sounds a bit familiar. But it's not. The Famicom version has been redesigned with new monsters, different obstacles and unfamiliar end-of-level nasties to contend with. Not only that, but Arthur has also been given the double jump – a move to add to his already formidable repertoire . He can now make impossible leaps, not in a single bound, but in a double one which is well useful.

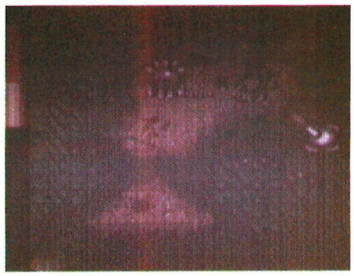
To top it all, the game not only plays well but looks great too. Colourful, smoothly animated with some great effects, especially the rippling ground, this is a faster, more colourful version of a true classic. In fact, all in all, no self-respecting Super Famicom owner should go without their copy of *Super Ghouls 'N' Ghosts*. A graveyard smash if ever I saw one.

Supplied by ICE Distrubution

OVERALL 92

Instructions: Japanese
Price: £54.95 **Publisher:** Capcom

MEGA ZONE



Shoot it? I can' t even bloomin' see it!

GAME GEAR

griffin

Jeremy: Correct me if I'm wrong here, but I always thought a Griffin was a mythical creature of a particularly unpleasant nature who went around biting people's heads off. But oh no, according to Reno, a Griffin is: a) a small green tank and b) yet another rather naff shoot 'em up. You might not guess this from looking at the box which has a scantily clad young lady wearing suspenders. What would Monty and the Eighth Army say? (*I think I can guess. Ed.*) Where the young lady with the unusual taste in battle dress fits in is not at all clear since you control a tank. Perhaps she's inside. If she's not, then she's in big trub 'cos everything that isn't inside your tank seems to rank as a legitimate target. (*Much like being in the IRA then. Ed.*) Yup, it's shoot 'em up time again, or rather blow 'em up. There's plenty to destroy as you trundle around unleashing your venom on all and sundry. You never know, one of those gun turrets that you blow away with one of your many bolt-on weapons may understand, one of those mines may just want to talk, the dive bombers may be able to help in an Esther Rantzen kind a way. But they never get the chance.

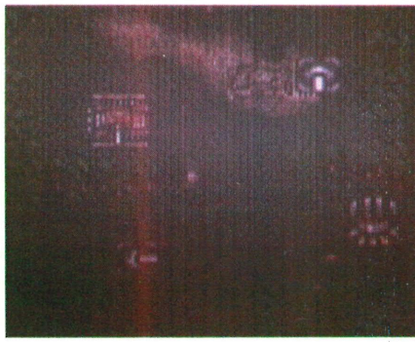
Griffin is by no means original. It's by no means very good either despite having quite an effective arcadey look about it. It's all rather small and fiddly really without much in the way of excitement. Rather bland and uninteresting after the first screen. Yawn.

Supplied by Axe Direct

OVERALL 47

Instructions: Japanese
Price: £28.99 **Publisher:** Reno

Blimey! A whole host of blobby things.



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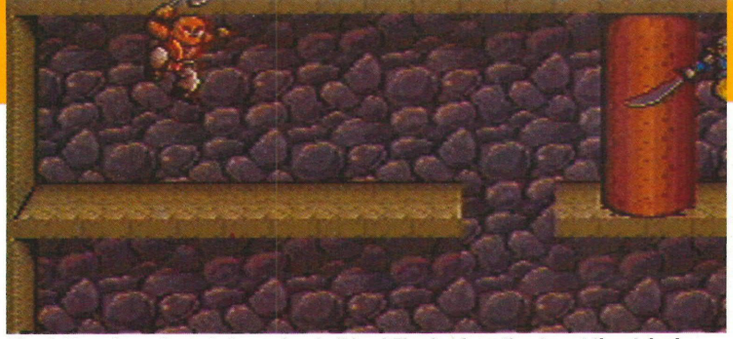
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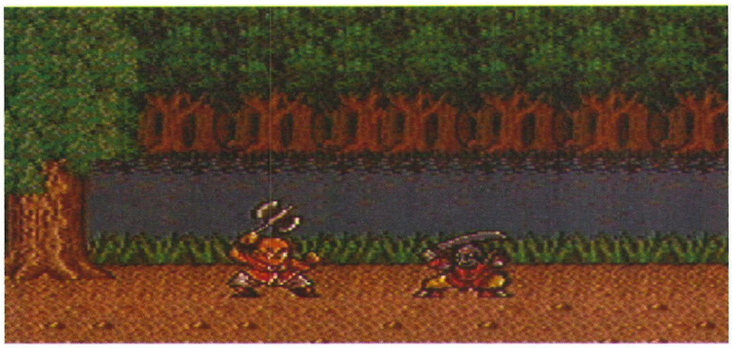
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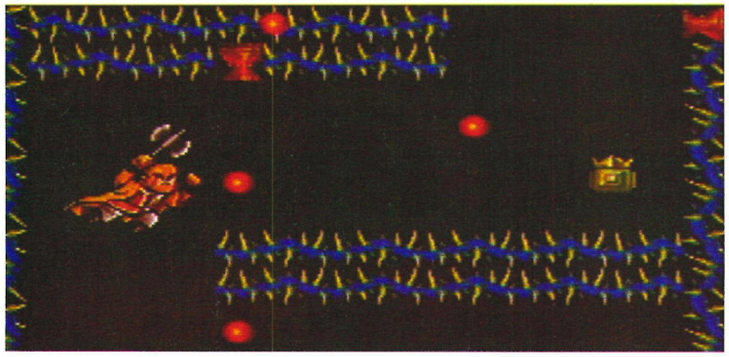
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Flamin' hopeless cheapskate cowboy builders! They've forgotten to put the stairs in.



Action hots up in the International Hairdressing Competition – DIY Section.



Look darling, the carpet's lovely and I know your mother loves it, but it just bit me.

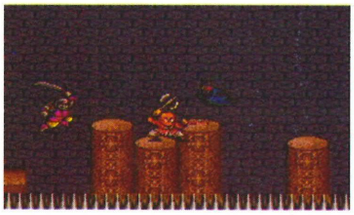
tiger road

PC ENGINE

Jeremy: What can you say about a game like *Tiger Road*? What can you say about a game that stars a little bald guy wielding assorted pointed objects at other guys who have rather long hair? I've come across some strange ideas for game scenarios, but a manic jealousy for a full head of hair is a new one on me. Why don't we just supply the hero with a toupee, and I'm sure his aggression level would drop off. I mean it worked for Paul Daniels. But let us ask ourselves, what is so bad about baldness? Nothing really. I mean you get to save a lot of money on shampoo, all you need is the occasional dash of Mr Sheen. But this, rather unfortunately, is of no consolation to the dude in *Tiger Road*. He sees fit to run, jump and kill everything that gets in his way. Searching for the all-elusive Acme hair-restoring cream, (*You're making this up. Ed.*) but only finding power-ups of assorted strength and usefulness. And that basically is what is going down in this platform adventure game, very much in the mould of classics such as *Legend Of Hero Tonma* and *PC Kid* but lacking the gameplay or challenge of either. Each level is made up of four sub levels and an end-of-level nasty, all standard fare, I hear you cry. And quite right you would be too. There is, however, a novel little touch at the end of each level, which would even make Paul Daniels lose his rag. (*That's no way to refer to a very expensive and virtually invisible gentleman's accessory. Ed.*) You are presented with a little man in a particularly smart dressing gown and fair splash of Jap text with 25 seconds to do something. And there's the rub. Unless you have G.C.S.E in Conversational Japanese you will find yourself, after the 25 seconds, firmly back at the very beginning of level one. Annoying? Yes a bit. So I would only go for this in a big way if you are either: a) fluent in Jap chat b) enjoy being really wound up or c) enjoy really short games.

Supplied by Axe Direct

So much for Ronco's handheld propeller.



OVERALL 60

Instructions: Japanese
Price: £20.00 **Publisher:** Victor



Muvarch, Czech for made-up name.

pro soccer

SUPER FAMICOM

Paul: Soccer is all about speed, excitement and skill, it's not about spending hours musing about the meaning of life and our purpose on this planet. So obviously you'd expect this to be a swift action-packed review, firing out quips and puns faster than a Kalashnikov on overdrive. Well bad luck, it's pipe and slippers time as Lakin prepares to mull over the meaning of the Soccer Sims, casts a glance at classics and wonders whatever happened to the guy out of the Housemartins who didn't become famous.

There seem to be two ways of converting soccer from a game of mud and studs into a game of sprites and pixels. Either the game concentrates on realism and comes jam packed with animation, eight million different moves and each player carrying his own distinctive haircut. Alternatively you can chuck realism out of the window and go for out and out speed. This was the approach favoured by *Kick Off* and it was clearly a popular one since *Kick Off* conquered just about every format known to man and deservedly so. It was fab.

Pro Soccer is *Kick Off* on the Super Famicom, or rather it's a sort of *Kick Off II* with a few other bits tagged on. A game as fast as *Kick Off* on the faster than the speed of light Famicom, an absolute winna surely? 'Fraid not. For starters the game is too fast so matches just become ridiculous. Likewise the perspective. This was always a bit dodgy in *Kick Off* – in *Pro Soccer* it's ridiculous. You get the impression you're playing with Subbuteo pieces on the hallowed Wembley turf. A swift run down the wing is more akin to an Olympic marathon than a sprint. The animation is not only too quick for its own good, it's also a bit silly. The pitches are a bit wobbly, causing symptoms akin to sea sickness. But seriously, the pitch moves while the players stand still. At times the players go backwards which is seriously spooky.

That said, there is a lot of *Kick Off*'s original class – good variety of teams, playing conditions and competitions but somehow it's not all there. It's as if *Kick Off* has been converted by having all its weaknesses emphasised and many of its good points toned down. Fun but disappointing, a bit like supporting Nottingham Forest.

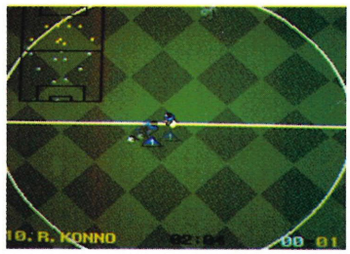
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OVERALL 51

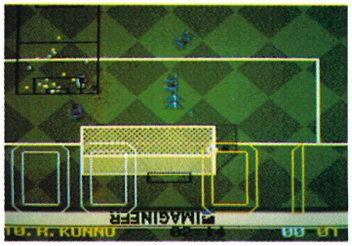
Instructions: English
Price: £34.99 **Publisher:** Imagineer



Foul? He's just admiring the carpet tiles.



Pitch sponsored by Deluxe Wallpaper Ltd.

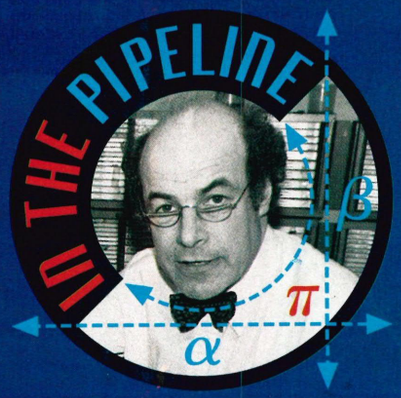


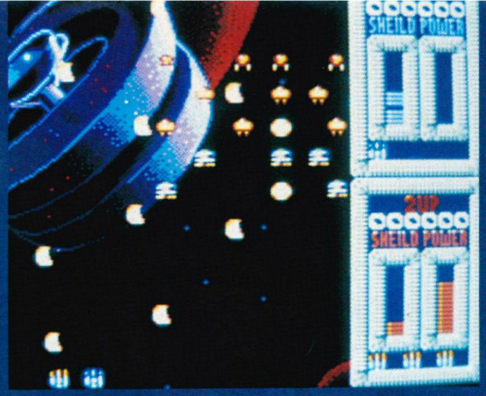
The goal, the target, the... (*Enough! Ed.*)

suppliers

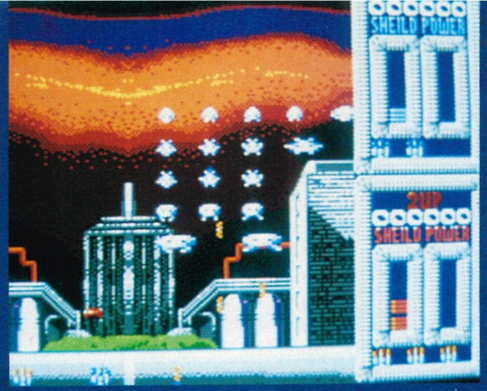
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Hmm, good to see that space age architecture is as rubbish as all the stuff down on earth.



The scenery looks new but the monsters look alarmingly familiar.

super sp

Paul Lakin is still owed 20p by a *Space Invaders* machine from seven years ago. When he heard Domark were developing *Super Space Invaders* he went to see if he could get his money back. Then he wondered why people think he's tight fisted.

Back in the days when Kylie and Dannii were still in the playpen fighting over who was most loved, *Space Invaders* was king of the arcades and Youth Clubs. Actually it was king, queen, prince, assorted courtiers and third peasant from left, 'cos there was precious little else out there.

Compared to the graphic world of today's games, *Space Invaders* was pretty... er... basic. Earth was being attacked by wave after wave of little green aliens and all that the combined scientific minds of the planet could muster against this great threat was a handful of things that looked like WWII mortars. Mind you, Earth seemed to consist simply of three pill boxes so probably no one thought it was worth saving.

Visually dull with straightforward gameplay, *Space Invaders* was fiendishly playable. Hypnotic even. Fab basically. People would kill to jump the queue beside the machines. There was kudos. You wanted to impress someone? You didn't waste your time showing them your dance skills, you just sidled up to the *Space Invaders* machine waited for the High Score to come up and then muttered: "See the name at the top? That's me that is." Mind you, it meant spending an evening pretending your name was Pzul La but then High Score tables have always been a nightmare.

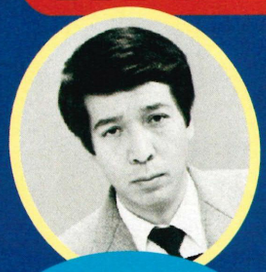
Fab though it was, *Space Invaders* got more than a little dated. It never completely disappeared. Rather like flares, people kept trying to bring it back. After *Space Invaders* there was *Super Space Invaders* (which wasn't very different) and then *Super Space Invaders 1991* (which was). It's this third game that Domark's non flare wearing Andy Taylor has converted onto the Master System. However since the arcade *Super Space Invaders* never made it onto the Master System and because they don't want to limit their sales to this year Domark have dropped the 1991. So *Super Space Invaders* is the name but *Super Space Invaders 1991* is the game. That's what's known as marketing.

so what's so super about it?

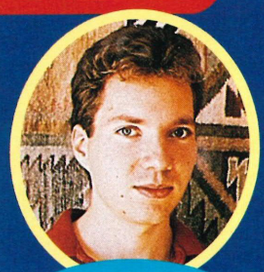
The first thing that grabs the innocent bystander's attention is the backgrounds. Let's face it, the backgrounds to *Space Invaders* were rather dull. In fact, they were so dull that they didn't really exist, except in a layer of blackness sort of way. They were the Russ Abbott of backgrounds, dull and very samey.

Not so on *Super Space Invaders*, here the backgrounds drip with colour and variety. One moment you might be in some crumbling city, the next out in space besides some hyper space station. It all depends on which planet you're on.

WANTED



This man has a lot to answer for. His name is Mr Toshihiro Nishikado. He's 47 years old and he invented *Space Invaders*.



This man deserves a knighthood. His name is Jordan Mechner and he created the original *Prince Of Persia*. He's also got very strange wallpaper.

which planet are you on?

You don't need to be Patrick Moore to know that there's more than one planet in the universe. So a highly developed army of aliens isn't only going to be interested in destroying this rotting lump of rock. After all, once they'd collected enough Esso Tokens to get a complete set of cut glass wine goblets, clocked a couple of Arnie films and had their photo taken by some hopeless passer by who put his thumb over the lens, there'd be precious little to do. Time to move on.

Moving on is exactly what you do in *Super Space Invaders* each planet represents a level and on the title screen the planets all form a tree. Now this might be a bit puzzling for those of you who thought that trees formed planets, but that'll teach you for taking things too literally. They are arranged with the easiest planets at the bottom leading onto the real toughy at the top. On the easy level you can planet hop your way to the top. On "Okay, so you think you're smart," advanced level you've got to complete all planets.

so is it dangerous?

Is calling Mike Tyson a big girl's blouse dangerous? Is jumping off tall buildings dangerous? Is visiting Taunton dangerous? *(No, not terribly. Ed.)* Well, *Super Space Invaders* is a lot more dangerous than any of that. Not only are

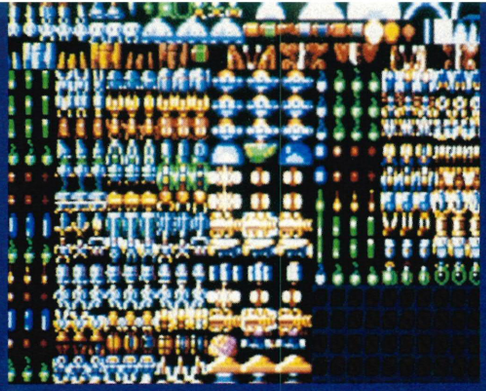


bovine bonus

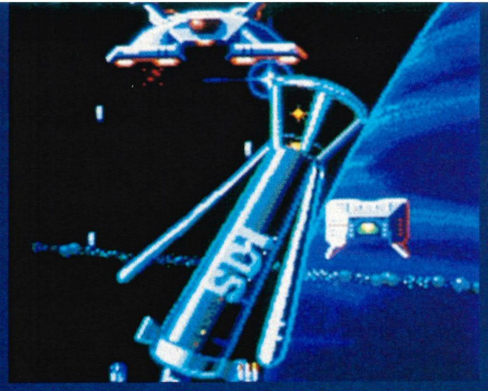
Ancient Japanese Joke: What makes more noise than a cow stuck up a tree? A whole field of cows being kidnapped by UFOs. Ha, ha, ha... alright so perhaps it loses something in translation, but if you don't see the funny side, you'll be wasting your time playing the bonus level of *Super Space Invaders* because it's all to do with extra terrestrial rustling. (Guy walks into the bar and says: "I'm looking for a man wearing a brown paper hat, a brown paper jacket and brown paper trousers. Have you seen him?" The barman says: "No. What'd he do?" "Rustle." (Sorry, couldn't resist it.)

The bonus level is all based on events in Arizona in the fifties when over a period of weeks farmers kept finding their cattle mutilated. There was no blood but vital organs had been removed and occasionally the animals had been flayed alive. The story went round that the animals were being beamed up by space craft and used in experiments (presumably 'cos they were the most intelligent beings in Arizona). Makes corn circles seem a bit noncey really doesn't it?

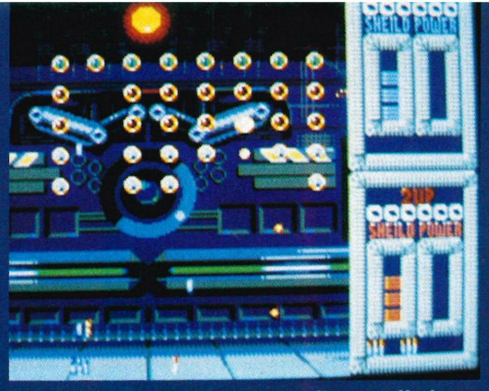
For some bizarre reason, the programmers of the *Super Space Invaders 1991* arcade game thought this would make an ideal scenario for a bonus level. So you have to guard a herd of cattle. Every now and then one will start wobbling. Not mad cow disease more 'about to be half inched by space craft disease'. You have to shoot the space craft down before it gets the cow or after (as long as you're careful). Strange lot the Japanese, they invented karaoke you know.



Blimey! A sort of space age service station. I'll have six of the things on top. (It's a sprite screen, plonker.)



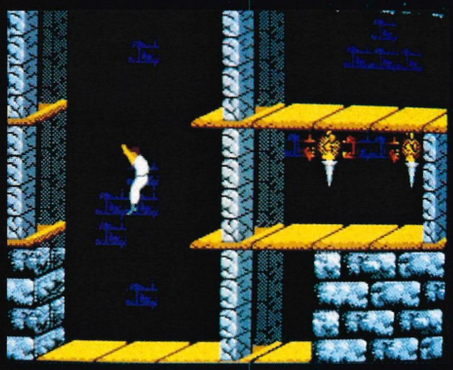
One small step for a man, one mighty big end-of-level nasty for a gamester.



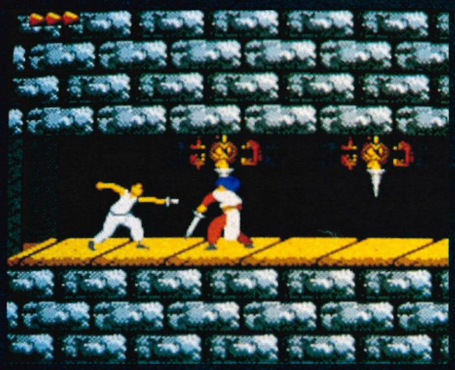
Say what you like but these guys aren't square. Ha, ha, ha. Oh never mind.

ace invaders

prince of persia



So much for the K-Tel Flying Shoes.



Lummocks, me sword's broken.

If *Space Invaders* is one of the all-time classics, then *Prince Of Persia* is rapidly becoming a legend in its own lunchtime. The game is basically an arcade adventure in which you have to find your way out of a dungeon in a set time. However, this is not a basic game. A combination of testing, imaginative puzzles, an Arabian Nights type storyline and some outstanding animation mean that the first appearance of this game was greeted with lots of 'oohs' and 'ahs' and a general rush to try and complete it. With all the graphics and animation it contains *Prince of Persia* might not strike you as an ideal Master System game but "Surprise, surprise," as our Cilla would say, it looks like being just that.

Jim Tripp has spent over five months converting the game, having to start virtually from scratch with just a copy of the game and some PC D-Paint screens. From this he's managed to recreate every frame of animation from the original. It shows too. Watching the game it was hard to remember that this was on the Master System. You can see for yourself the quality of the screens. You'll just have to take my word for the smoothness of the animation and the small touches such as the flickering torch light.

Since the screen is smaller on the Master System than on *Prince Of Persia's* original formats, some of the blank platforms have been cut, but apart from that the game's all there (though one animal has changed form, I'll leave you to find out which one). The joypad is also more suited to multi commands than the old joystick so control might even be improved. Due for release early next year, if you've never seen *Prince Of Persia* before you could be in for a treat!



Game Zone exclusively unearths late medieval book of sword-fighting tactics. (Plus some natty pyjamas.)

these aliens dropping things out of their bottoms at you and trying to land on you, they also don't play fair. In the good old days of *Space Invaders* it was a case of bang bang you're dead. Not now. Oh dear me no. More a case of bang bang, oh dear you've split in two and you're both attacking me. As if this wasn't enough, on the outer space levels you're likely to find yourself in the middle of an asteroid shower. You want more? Well, there *is* more. The swine don't always fly in straight lines. Oh no, they've got a bit clever over the years. They're all full of clever loops and circles *(So what's a loop if it's not a circle? Ed.)*

However, the real bind for the cowardly, china tea sipping, gamesplayer is the end-of-level nasty. Firstly, end-of-level nasties have no right turning up in *Space Invaders*. Secondly, end-of-level nasties on the Master System have no right being so big and deadly. Who's going to tell them, you or me?

don't panic

The aliens have been tooled up in *Super Space Invaders* to a level that their little green alien ancestors could only have dreamed about (in those brief moments when they weren't dreaming about other little green aliens doing extraordinary things with cooking oil and bicycle pumps). However don't think you've been forgotten about. You may still be controlling what looks like a WWII mortar but your armoury has also somewhat expanded. First though, the bad news. Remember those pill boxes you used to skulk behind in the original game, only peeping out for the odd, hopelessly innaccurate shot? Well they've gone. (I said don't panic.) You can collect shields as a bonus but they're a bit different. You can move them up the screen by shooing them and they blow up when they collide with aliens, which is something of a drawback for a shield, but there you go.

As well as noncey old mint tea infusion shields there are some nice, deadly weapons bonuses to pick up on the way. These all have nice beefy names like Hyper Laser, Buster Laser and Fire Flower *(Not so sure about the last one. Ed.)*You can also collect a time stop which, oddly, is in a butterfly shape. These extra doophers are won by shooting down the bonus ships that float across the top of the screen. Although they now give out bonuses not points you can still work out what they're going to release depending on the order. Just like old times really – only better. Which sums the whole game up rather nicely. E

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(remote-controlled ones that is)



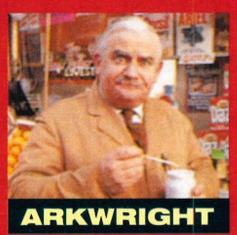
WIN!

so ferrari, so goodies!

Yes it's goodies time. That's not goodies in the opposite of baddies sense but the other kind. The kind which signals 'compo' in metre high stop-the-traffic lettering. The kind which means you rack your brains and we get an ear-bashing from the postie who has to lug the sackfuls of entries our way. With his corns and his lumbago, it's more than he can bear, poor love.

Ferrari. Although old meanie Arkwright would balk at the generosity, we are going to give them all to you. Ferr-ferr-ferr-ferr-far out!

Like *Hard Drivin'*, these sleek, red, meaner than mean machines can do 180° turns, career over raised bridges and make cows moo when they hit them – although we would positively dissuade you from trying this!

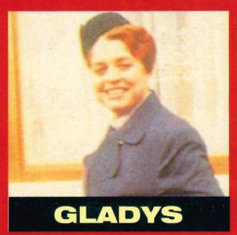


ARKWRIGHT









GLADYS

not micro-thermofibre long johns...

To cut a long intro short, Domark is giving away five fab prizes. That's *Domark*, creators of the sleek and speedy *Hard Drivin'*, not Damart creators of an extensive range of thermal undies as worn by Arkwright from *Open All Hours*.

as worn by Arkwright?!

Yes. Now stop interrupting. To mark the launch of *Hard Drivin'* for the Mega Drive, Domark has generously given us five remote-controlled models of Arkwright's favourite car, a Ferr-ferr-ferr-

which woolies?

As Arkwright knows a place where he can get thermal seconds cheaply, he is looking for a present to warm the cockles of Nurse Gladys Emmanuelle's heart (and other bits) on cold winter nights. Pictured above are three delectable items of clothing. Just tick the box on the coupon next to the item you think he would choose for her (if he didn't want a kick in the teeth that is).

I think the way to Nurse Gladys' heart is through item 1 ☐ 2 ☐ 3 ☐

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so how do I enter then?

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the rules

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* Entries received after 15 December 1991 will be used to insulate the *Game Zone* tortoise.
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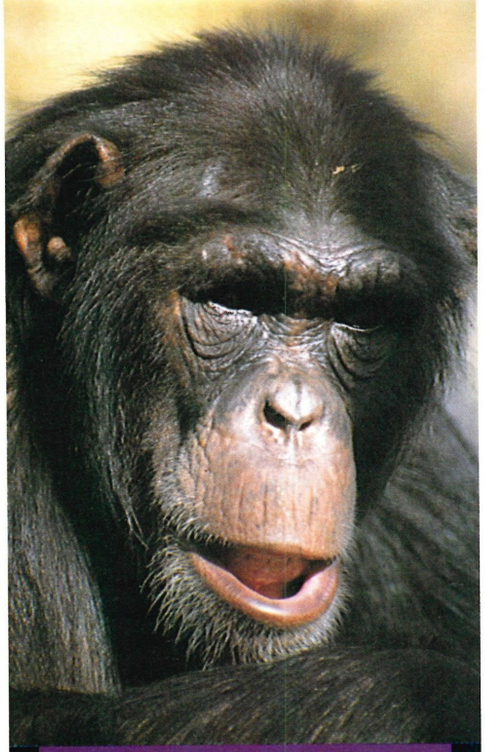
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PG tips

Gutted by *Golden Axe*? Fed up on *Final Fight*? Bored to the *Back Teeth* with smart-arse intros? Then luckily you've turned to PG Tips where the hints and tips are so hot they have to be handled with asbestos gloves. The man with the tips, the teapot and the slightly burnt hand is *Daniel 'Pembers' Pemberton*.

win £50* in cash!

*plus a packet of biscuits

Welcome fellow tea time tipsters to the second instalment of PG Tips. This month there's more hints and tips than... er... there were last month. All our tips are compiled over a tips tea break, but we can't do all the work ourselves or work on an empty stomach, so we need you to send us all your tips, cheats, maps, complete solutions and signed photos of Ulrika Johnson.

Anything we print will receive a much sought after "I'm a PG Tipster" badge, examples of which have changed hands for as much as 65p. And there's more! Each month the reader who sends us the best tip will win a cool £50 in crisp, only slightly used and not at all forged fivers. Better still, you'll also get a packet of the Tea Break Biscuit Of The Month. So what are you waiting for? Send your maps, biscuits etc to:

Don't Call Me Darjeeling
Game Zone
14 Rathbone Place
London
W1P 1DE

NB This month's biscuit of the month is The Fig Roll.



People who go bang in the night. Unfortunately they leave a nasty stain on the carpet. Shake 'N' Vac anyone?

technocop

Jonathan Page has a neat line in Rich Teas and an even neater scheme for restoring all your energy while you're in a building. Pause the game then hit C ten times, A five times, B twice and A ten times. Now unpause the game. A full bar of energy is now yours. That's fine in *Technocop*. Here in Castle Rathbone we find taking the stairs one at a time has a similar effect.

burai fighterdeluxe

Here are yet another bunch of level codes supplied by **Clare Jones**, a girl who knows on which side her Chocolate Hob Nob is coated.

EAGLE: Stage 2 HGKM; Stage 3 CPFG; Stage 4 JJCM; Stage 5 DKLF.
ACE: Stage 2 GBHL; Stage 3 MHCB; Stage 4 CDMN; Stage 5 KDPG.
ALBATROSS: Stage 2 HGNC; Stage 3 BMHB; Stage 4 DGBF; Stage 5 JGJH.
ULTIMATE: Stage 2 LMCJ; Stage 3 CCHL Stage 4 HFKP; Stage 5 BNGN.

strider

Here's a deceptively easy cheat sent in by **Jonathon Page**. Apparently pressing START when the GAME OVER message appears will give you a continue. Wow!

super volleyball

You want some level codes? Well thanks to **John Jo O'Driscoll** you've got 'em. These codes are for the USA team: v. China HLXLA, v. Japan RLVLK, v. Italy RMXRU, v. France RUFOR, v. Holland RSAAV, v. Brazil RQVA2, v. Russia RP.VE.

final fight

To enter the options screen press LEFT and START on the title screen. Thanks to **Paul Bush** for that one.

klax

Richard Sparks tells us that pressing UP, SELECT, I and II at any time will give you nine credits!!

final blow

This boxing game has been 'sorted' by **Alex Pink** who reckons that if you press START on the player selection screen, change the joypad, stick it in Part 2 and press START again you'll get a music test! He also thinks that the game sounds a 'bit pervy'. Can't think what he means.

pg tips

stormlord

To advance to the next level pause the game and press C, B, B, B, A, A, A, A, C, C, A, A, A, A. You should now be on the next level. Alternatively if you want extra lives pause and press A, A, A, A, C, C, B, B, B, C and A. It should automatically unpause and you'll have your extra lives. **Thomas 'Piles' Holden** sent us that one.

nintendo world cup

I get my kicks out of football games. Ho, Ho. Anyway here's some level codes that are a lot better than that joke. Replace the Xs with the team number.*

CODES: 2nd match 103XX, 3rd match 307XX, 4th match 015XX, 5th match 220XX, 6th match 721XX, 7th match 115XX, 8th match 424XX, 9th match 626XX, 10th match 602XX, Semi final 223XX, Final 128XX.

eg. the 3rd match with Holland as your side would be 30701.

TEAMS: USA 00, HOLLAND 01, JAPAN 02, FRANCE 03, CAMEROON 04, RUSSIA 05, MEXICO 06, ENGLAND 07, SPAIN 08, BRAZIL 09, W. GERMANY 10, ARGENTINA 11, ITALY 12.

*Thanks to **Daniel Boulby** for all these codes and for the rather battered packet of Custard Creams.

columns

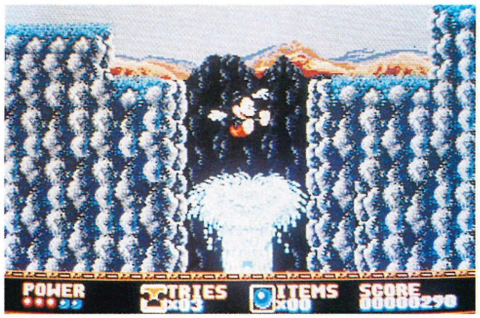
Go to Flash Mode and select a height of 9. Choose your difficulty level and start the level. Now purposely end the game. When the Flash Demo breaks the Flash Back, it'll display a different ending. They change depending on what difficulty level you're on but they're all crap. I've had more fun watching repeats of *Little And Large*. Bit of a hopeless tip that so I'm not even going to give **Barry Marsh** a name check.

dynamite duke

Press START on the title screen for the START/OPTION mode to appear. Now press C ten times and START to enter the option screen. You'll now be able to choose from ten continues, tons of lives and a level select. **Ben Speed**'s the one to thank for that.

mercenary force

Paul Bush says that pressing UP, SELECT, A and B all together on the opening title screen will let you start with £50,000! The only other way to get that kind of money is to have a very friendly bank manager.



Mickey Mouse ehh? The most famous ears in the world.

mickey mouse (the castle of illusion)

On the title screen hold down A, B, C and then press START. You should now have turned into a ghost Mickey who can travel through walls, enemies and even fly. SPOOKY! **Alex Pink**, once more, was the sender of that tip.

battlebull

Here's a cheat for infinite lives. Bull! It's in fact the last level code supplied by **Owen Greenwood**.
Level 48: 4F**

phelios

To get an extra six continues press C, A, B, A, C, A, B, A on the chapter 1 screen.

solar jetman

Here are some passwords which will give you varied amounts of dosh.
CODE: DDDDDDDDDDDD 111111
GGGGGGGGGGGG 222222
HHHHHHHHHHHH 333333
KKKKKKKKKKKK 444444
LLLLLLLLLLLLL 555555
MMMMMMMMMMM 666666
NNNNNNNNNNN 777777
PPPPPPPPPPP 888888
QQQQQQQQQQQ 999999

lock 'n' chase

Another **Paul Bush** tip here. Pressing A, A, B, B, A, B, B on the title screen will let you start on level 7-1!

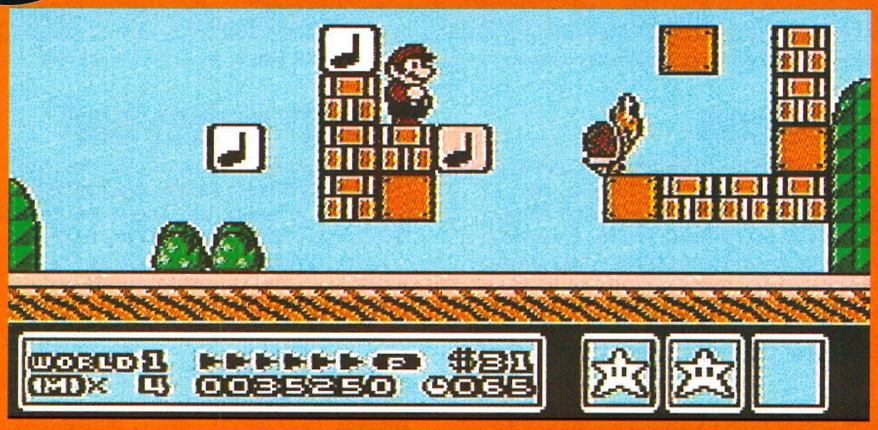
twin cobra

Here's a whole load of cheats supplied by **John Jo O'Driscoll** for this helicopter shoot 'em up.

X-tra continues. Go to the Green title screen and press A for an extra credit!! Unfortunately there's only a limit of 14! Loads 'o' bombs. Press PAUSE during play and then press UP, DOWN, LEFT, RIGHT and hold down B while unpausing to restore your supply of 'smart' bombs.

Watch the ending. On the green title screen press UP, DOWN, RIGHT, LEFT, A, B, C and START to watch the rather fab ending.

£50 CHEAT super mario bros 3



I wonder if they teach general heroics at the Bradford School of Plumbing? Maybe they just do U-bends.

Here's a totally fab cheat for this totally fab game. I use the term cheat lightly as it's more of a warp. Anyway, to warp from worlds 2 to 7, then from 7 to 8 you'll need two flutes and here's how to get them!

To get the first one you'll need your tail. The flute is in the small castle. Before you go through the door to the boss, knock out the skeleton turtle. Now go to the end (don't go through the door) and run to the left. When the meter goes to P fly directly up and you'll eventually appear on another floor. Now keep going right until you can go no further. Press UP and you'll receive your magic flute.

To find the next one go to the white rectangular block on world 1-5. Jump onto it and press DOWN until you fall through. Go to the right – but don't hit or kill anything. When you get to the end run into the wall and you'll be given your second flute.

Once you've got them both, use the first flute at the beginning of world 2. After you've been warped to world 7 use the second flute. You should now be in world 8. With a bit of practice you can finish the game in under five mins.

Andrew Hill should be pretty happy as he's just won himself £50 in cash for this fab tip. You too could become rich quite easily by writing with your tips to the usual address.

tv sports football

Here are some totally fabaroony wet-your-pants cheats for this totally fabaroony etc. which have been supplied by **Pete Smith**. Anyway, firstly select EXHIBITION then choose your opponents. Now press SELECT and II to enter a password screen. Now type in one of the following codes: NB Some of these will appear invisible. *(How can something appear invisible Pemberton you fool? Ed.)*

ULTIMATEWIZ – Starts you off with a 28 point lead.
SUPERHANDS – A 15 catch rating for all your players is now yours.
SUPERSTRENGTH – As above but applies to strength.
SUPERSPEED – Oooh, this is a tricky one isn't it?
SUPERAGILITY – So's this one.
GOLDIELOCK – You can no longer throw interceptions and none of your passes will be blocked.
CORNBREAD – Makes the opposition crap at holding on to the ball.
THE COOKER – Gives you an untackleable full-back!
THE WASHING MACHINE – All the team change into a bunch of washerwomen.

Once the password is entered you'll go back to the team select. Just press SELECT and II to re-enter the password screen.

super mario world

How many programmers does it take to change a light bulb? None. Nintendo won't let them! Ha ha. That joke's got nothing to do with this chart though so let's move on. *(Yes, let's. Ed.)* If you know where the Ghost House is in world five you're in luck – but if you don't... Go to the right of it and finish the level. Now restart the level, collect the invincibility star and all the 7-UPs. Press START and SELECT just before you get to the hammer run. Now restart the level and do it over again... and again... until you get as many lives as you want (or get bored and fall asleep).

metal gear

For all the weapons you could lay your hands on, type in the following code: 5XZ1C GZZZG UOOOU VYRZZ NTOZ3.

psychic world

Want to start the game at any stage? Of course you do. Yes you *do*. Hold down LEFT and UP and press START to reveal the menu. That's what **Binu Mohan** says and who are we to argue?



Otherwise known as the Uri Geller simulator.



Tense, nervous headache? Bonk certainly has one. Poor guy, he is gonna have one hell of a hangover when he awakes.

bonk's adventure

Knocking out any underwater turtle in level 3-5 will give you an extra life. It's possible to have 20 bonks in about three minutes! A feat which scientists thought was impossible! **Clare Jones** is the one to thank for that!

sword of sodan

Alex Pink (yet again) has sent in a warp trick for this average beat 'em up. If you drink four Etherium potions at the same time you'll warp to the next level.

king of the zoo

According to **Neil Critchley**, holding down LEFT then pressing and holding B and the A on the character select screen will make a number appear in the lower right hand corner. Pushing UP and DOWN will change this number – which is your round.

blue lightning

Are you a loonie??? Then maybe this loonie bonus is up your street! On level four, the canyon run (codeword 'BELL') do not fire for 30 seconds. Now when you finish the stage you'll get a loonie bonus!! Thanks to **Alan Freud** for that.

powerball

To get the sound test, pick China on the league continue screen. Enter KWGEN as the password and press START to enter the test. Thanks to **Owen Greenwood** for that cheat.

gaiares

If you shoot out your TOZ unit six times before capturing an enemy ship you'll have the T-blaster. You can now 'kick their arses' as General Stormin' Norman would say. Talking of him, there's three things I don't like about him – his chins!

bravoman

Play until you get 10,000 points, then kill yourself. Don't continue then on the title screen press UP, RIGHT, DOWN, LEFT, II, SELECT, II, SELECT. You'll now have infinite continues.

nemesis

Well strike a light, it's our old mate **Binu Mohan**. He's a man who knows what tipsters want. They don't want sound tests or graphics packages. They want large and extremely deadly weapons. Pausing Nemesis and pressing UP, UP, DOWN, DOWN, LEFT, RIGHT, B, A, B, A gets just that – a very large gun that splats every alien on screen.

boxy boy

Alex Pink turns up as often as that slightly stale digestive in the bottom of the tin. This time he's got a level select. Using the code MICKY lets you play any stage.

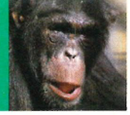
warbirds

Want to watch some graphics while waiting for the kettle to boil? **Jonathan Rosenbaum** recommends pressing PAUSE at the moment when you die and the screen is bordered by red roses. *(Poppies surely? Ed.)* Using button B allows you to skip into the seats of any of the enemy planes folllowing you at the time. You can then use the cross pad to scroll around the scenery and have a look at the other planes in detail. So death does have its compensations.

valis III

To enter the stage select press and keep down UP, A, B, C, and START. When you reach the black transition screen release all the buttons at the same time. Press START and 'SELECT MAP 000' should appear. There's also a picture select mode which is activated by pressing and holding A, C, UP and LEFT on the title screen and pressing START.

p.73



technocop

key

The bit that tells you wot the blobs and things are about.



Lift: Save on your footwear by using these 20th century icons.



Door: Ideal locations for practising your best 'Knock Knock' jokes.



Out of order lift: Like most 20th century icons this one's bust.

B **Baddy:**. Shoot first, fabricate the evidence later.

G **Goody:** Your chum, friend, amiga, ami (That's enough.Ed.).

H **Hanging granny:** Well it makes a change from a Hanging Garden.

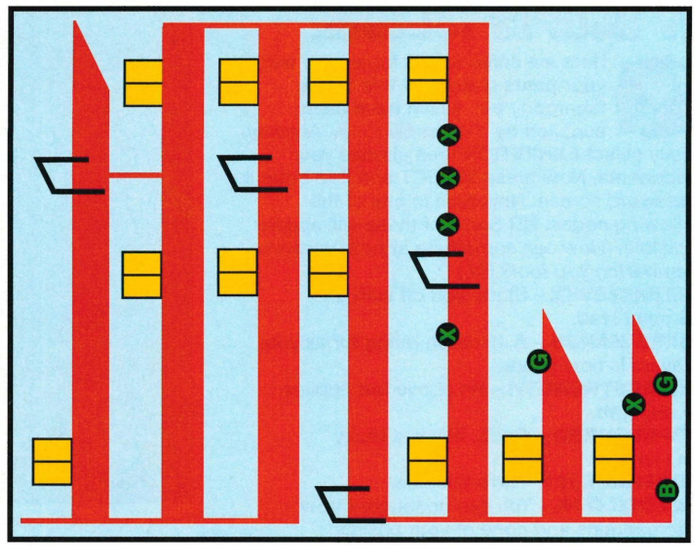
S **Stereo:** Essential rapping sounds on hot 'n' heavy Radio 3. (Eh? Ed.)

T **TV:** Even hard as nails TechnoCops need to keep up with *Home And Away*.

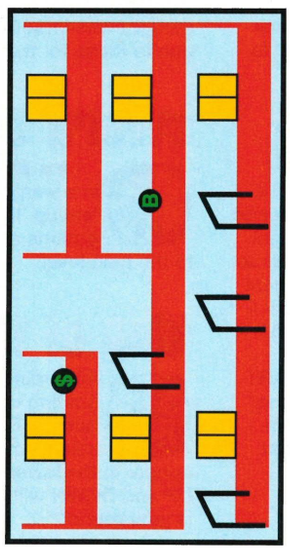
X **TNT:** Who cares what it means, everyone knows what it does.

$ **Dosh:** Moolah lying all over the shop. Someone's been careless.

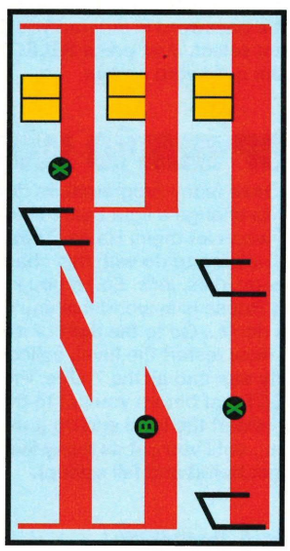
level 5



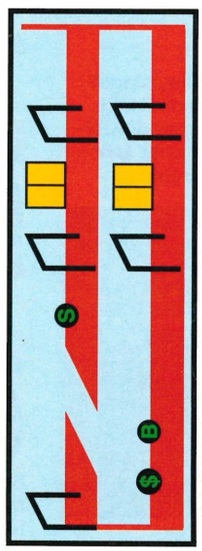
level 3



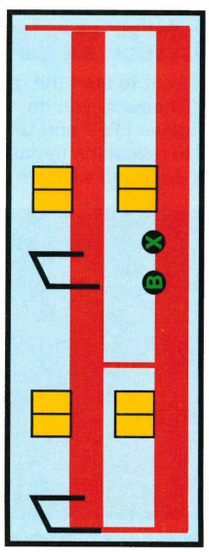
level 4



level 1

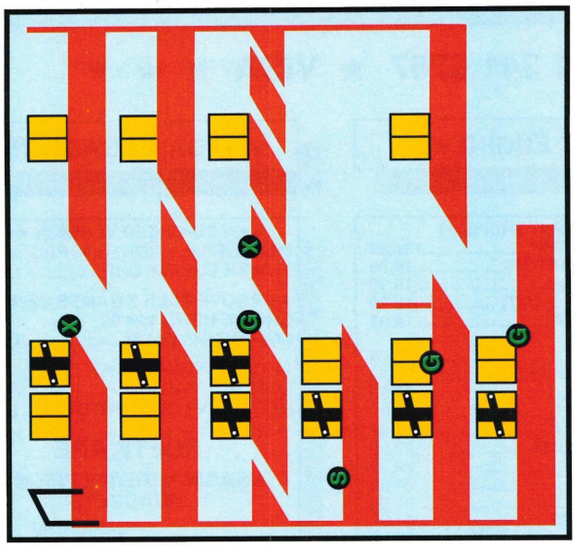


level 2

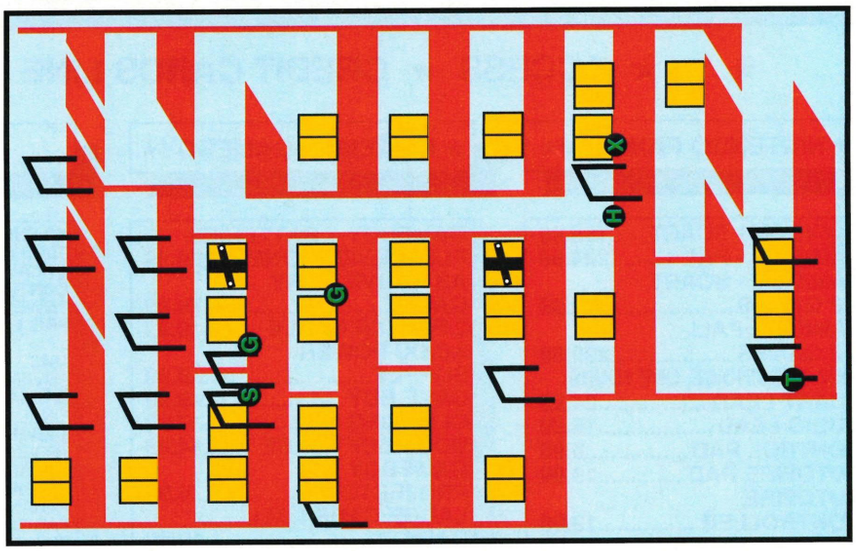


Tooled up with a .95 AutoMag, which has the same effect on people as being caught between two lovesick rhinos, a TechnoCop might seem to have all the help he needs. However there's little point in having a state of the art firearm unless you can find someone to shoot. Enter *Game Zone* and a map to all the levels of this extremely violent shoot 'em up. Each map shows you the route to follow and the useful items you'll find along the way. It's all a bit like being a tourist really. Except you kill people.

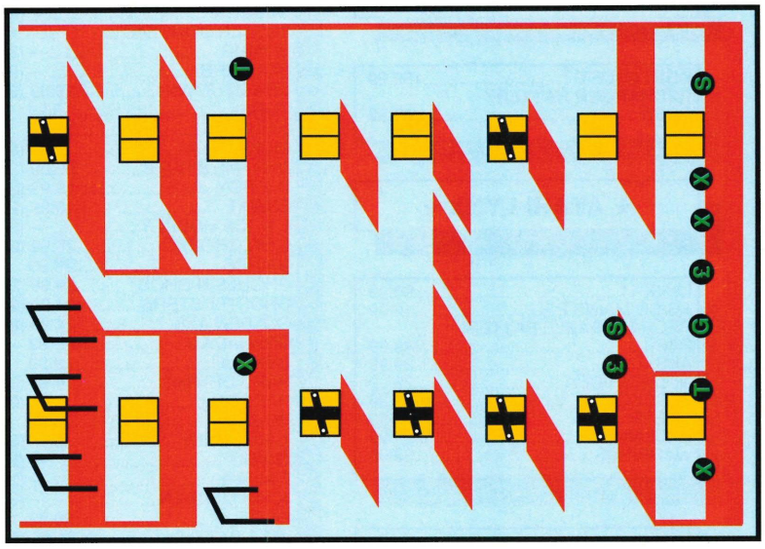
level 10



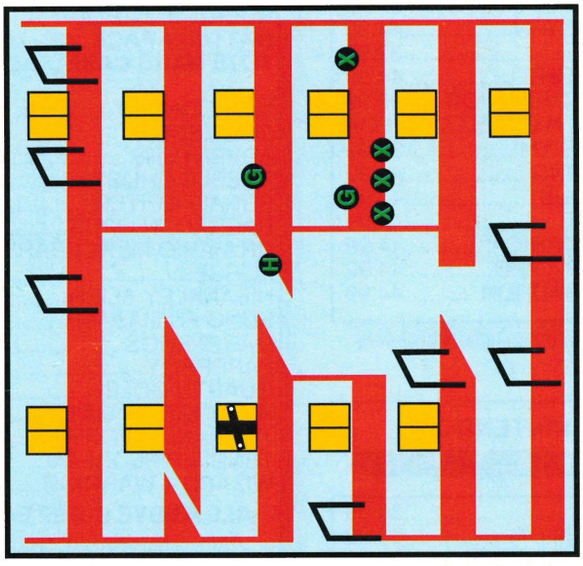
level 11



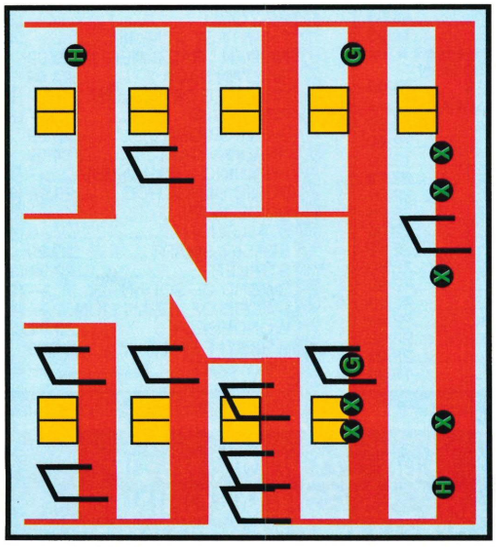
level 8



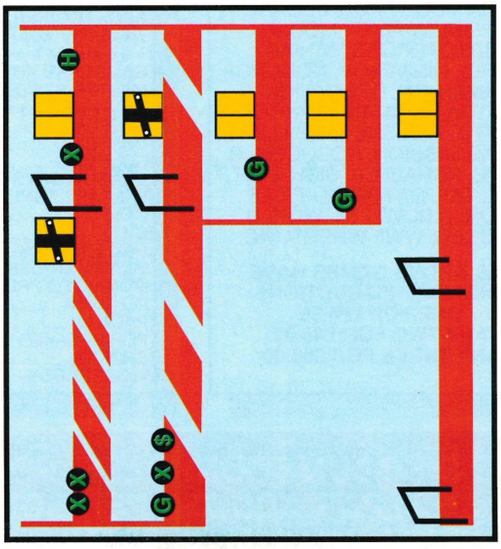
level 9



level 6



level 7





Highway code. Forget mirror signal manoeuvre. If it moves shoot it.

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Who is Zendocon? And why are his gates so special?

gates of zendocon

If you want to come face to face with Zendocon then you could do worse than take **Binu Mohan**'s tip and enter your password as ZETA.

shinobi

On the title screen, hold down SELECT and I for a rather funky sound test.

legend of zelda

Entering your name as ZELDA will let you start on the second quest. Bit obvious really.

buster douglas knockout boxing

Dah! My name's Rocky. R..O..C..K..Y. I like to ... erm... Helloo, my name's Rocky... Er, do you wanna sound test for this er... game? Okay den, pwess START on controller 2 on the game mode screen. You now got it! Good eh? Wow! My name's Rocky...

gauntlet II

If you're stuck on a level, stay still for about 100 life points and all the walls will turn to exits. **Clare Jones** was the provider of that amazingly obvious tip.

space harrier

If you enter MD.. (remember the dots) on the high score table you'll enter a sound test. Thanks to **Jimmy May** for that one.

marvel land

Wow! Marvel at the shandiness of this cheat! After setting the difficulty level to normal, entering TRIDENT on the password screen will stick you at the end of the game!!

gargoyle's quest

If for some peculiar reason you want to start this game at the end then DYN9–QTWW is the code for you. The ever present **Binu Mohan** provided that herbal infusion amongst tips.

gradius III

Are you a lazy China tea sipper who can't even be bothered to choose your own weapons? Yes? Well then, this is for you. Enter XYXYXY on the weapon edit screen for the computer to choose for you!!

spy vs spy

Running around is a bit tiring isn't it? Well if you just wait by the door to the airport the black spy will eventually turn up with all the stuff. Deck him, nick all the stuff and escape!!

bomberman

Over to **Colm Walsh** for these passwords to that neat puzzle game *Bomberman*. Take it away Colm.

2-1: UCBZVPEU, **2-4:** UBCZTEVV, **2-8:** RXYHITHH, **3-1:** UWKKOVST, **3-4:** MCHNJMCP, **3-8:** UCCHGPEP, **4-1:** MXUCNNUH, **4-4:** MCHNQPRT, **4-8:** RUWAIWNU, **5-1:** UCBHLHPU, **5-4:** RUHIVGSEY, **5-8:** MWECWVTS, **6-1:** RBBCJEVE, **6-4:** MKHAMQVH, **6-8:** UOOZNSTZ, **7-1:** UOOZMITA, **7-4:** RCKBJNEV, **7-8:** RBFBHNVG, **8-1:** UCEOTHNU, **8-4:** MORAPBNP, **8-8:** UXAFSOKH.

lakers vs celtics nba playoffs

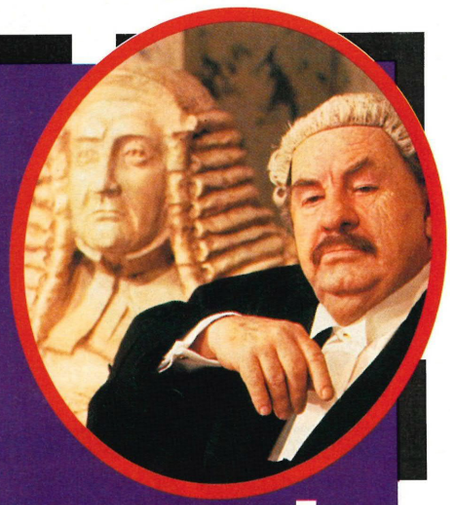
To start off with a three game level enter LGQ HJK (it's the fourth game between Celtics and the Spurs). If you wanna start off on game 1 of the playoffs though, enter T# 6 CGK. Thanks to **Clare Page** for that invaluable snippet of information.

shadow dancer

Not firing any shurikens on the bonus games will give you a 7-UP!!



Come Dancing **was never like this. Where's Angela?**



console counsel

Hello luvvies, it's me again, your caring problem sharing Console Counsellor. If you've got any problems, frustrations or embarrassing games hang-ups then write to me. I might not be able to help, but I'll certainly do my best to humiliate you in front of your friends.

Go on, be brave. Put pen to paper and write to *Console Counsel, Game Zone,* 14 Rathbone Place, London, W1P 1DE. A problem shared is a problem laughed about behind your back.

Dear Console Counsel

I've got a terrible problem. I'm in love with a beautiful girl who doesn't love me back. Her name is Cleopatra and she's in Electronic Arts' game *Centurion*. I have no trouble defeating her army but this doesn't seem to impress her and she always ignores me when I try to talk to her. I cry myself to sleep every night. Please help me.

Yours in despair, Ian Malone, Baslow, Derby

Oh dear Ian, girls are a problem aren't they? Especially when they're rulers of large portions of North Africa. There's no easy solution of course but here's something you might try. Don't invade Egypt until you've become a Consul or Pro Consul. Invade with a Consular Army at full strength (and under your command). When Cleopatra turns up for a chat don't be too hasty. No kissing on a first date. In the options section choose Friendly, Friendly, then Offer Alliance. If this is accepted then fix a low tribute. This should get you to Cleo's bedroom. Then Warm, Gentle, Approach should get your dream-girl. But ask yourself Ian, is she really worth all that blood and carnage?

Whoops! Er... last month's Console Counsel was **not** written by Phillip Hodson, nor did we intend to give that impression. Soz.

kill ZONE

a is for arcades – a gameplayer's heaven

c is for coin ops – er... there's usually more than seven

d is for *David Wilson* who went to give 'em a play

e is for Electrocoin – our host for the day

f is for funds – which are sure to go.

(*What happened to B? Reader's Voice.*) Beggered if I know.



WWF wrestlefest

How come wrestling is so popular at the moment? I mean considering only about ten people seem to have Sky TV. Anyway, whatever the explanation, WWF wrestling is all over the shop – not least all over our own lovable consoles so the people with the unlikely monickers of Mr Perfect, Hulk Hogan etc must be quids in (or should that be dollars?). Anyway, as a consequence Data East has been spot-on in producing this coin-op just when it did. *Wrestlefest* gives you ginormous, hairless, musclebound hunks throwing each other around, and indeed out of, the ring. With different throws, rope jumps, knee drops and strangleholds at your disposal, your large cartoony sprite is in his element as he stomps about er... stomping on people. There are different styles of bouts. to choose from including a tag match where you have to tag your ringside colleague to get him to take a turn in the ring. Not a bad title if wrestling is your thang, and a definite arcade money spinner, I'll wager.

● **Publisher:** Data East

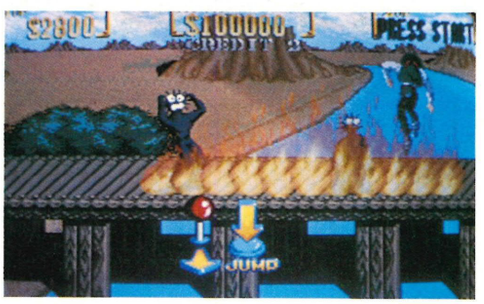
SCORE

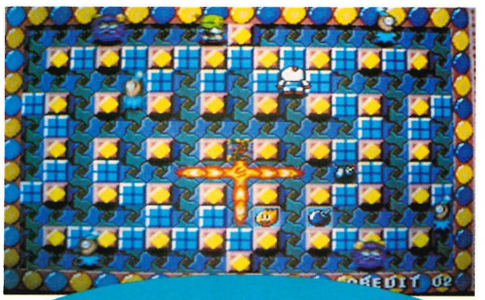
sunset riders

Konami seem to be getting bang into producing coin-ops which mix traditional genres with mad cartoon touches. First there was *Cycle Warriors*, a scroll into the screen rolling road motorcycle beat 'em up which, after a guy had been duffed up suddenly featured larger than life *Tom And Jerry*-style caricatures of people screaming in pain. Now there's *Sunset Riders* and it's on the skill side of wicked. Take a horizontally scrolling cowboy shoot 'em up then add crazy cartoon touches eg. your character's face when he picks up the lighted dynamite and an on screen prompt advising you to throw it back el pronto. In another part I spied a rake lying on the floor. Thinking I might be able to pick it up to use as a weapon I merrily strolled over. What happened? I stood on the rake and the handle bounced up and smacked me in the face in best Harold Lloyd style! Hey!? Power-ups can be humourous too. By standing in the right place in front of a door on level one, my character (Steve the bounty hunter by the way) opened the door and appeared inside in the steamy embrace of some bar floozy. His reward (apart from a large smackeroonie) is a double shot sheriff shield power-up. Whatever you think of these touches, *Sunset Riders* is a top notch shoot 'em up in its own right. With baddies appearing on the street, in first floor windows etcetera and bullets and dynamite flying, the action comes thick and fast. You'll also have to watch out for stampeding cattle, burning docks and the like. It's rootin' tootin' gun totingly top hole actually.

● **Publisher:** Konami

SCORE





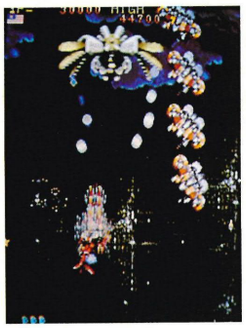
dynablaster

Lummox! If there aren't some rather skill slotties in the arcade this month, and no mistake (missus). This newie from Irem is fab, but it's also a bit of a cheat. You see I've seen it somewhere before. Yup, it's exactly the same as NEC's *Bomber Man* which I recently saw on the Turbo Grafx (or PC Engine if you prefer). Someone will probably get sued. Anyway, whatever the rights and wrongs of the case, *Dynablaster* (and *Bomberman*) is a little firecracker. You play this little cute geezer in the middle of a maze populated by similarly cute but also rather deadly nasties. The way you clear the screen/level/maze is to lay a bomb on the ground then leg it around a corner. The bomb will explode shooting flame in a straight line down the vertical and horizontal allies adjoining it. Anything merrily strolling down aforementioned alley (and yes, that includes you) gets fried! Blasting baddies leaves bonus pick-ups like fruit and the like (the like being speedy roller skates by the way – helpful for a quick getaway). *Dynablaster* is cute and maddeningly addictive and will soon have you entangled in more and more complex mazes with rougher and tougher meanies. It could also help you end up spending more cash than the national debt of Brazil. You have been warned.

● **Publisher:** Irem

SCORE

thunder dragon



Ho hum. Just when I thought I was in arcade heaven, another run-of-the-mill vertically scrolling shooter appeared. Yep, just like *Ashura Blaster* and the plethora of other games of this ilk, you advance up screen in a helicopter, blasting squillions upon twillions of bad things. There's enemy choppers, flying saucery things whose designer seems to have had a crustacean fetish, and sort of Transformer-style robots. The firepower comes thick and fast as you scoop up the power-up cylinders that tumble down screen. Rapid fire, multiple shot, fanned shots and barrages of rockets can be strapped onto your whirleybird, and you're also packing a super bomb blast thingy too. This one chopper seems to have enough firepower to rival the post defence cut arsenals of the US and USSR combined. Awesome. Er... except it also seems to make the game too easy as with rapid fire button tapping you can swamp the whole screen in your bullets. Then, just when you thought it was safe to see how the chap next to you is making out on *Sunset Riders*, a huge mutha of an end-of-level meanie appears with a similar screen filling capacity. Absolutely nothing new on offer here, but fans of this type of genre won't be disappointed if they fancy a bit of 'more of the same'.

● **Publisher:** Tecmo

SCORE

king of dragons



What a sword and sorcery smasheroonie we have here and no mistake. It's *Dungeons and Dragons* goes 3D with more than a passing resemblance to Sega's *Golden Axe* – why there's even a geezer who runs on occasionally with a sack over his shoulder. Unfortunately, unlike the dwarf-kicking episode in *Golden Axe*, you've got to shoot this unfortunate with arrows or bash him with your sword to make him drop bags of gold and the like. In true *D&D* style from the outset you choose to be one of five classes of characters. There's a warrior, an elf, a wizard, a cleric and a dwarf, so there's plenty of choice even if you opt for a three-player game. As you enter the screen you'll see flocks of birdies, rabbits and chickens fleeing the oncoming evil! It won't be long before you encounter orcs, goblins and all kinds of mythical and mystical bad guys. Fortunately your path is strewn with loads of treasure chests which, with a quick sword swipe, or equivalent will open to reveal gold, gems or power-ups. The power-ups appear as floating bubbles with a little symbol inside to help you identify them. Give these a swipe and you'll unleash the super weapon inside. Theres a meteor, lightning bolts, fire balls and even a rather mad spell that turns all your enemies on screen into frogs! Crickey.

Furthermore each level has a neat fantasy world setting including forests, ruined castles and caverns. Complete a level and you'll see yourself progress on the world map, before being given the choice of changing character type. Well, variety may add spice to life, but should you opt for the same character you'll actually become more powerful – the equivalent of gaining a character level in *D&D*. *King Of Dragons* (and wait until you see the size of the dragon sprite!) is my current king of coin ops.



● **Publisher:** Capcom

SCORE

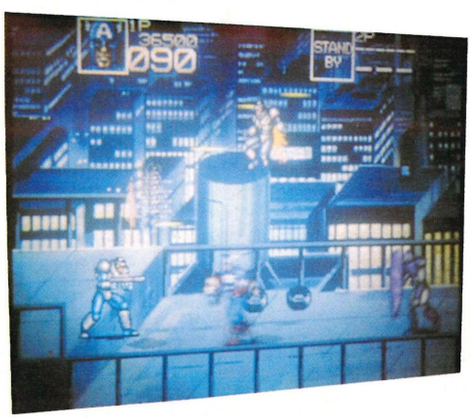


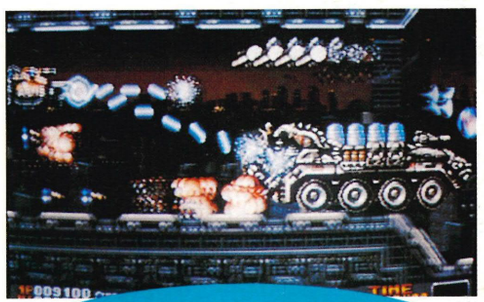
captain america and the avengers

Old fogeys out there could probably get all excited about this title, thinking it'll afford them an opportunity to see the lovely Emma Peel romping round in her leather catsuit. In fact it's nothing to do with Purdey and Steed, but in fact Marvel's comic heroes of the same name and of course Captain America. Up to four players can participate by taking the role of the various Avengers characters in the battle against the evil Red Skull and his superhero and robot hordes. In the Electrocoin arcade this title was slotted into the sit-down big screen multiplayer cabinet (formerly home to Taito's *Euro Football Champ*). This made it especially enjoyable with the booming stereo sounds removing the wax from your earholes! A variety of moves are available for your chosen superhero and should you choose a single player game other characters will pop up occasionally to offer you their assistance. Well, they'll give you power-ups or loan you a flying scooter thing, but I notice their reluctance to dirty their knuckles – cheers mates! I greatly enjoyed playing this title, having always had a soft spot for that geezer in the stars and stripes leotard. On the bad side it seems to be ludicrously easy, but then again this gives you good value for money and lets you see tons of graphics including rather impressive giant end-of-level sprites.

● **Publisher:** Taito

SCORE





cosmic cop

Look. You know those vertically scrolling blast 'em ups I'm always whingeing on about? Well, guess what? This isn't one of them. What it is though is basically the same formula given the viewed from the side horizontally scrolling treatment. You get to pilot a future space age helicopter that looks about as aerodynamic as Bruce Forsythe's hairpiece. ("Sacré Bleu! C'est un already seen." Voix d'un lecteur français.) It's mindless space blasting all the way as you fly this airborne spud across the landscape frying all and sundry with your wicked lasers. Step your firepower up with pick-ups and you'll find yourself packing something meaty like a laser that locks onto bad guys. Yowser! Actually, *Cosmic Cop* is a rather disappointing and uninspiring number from the Irem stable. Pull yourself together Irem, you can do a darn sight better than this.

● **Publisher:** Irem

SCORE

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WIN!

win a pair of rollerblades!
plus helmet and pads!

it's monstrous



He's mean, he's nasty, he hangs out on blasted heaths and in dripping caverns and he wears the most unattractive pair of blue knickers imaginable. No, it's not Jeremy Beadle, but Beast, star of Tecmagik's soon to be released biggie, *Shadow Of The Beast*.

In this fab Master System game, you get to play a creature with twisted torso, tombstone teeth and haircut from hell, out to wreak revenge on his father's killers. Battling your way through 11 levels of **monstrous mayhem,** and armed with nowt more than your fists, you must grapple against all kinds of ghouls until you reach the mega nasty who killed your dad. To make sure of reaching him, pick up the extra energy potions and power-ups that have been left around as you go.

power prizes

One power-up you *won't* be able to pick up in ***Beast*** will be a speedy pair of rollerblades. Instead of giving Beast a nippy turn of speed, Tecmagik has kindly decided to donate a pair to the winner of this compo.

Yep, one lucky winner will be able to grab themselves a pair of the meanest set of **rollerblades** this side of their local Ford motor dealer. The blades are a cross between ice skates and roller skates. Slip them on and you'll soon be zipping along the pavements like a cross between Christopher Dean and Rambo. Just in case you turn out to be more of a cross between Norman Wisdom and Eddie the Eagle we've thrown in a **helmet, knee** and **elbow pads** too.

but how do you win?

It's easy, provided you take note of the following instructions. All you have to do is take a look at the four monstrous mug shots above. Though as you'll see of course, one of them isn't really very monstrous at all. What we need you to do is tell us which one of the four probably wouldn't win a place in the Chamber of Horrors. Then ring **0898 299 266** and tell us the letter that corresponds to that person. Oh, and don't forget to tell us your name and address before you go. Then and only then can you hang up.

telephone tips

1. **Watch out.To avoid getting a horrendous phone bill at the end of the month (calls cost 36p per minute cheap rate and 48p per minute at all other times) make sure you get permission from the head monster of the household before you dial.**
2. **Try and dial the right number. If someone comes on the end of the line telling you about the movements of their isobars and thermal fronts, hang up and try again.**
3. **Speak up, don't be shy! Make sure you give your name and address clearly, so we'll know where to send your prize if you win.**

rules

- **Any employees of Dennis Publishing or Tecmagik caught trying to enter this competition will be monstrously punished.**
- **Get your entries phoned in before Tuesday 10 December or you'll be in 'grave' trouble.**
- **The Ed's decision is final. Anyone caught arguing can expect the silver bullet treatment.**

0898 299 266

ZONE 7

Oh God. Oh Jesus, no. You're kidding. You have to be kidding. Eeeeeaaagh yiiiaaagh.

My old English teacher once gave me a week's detention when she caught me reading *Watchmen*, instead of Jane Austen in her class. (Old bag.) She said comics would rot my mind. I showed her when I passed my exams. And comics are beginning to show *their* critics with an increasing cult following and circulation. Comics have come of age. They're not comics any more, they're 'graphic novels'. Plots include conspiracy theories and the collapse of society - comics are serious stuff. Heads up for the 90s, the age of the graphic.

The crime is life. The sentence is death.

Not even super-heroes are immune to changes in fashion (to say nothing of changes in military hardware). Let's face it, Superman has about as much in common with Judge Dredd as Chesney Hawks has with Axl Rose. Can't really see them going out for a quiet drink together, can you?

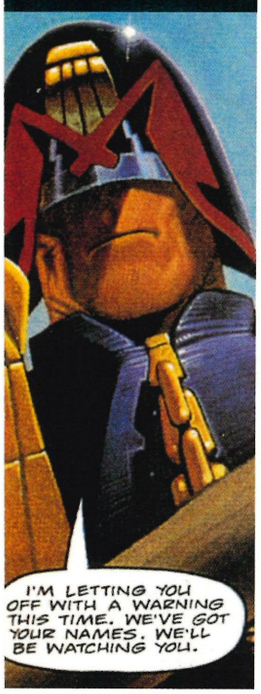
Here is a quick look at the way the cuddly hero of yesteryear compares with his heavy mutha, meths-swilling descendant.



Here we have a fine specimen of a 1950s super hero.

1: Note the jawline you could hang glide off.
2: He adores his country.
3: He always but *always* wears clean underwear, usually with a picture of either George Bush or the Queen Mother splayed across his naughty bits.
4: He is in NO doubt that he is in the right.
5: He is always kind to children and dumb animals, in fact he would have been a vegetarian if someone had invented it then.
6: He loves his mum.
7: He holds dangerous right-wing views.

wake up,



watchmen

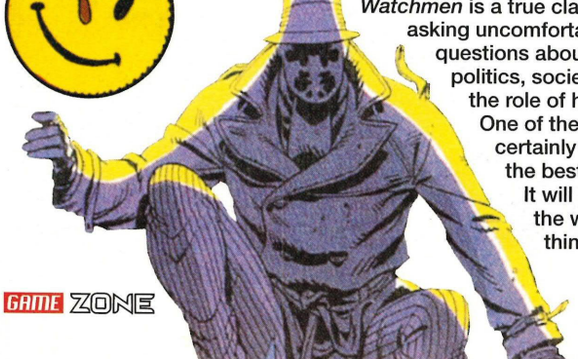
by Alan Moore and Dave Gibbons
DC Comics

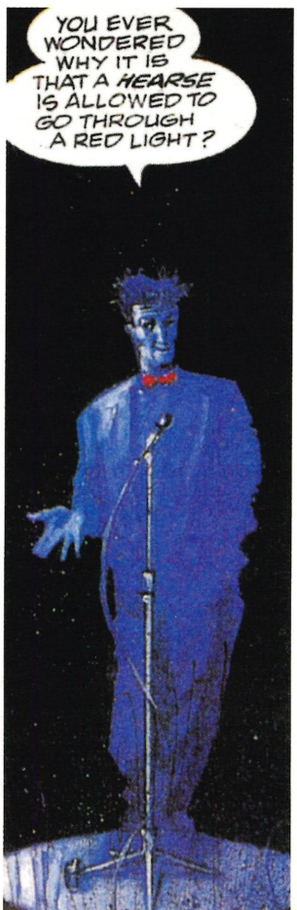
Who watches the Watchmen?



It's 1985 and the world teeters on the edge of WWIII. (As far as I know the world didn't end in 1985. Perhaps it did and we're all dead but just haven't stopped moving yet.) The Minutemen have been disbanded for over a decade when all of a sudden they start dropping like flies. Or more accurately like dead super heros, which is exactly what they are. Rorschach, a psycho behind a latex mask steps in to save the day. But does he? *Watchmen* is a true classic, asking uncomfortable questions about politics, society and the role of heroes. One of the first and certainly one of the best. Buy it. It will change the way you think.



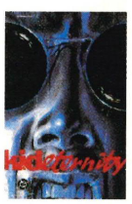




kid eternity

by Grant Morrison and Duncan Fegrado
DC Comics

Yeah. Death's a funny thing.



At *Game Zone* we often spend our leisure time either helping the less fortunate in sponsored community singing events or discussing great works of literature. Often I will lean over and say to Paul or Duncan: "I say chaps don't you think the second book of Dante's *Divine Comedies* is particularly moving?"

To which they usually reply: "Piss off you pretentious git, we're playing *Death Splat 2*."

Kid Eternity is based on Dante's lightweight piece (so these Philistines with whom I share an office wouldn't understand a word of it!). A stand-up comic dies in a car crash and journeys through his own personal hell in order to regain life. Full of sick humour and stunning art work, *Kid Eternity* is highly readable. Great stuff if you think someone slipping on a banana is funny, especially if they then fall onto an upturned rake. Ha, ha, splat.



This is the superhero for the 90s, except he prefers to be called a vigilante.

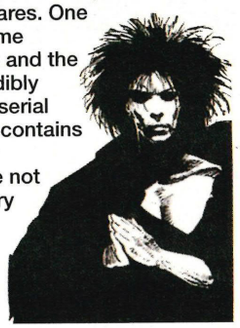
1: He rarely shaves on account of some very unpleasant skin diseases.
2: He doesn't wear any underwear and only has his naughty bits splayed across his naughty bits.
3: He is disillusioned with his country, his role in society and life in general.
4: He sulks and is not invited to that many parties.
5: He hates children and the only animals he likes are the ones you find between a bread roll covered in onions and tomato sauce.
6: His mum disowned him long ago.
7: He holds dangerous right-wing views.

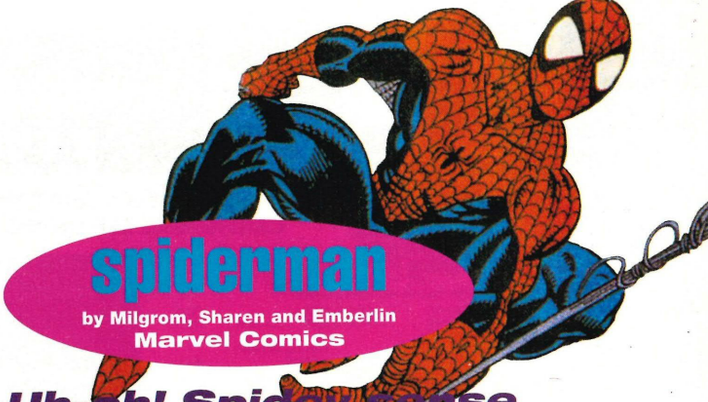
the sandman
the doll's house
by Gaiman, Drinberg and Jones
DC Comics

Welcome to your worst nightmare.



You spend a third of your life asleep. A third of your life *dreaming*. Not unlike Freddie in *Nightmare On Elm Street*, the Sandman rules the Dreamworld where he makes your nightmares. One day some escape and the carnage begins. Incredibly violent, especially the serial killer nightmare which contains some pretty graphic unpleasantness. We're not talking letting his library book get a few days overdue here. Violent, sexy and like all the best nightmares, unforgettable.





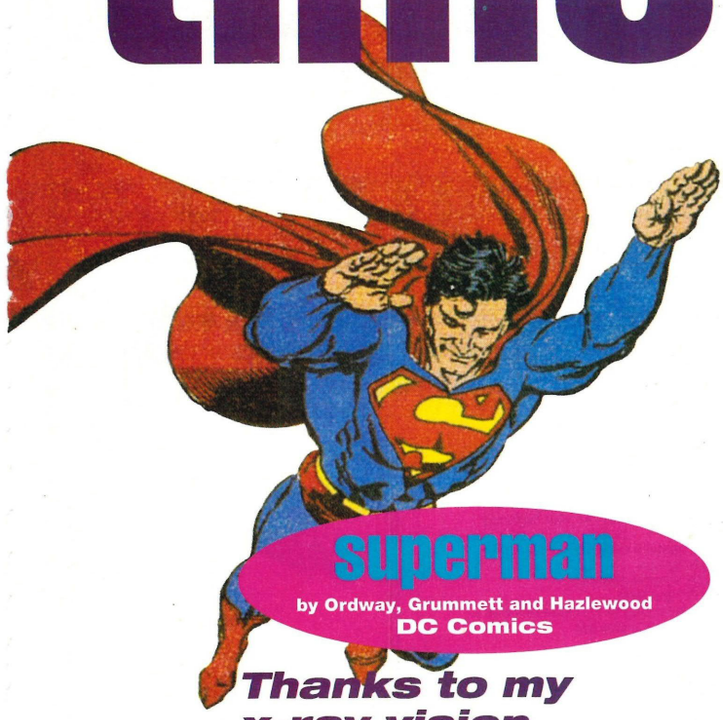
spiderman
by Milgrom, Sharen and Emberlin
Marvel Comics

Uh-oh! Spidey sense is tingling like crazy.



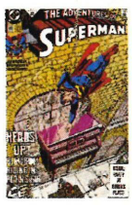
After being bitten by a radioactive spider, Peter Parker takes on the eight legged creepy crawly's abilities. (Good job he wasn't bitten by a radioactive blue whale, cos then he would have a wanger six feet long.) These spidey-like tricks make him a wow at parties – I mean, it's not everyone who can climb up the walls (a six foot wanger would probably have made him quite popular too). Ultimately he feels he should put his new found abilities to better use and concentrates his energies on making the world a safer place. Both the art work and the plot of *Spiderman*, although better than those in the *Man of Steel*, look rather dated and twee. Back in the 60s I'm sure both plot and art work for the likes of *Spiderman* looked ominous enough. Maybe it's a sign of the times that it now it looks about as brooding as a Littlewoods catalogue.

time to die



superman
by Ordway, Grummett and Hazlewood
DC Comics

Thanks to my x-ray vision...



All of American popular culture can be summed up in the figure of Superman. Everything the USA stands for and believes in can be represented by a guy who flies around with his knickers outside his mum's old bathing suit. Says it all really doesn't it?

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We are too good to you, but it's in our nature as we are just such sweet beings. We are offering you the chance to win over £100 worth of comics. All you have to do is answer a laughably simple question.

all you have to do is...

This article is called 'Wake up,time to die,' which happens to be a quote from a really rather brill film. Just tell us which film it comes from. And because we are *soooo* nice we are even going to give you a choice of films.

did 'Wake up, time to die,' come from:

a - BAMBI
b - BACK TO THE FUTURE
c - BLADERUNNER

Send you answer on a postcard or sealed envelope to: GALLOPING COMPOS, BATS! *GAME ZONE*, 14 RATHBONE PLACE, LONDON W1P1DE.

Thanks to Dick Jude at Forbidden Planet, New Oxford Street, London, for supplying all the comics for both compo and review. Yer a dude, Jude.

RULES
- Employees of Dennis Publishing or any operative superheroes will be terminated if they enter.
- Entries received after 31 December 1991 will be torn into strips and placed in the loo.
- The Ed's decision is finality itself. Sleep soft.

VISA

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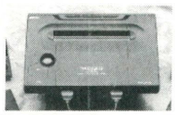
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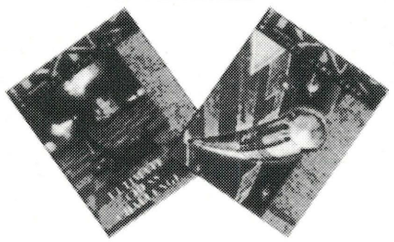
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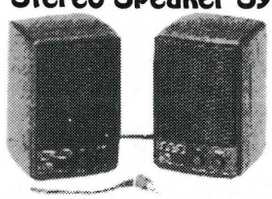


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geez!



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tight fit

This is all a bit tragic. I bought a copy of the brilliant *Sonic The Hedgehog* for the Mega Drive the other day. At least I assume it's brilliant because that's what all the mags say, but I've still not played the wretched thing. When I got the game home I found that the instructions were in Japanese. No problem I thought, who reads the instructions anyway? I was right too. I didn't need the instructions 'cos the flaming game didn't fit in the machine anyway. Great!

I bought the game from a supposedly reputable software shop and it was in with a load of other legit games. It didn't say anywhere that it was an import, pirate or anything like that. So apart from setting off a small explosive device in the shop, what should I do?

Jane Marlowe, Brixton, London.

● Don't ever let anyone tell you that size is not important 'cos that's what seems to be at the root of your problem. American cartridges won't fit into English machines unless you break off the side of the slot in the machine or unscrew the game cartridge and just plug in the card. However doing either of these things could knacker the machine or game and will certainly muck up your guarantee. Besides, this is a waste of time if the cartridge is Japanese since it still won't work. You'll need a convertor costing about £20 (though you can often get them cheaper). If in doubt stick to official UK releases. A shop that supplied you with an import without making this clear should refund your money or else get their botty smacked (setting off a small explosive device is probably going a little too far). Ed.

Salt Water? Not only does Julian Lennon look like his dad, he's even started cribbing his dad's songs to have hits with. Who is the Walrus?

Trent Coolidge, Cricceith, North Wales.

● Dunc is the Walrus and don't you forget it. Ed.

war zone

Alright smart arses, so you reckon you know your stuff. Well *Warbirds* on the Lynx was a WWI game not a WWII like what you said. It's easy to tell 'cos the planes have all got two wings. Don't you lot remember the Bader Theorem Of Air Combat (2w = WWI, 1w = WWII where w = wings)? Honestly I don't know what they teach in the schools these days but it's obviously not the basics of aerial combat.

B. Harris, Duxford, Cambs.

● Ah, but what about the WWII Faery Swordfish eh? That had two wings, while the Eindekker in the First World War only had one. Besides we didn't say *Warbirds* was a WWII game – it was flight supremo Paul Gascoigne. Honest guv. Ed.

partridge family

Instead of printing pictures of those strange looking weirdos the Cartridge Family, why can't you print a huge picture of the completely huggable Partridge Family especially David Cassidy who is a lot creamier than Jason, Chesney or any of the other so-called stars of today. Who can forget classics like *Breaking Up Is Hard To Do* and *Daydreamer*? In fact, why don't you get the Partridge Family to write your reviews?

Alice Bates, Bideford, Devon.

● If we let the Partridge Family write reviews we might have to let the Cartridge Family make records and that just doesn't bear thinking about. Ed.



crap letter corner

Each month we give away a fab GX4000 console to the writer of the most outstandingly bad letter.

It's an outrage. I saw an ad for *Game Zone* in *Sky* magazine and after making snide remarks about train spotters it had the following sentence. "*Game Zone*, definitely not for train spotters." Well, I'm a train spotter and so's my brother and we both like *Game Zone*. Or we did until we saw that advert. Why has everyone got it in for train spotters? It's really interesting, especially when you see a train in one city that you've seen before somewhere else. For instance, I was in Cardiff a couple of months ago and I saw a diesel locomotive that I'd clocked in Lancaster in 1988.

As well as trains, I'm interested in signals and signal boxes. People don't realise the range of signals there are on the modern railway, a mix of moderns and old classics. Loads of people do train spotting and it's really sociable. The rest of you should leave us alone and choose another target for your cheap jokes.

Peter Higgins, York, Yorks.

● Lots of people do time for breaking and entering too but that doesn't make it fun or interesting. Besides, I'm a bit worried about your talk of 'classic' railway signals. Presumably these are the old crap ones that don't work. Ed.

mr angry

I am disgusted. Last month I sent you a cheque for £50 in response to the offer in your magazine. I was guaranteed delivery within twenty-one days and yet here I am, almost two months later, still without my goods. I have verified with my bank that my cheque has been cashed. I have always been an enthusiastic reader of your magazine, however if I don't receive my handcuffs, leather bodice and black plastic codpiece (with metal ring) within 14 days I shall be cancelling my subscription and will start reading *Leather Vixen* instead.
Justice Algernon Blythe QC OBE, Banbury, Oxon.

Did you see the last episode of Dallas? No, nor did I. *A. L. Turner, Liverpool.*
● **It's finished? No-one told me! Ed.**

● **Oh dear I think you've got the wrong address. I wouldn't worry though, my chainmail underpants took three months to arrive. Ed.**

unlikely limerick

There was a young man called Wag,
Who decided to buy a games mag,
So he bought a *Game Zone*,
And took it straight home,
And now he walks round the house dressed in drag.
Wayne Entwistle, Hessle, Humberside.

● **Poetic? No. Contrived? Yes. Libellous? Very probably. Ed.**

ode? oh dear

I went to buy my console,
When wrapped I took it home,
I'd ordered lots of fab games,
From shops and by the phone.

Carefully scanning instructions
I plugged into the mains,
Then grabbed a friend and a joypad
And prepared for mega games.

I stared, I checked my glasses,
But nothing could be seen.
I hit and banged the console
And screamed out words obscene.
Then I saw my error, oh silly silly me
I'd got the games and console, but forgotten the tv.
John Keats, Edinburgh, Scotland.

● **Judging by the number of lines and the rhyming couplet at the end John, I think this was meant to be a sonnet. However it falls down on two counts. Firstly it doesn't really scan and secondly it isn't any good. Ed.**

first past the post

Just thought I'd drop you a line with my (all important) comments about your new magazine. Brill. Rather very good really. Well, the best yet actually. Spiffing. Keep it up, etc. etc.

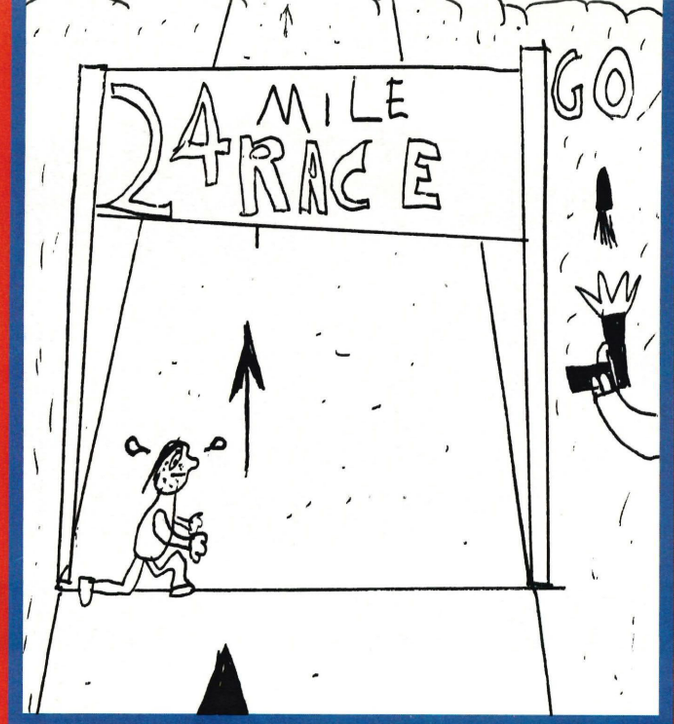
Subscription on the way. Oh incidentally, passion fruit, of course. 'Nuff said. Toodle pip.
Angela Newnes, Chelsea, London.

● **Er... will you marry me? Ed.**

licences don't thrill

I'm getting really worried by some new games on the console. Every game now is based on a film, an arcade game or an old game from another computer. Where are all the original games? Consoles are worth more than copies of old games, however good. Please, please don't let the console market go the same way as the computer market churning out drossy games of the film.
Steve Church, Basildon, Essex.

● **Licences are licences to print money and remakes save on grey matter. It's tempting isn't it? Still, if the original product sells then it'll hopefully stick around. Money talks (and talks and talks). Boring isn't it? Ed.**



doodles

This month's cartoonist is Steven Hall from Harleston in Norfolk. He'll be receiving a fab prize as will the first person to write in and explain the joke to us. All budding Gary Larsons should send their Doodles to the Geez address.

kev's kool kode

Treading that dangerous line between style and utterly crap is Kool Kev, a man for whom a pair of 18 inch flares holds no terror. Each month this King Of The Seriously Kool offers advice to any readers who don't know the difference between a Hi-Tec or a Reebok and agonise over when their laces should be undone.



Dear Kev,
My sister's a complete nightmare. She spends all her time listening to crappy Guns And Roses music and has got a big picture of Axl Rose on her bedroom wall. This is more than a little embarrassing 'cos all my friends laugh at me. What's worse is for my birthday she's bought me a huge signet ring. I don't want to wear it but she'll murder me if I don't. Being beaten up by your sister is even more embarrassing than wearing signet rings. Or is it? Help me.
Richard Norman, Bradford, W. Yorks.

Well Richard, you're in a right old pickle and no mistake. There's no denying that signet rings (especially of the skull and crossbone variety) are to fashion what *Little And Large* are to comedy. Don't fret though, there is a solution to your woes. The first essential is to stop turning it round and round your finger. I know you only do it cos you're embarrassed, but it attracts attention to your problem. Secondly, fix a small stick (say a broken match) and a tiny bulb (preferably flashing) to your ring with a couple of wires dangling from the ring to finish off the effect. You now tell your friends that the ring is a remote console/record deck/whatever you like controller. Gosh, they'll be impressed.

In the long term you've got to do something about your sister. I'd suggest striding confidently up to her and saying: "Axl Rose may have five tattoos and a pierced nipple but his real name is William 'Bill' Bailey and that makes him a nonce in anyone's book." This should do the trick. Even your sister wouldn't want a picture of a man called William Bailey on her wall.

Send all your style nightmares to Kev's Kool Kode at the usual *Game Zone* address and remember, it's Kool To Be Kev.

YOU BETTER DIG FAST IF YOU'RE GOING TO LAST!

Official Nintendo Seal of Quality

DIGGER T. ROCK



Nintendo ENTERTAINMENT SYSTEM

MB

NOW AVAILABLE

BATTLE YOUR WAY THROUGH TIME

TIME LORD



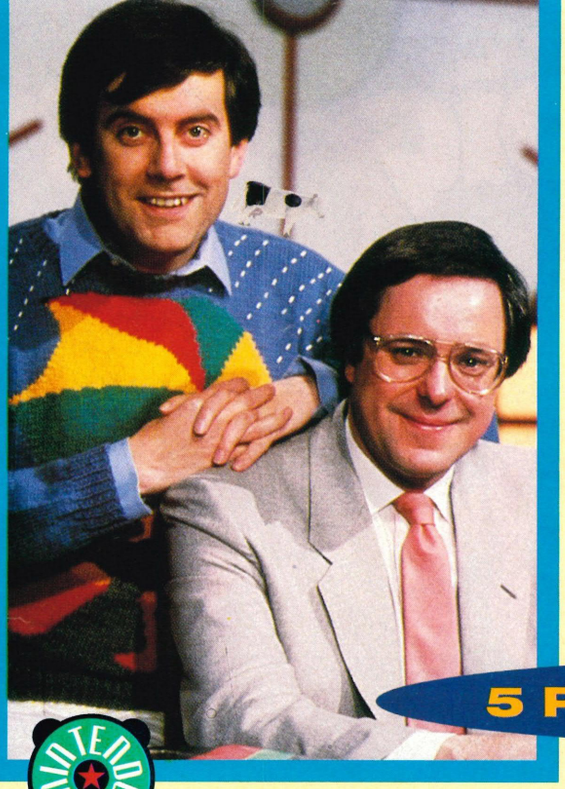
DEADLY DINOSAURS



BEASTLY BOULDERS



MAD MOSQUITOES



console countdown

5 PAGE PULL-OUT GAME GUIDE!

If you think a back catalogue is a mail order company specialising in replacement vertebrae then you're in the wrong part of the magazine (you're also probably on the wrong planet). However if you have little interest in vertebrae, but lots of catching up to do on games you've missed you're in the right place. In the next few pages are listings of pretty much every game currently available (except those we've forgotten). The list doesn't attempt to cover every import, though it does have a quick breeze through a few PC Engine, Turbo Express and Super Famicom games.

For each game we've listed the title, publisher and price. There's also a brief summary of the game and a Zone rating. Now 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 putting the sugar on your corn flakes.

the scores

- ✪✪✪✪✪ Essential buy
- ✪✪✪✪ Well worth a blast
- ✪✪✪ Mediocre
- ✪✪ Seriously dodgy
- ✪ About as exciting as Arsenal

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

MEGA ZONE

MASTER SYSTEM

NEW ENTRY Ace of Aces
Sega / £29.99 ● Oh dear, oh dear, oh dear. I've seen some tat in my time. For example the Sinclair C5, Color Me Badd, plastic dog do, but I think *Ace of Aces* must take the Golden Turd Award for True Awfulness.
✪

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, 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
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. Addictive.
✪✪✪✪

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.
✪✪✪✪

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.
✪✪✪✪

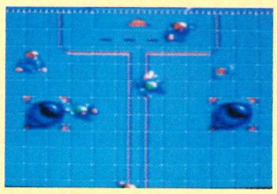
MEGA ZONE

NEW ENTRY Populous
Tecmagik / £34.99 ● Ever fancied wearing a rather natty beard and wings, floating around on a cloud all day meddling in the affairs of mortal men? With *Populous* you get to meddle to your heart's content, (although you have to supply your own wings and beard!). A near legendary game which has been on more formats than I have had hot dinners. I must say, it shapes up rather well on the humble Master System. You get 5000 worlds to potter around in where you can generally act in a Godly manner. A superior game and a superior conversion. All rather swish. Can we look forward to *Populous* on the Game Boy?



Dynamite Duke
Sega / £34.99 ● Above average shoot-everything-that-moves game. High quality graphics and sound, but this is only for you if you don't want to have to think about what you are doing.
✪✪✪✪

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!
✪✪✪✪✪



Speedball (Master System)

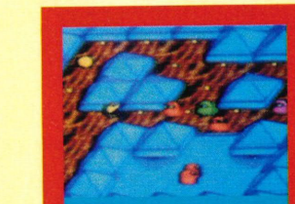
Gauntlet
US Gold / £29.99 ● Faithful conversion which retains all the playability of the original. Two player mode brings the game to life. Still a good buy despite its age.
✪✪✪

Indiana Jones And The Last Crusade
US Gold / £29.99 ● A standard platform adventure, with the added attraction of Indiana Jones who is after the Holy Grail. US Gold has managed to inject some variety into this rather tired gameplay and 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. 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. 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. 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.
✪✪✪✪



MEGA ZONE

MASTER SYSTEM

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.

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 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.

★★★

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.

★★★★

NINTENDO NES

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. 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 the worst gameplay you are ever likely to come across. Only buy this if you have got nothing better to do with your money.

★

NEW ENTRY Defender of the Crown

Palcom / £39.99 ● Ever fancied ruling the whole of ye olde England being quite unpleasant to one and all? If you have, then *Defender of the Crown* is for you. Above average game. Worth a peek.

★★★★



Robocop (NES)

NEW ENTRY Digger T Rock

MB Games / £39.99 ● Loveable Digger runs around for all his heart is worth. The animation is okay, so's the sound. Actually the whole thing is okay rather than gob-smackingly good. Better than some, worse than others.

★★★

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.

★★★★

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.

★★★★★

Gun Smoke

Nintendo / £24.99 ● Wild West, commando-style shoot 'em up adventure, where items must be collected and enemies removed. Nothing new.

★★★

Life Force

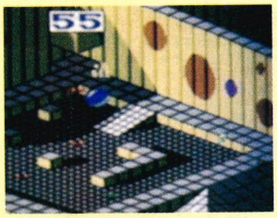
Konami / £t.b.a. ● Conversion of coin-op classic *Salamander*. One or two player mode with even levels scrolling vertically and odd levels scrolling horizontally. *Life Force* is one of the best games you can buy for the Nintendo.

★★★★★

NEW ENTRY Marble Madness

MB Games / £39.99 ● Remember those old games that used to come in a wooden box? The ones where you had to guide a little metal ball round a maze? MB have converted it to the NES and jolly good it is too.

★★★★



Marble Madness (NES)

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.

★★★★

Probotector

Konami / £34.99 ● After mastering the odd control system this game holds little to challenge any but the most inexperienced games player. 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.

★

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.

★★★

NEW ENTRY Shadow Gate

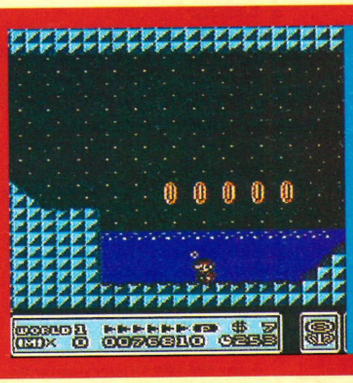
Nintendo / £39.99 ● Adventure time. All a bit taxing with loads of thinking and very little out 'n' out action but worthwhile if adventures are your thing.

★★★★

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.

★★★★



NINTENDO NES

MEGA ZONE

NEW ENTRY Super Mario 3

Nintendo / £39.95 ● What can be said about this game that has not already been said with so much more wit and skill in other pages of this magazine? Very little I expect. *Mario 3*, simply the best *Mario* to date. Platforms, hidden levels and more turtles to jump on than ever before.

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.

★★★★★

NEW ENTRY Solstice

Imagesoft / £30.64 ● A pale version of *Cadaver* which lacks the oomph to lift it beyond averageness. Rather poor puzzles that are too few and too easy. Not really very good at all.

★★

Super Off Road

Nintendo / £34.99 ● Fine conversion of a nifty coin-op. More fun than the *Monaco Grand Prix* but still reasonably realistic. A fab game that's worth every penny!

★★★★

NEW ENTRY Super Spike V'Ball

Nintendo / £29.99 ● If you like rolling around in the sand, but don't really like getting grit in yer kacks, then V'Ball is for you. A nifty sports sim. Good control, sound and a surpassingly varied range of graphics gives you something nice to look at. Not a bad little game.

★★★★

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.

★★★★★



Captain Skyhawk (NES)

The Simpsons

Acclaim / £34.99 ● The inevitable spin off from the cartoon, the song, the T-shirt, the attitude. 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.

★★

NEW ENTRY WWF Wrestle Mania

LJN / £29.99 ● Three things that have all been hyped in their time: Sigue Sigue Sputnik, appeasement and WWF Wrestle Mania. Three things that were crap when they arrived: Sigue Sigue Sputnik, appeasement and WWF Wrestle Mania.

★★

MEGA DRIVE

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.

★★★

NEW ENTRY Alien Storm

Sega / £34.99 ● *Golden Axe* meets *Buck Rogers* with a tad of *Operation Wolf*. Great fun in two player mode with deliciously slimey sprites. Good slaughter fun, but a bit 'samey'.

★★★★

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. Fairly nifty if you fancy a more laid back sports sim.

★★★★



NINTENDO NES

MEGA ZONE

Solar Jetman

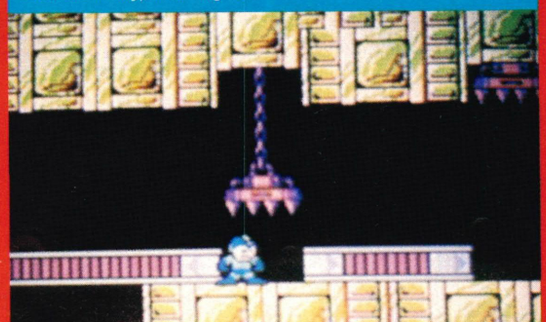
Tradewest / £34.99 ● Way back in the mists of computer gaming history, under a dusty pile of ancient cassettes, lies a game. Half legend, half myth, that game is *Jetpac*. The original Spectrum classic shoot 'em up of many moons ago has re-emerged on the NES, under a new name and with a new plot. Nothing new in the gameplay, but the high standard of graphics and sound keep the *Jetpac* tradition alive. A *Jetpac* for the 1990s.

NINTENDO NES

MEGA ZONE

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.



console countdown





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.

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 ● You can play either a Russian or American sub commander in a range of missions from a training exercise to subaquatic war. Complex gameplay, nifty graphics and reams of sampled speech make this rewarding game worth having.

Budokan

Electronic Arts / £39.99 ● Martial arts sim. All the karate moves are very realistic which may be why the animation is so slow. Only for die-hard karate fans.

Centurion

Electronic Arts / US Import ● 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 ● This conversion of a rather overrated movie into a none too brilliant game. You play the man in yellow who has taken it upon himself to clean up the city. Average graphics, sound and animation produce an average game.

NEW ENTRY Fantasia

Infogrames / £39.99 ● While it all looks really sweet with dancing brooms, waddling cauldrons and Mickey in a natty red dressing gown, the game plan stinks. Awful collision detection doesn't help the learning curve which resembles Mount Everest. Great to look at, crap to play.

NEW ENTRY Flicky

Sega / £34.99 ● Sometimes the simplest ideas are the best, and sometimes they're just plain boring. After playing this for ten minutes I realised that it was definitely the latter. After two hours of playing I came to the conclusion that *Flicky* was not simply boring, it was the biggest pile of smelly brown stuff ever. Don't waste your money.

Gain Ground

Sega / £34.99 ● 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. 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.

Golden Axe

Sega / £29.95 ● Highly faithful coin-op conversion of an arcade classic. Excellent sound, graphics and animation makes *Golden Axe* highly addictive.



Faery Tale (Mega Drive)

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. The animation is jerky but colourful and the sound rather predictable.

John Madden Football

Electronic Arts / £39.99 ● If you're into American Football this is a must. Even if you aren't, it's worth learning the rules just so you can play. Amazingly smooth graphics, reat sound and intelligent gameplay make this a game not to be missed.

NEW ENTRY King's Bounty

Electronic Arts / £34.99 ● A graphic adventure exploration kind of game. This game is a bit difficult to explain, but suffice to say it's very good. Up to EA's usually very high standard.

NEW ENTRY Klax

Domark / £34.99 ● Klax must have been on more formats than any other game. And true to form, here it is on the Mega Drive. Okay if you like arranging fast-moving coloured blocks into ever-more complex patterns, but nothing earth-shattering.

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.



Wonderboy 3 (Mega Drive)

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.

NEW ENTRY Mike Ditka Power Football

Accolade / £34.99 ● Difficult to get into, but once there a worthwhile play. Not as good as John Madden, but let's face it, will anything be as good as John Madden?

Moonwalker

Sega / £35 ● A straightforward conversion of the coin-op. With the sugar-coated presence of Michael Jackson as the hero, the rather twee gameplay is saved only by excellent graphics and sound.

NEW ENTRY Outrun

Sega / £40.00 ● An old classic that dates very badly. The plot is, of course, near legend. You must dash across the States in a kind of road movie cum hippy dream. All good clean fun, but rather dated.

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. It's easy to learn, but very hard to master. A true sporting classic.

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 for ages.



Mickey Mouse And The Castle Of Illusion

Sega / £19.99. ● 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*.

NEW ENTRY 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. A classic game.

Shadow Dancer

Sega / £34.99 ● An arcade conversion which owes a lot to *Super Shinobi*, but doesn't stand comparison. Both graphics and sound are fine, but *Super Shinobi* wins hands down.

NEW ENTRY Spider-Man

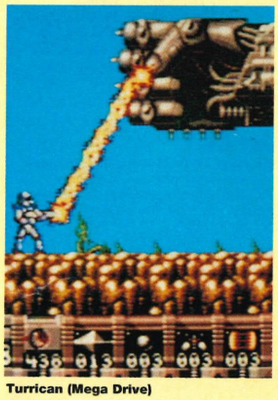
Sega / £39.99 ● An initially cumbersome control system but it's worth plugging away at it. Once mastered, *Spider-Man* jumps, rolls and fights baddies with the agility of a Russian athlete. Lovely animation and sound with a fair splash of humour make this one of the best Spidey licences around.

NEW ENTRY Star Control

Ballistic / £37.95 ● Remember *Asteroids*? Well, *Star Control* is a bit like that but with loads of extra little bits added on. It is very playable and great fun. Especially in two player mode. Great reworking of an old-fashioned game. Bit pricey though.

NEW ENTRY Streets Of Rage

Sega / £34.99 ● Widely regarded as the beat 'em up for the Sega. Little new as far as plot is concerned. But for animation, range of movements and pure blood and balls style, you really can't beat it.



Turrican (Mega Drive)

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. You have to compete in all sixteen rounds of the World Championship, prequalifing in each, for a grid position. 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 ● Leaps and bounds ahead of pretty much anything on either console or computer, *Super Shinobi* is one of the best games of its type. A ninja slash 'n' dash game with stunning animation which doesn't affect the high speed of play.

Sword Of Sodan

Electronic Arts / £34.99 ● Below par sword and sorcery graphic adventure which is really rather easy to complete. Bit of a let-down at nearly forty quid.

NEW ENTRY Technocop

Razorsoft / £34.99 ● You are a good cop, out to clean up the city of dirty crims. You have a big gun that goes bang and makes the baddies fall over. That's about it really. Not really up to much. In fact, rather smelly.



Star Control (Mega Drive)

NEW ENTRY The Faery Tale Adventure

Electronic Arts / £34.99 ● Once upon a time, a long time ago there was a game called *Faery Tale Adventure*... Graphic cum movement cum combat game, *Faery Tale* is a brave stab, but if you want a fantasy game wait for *The Immortal*.

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. 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 straightforward arcade conversion of the well known shoot 'em up. Very good arcade conversion, with sound and graphics to match the original.

NEW ENTRY Turrican

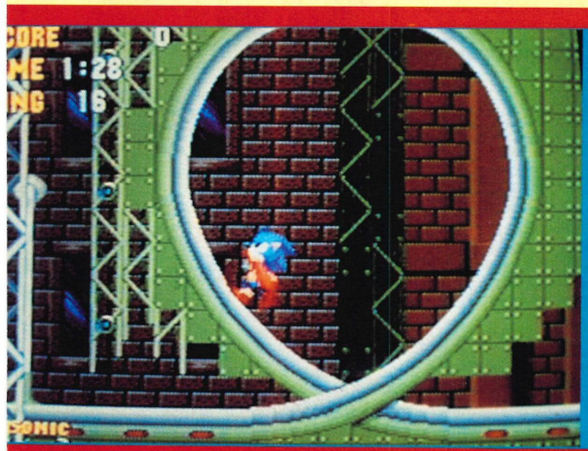
Ballistic / £39.99 ● Turrican is truly vast and really rather brill. A conversion which stands up to the original. In fact, it does more than just stand up to the original, it goes right up to it, gives it the two finger salute and then saunters off into the nearest bar to start a fight. It's that cool.

Wonderboy 3: Monster Lair

Sega / £39.99 ● 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, like so many other footie sims, is disappointing mainly because the animation lets it down so badly.



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.

PC ENGINE

Batman
Sun Soft / £35 ● Below standard conversion. 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.
★★★

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.
★★★★★



Mr Heli (PC Engine)

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.
★★★★

Gunhed
Hudson Soft / £34.99 ● Coin-op quality shoot 'em up with the graphics and sound to match. 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. 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'.
★★★


Dungeon Explorer (PC Engine)

Legend Of Hero Tonma
Hucard / £35 ● A cute platform adventure, which, while nothing original, is well put together and highly playable.
★★★★

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.
★★★★

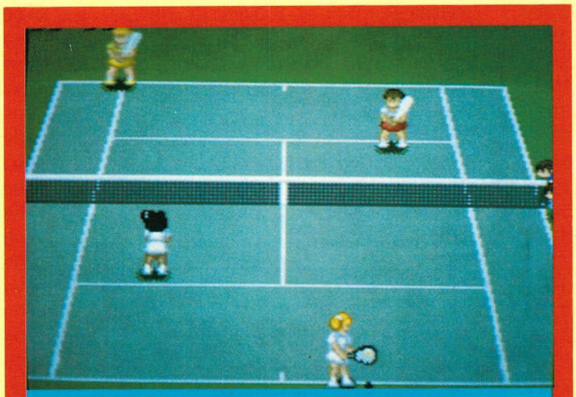
Rabio Lepus Special
Video System / £35 ● Bizarre shoot 'em up in which you play a rabbit toting a machine gun. Amazing graphics are over-shadowed by the sheer difficulty of the game.
★★★

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. Animated with thought and care, *Saint Dragon* is good value for money.
★★★★

Violent Soldier
IGS / £31 ● The title says it all really. A rather slow and uneventful shoot 'em up. 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.
★★★★



NEW ENTRY **Super Tennis**
Tomkin / £45.00 ● **The best tennis game ever. No, I mean it. It really is the dog's scrotum. Tennis has never been this good on the telly before (except for Wimbledon week, but that doesn't count). All it's missing is a Dan Maskell simulator, and a free bowl of strawberries. If ever you wanted a reason to buy a Famicom then *Tennis* must be it. Truly great stuff.**



MEGA DRIVE ZONE

NEW ENTRY **Road Rash**
Electronic Arts / £39.99 ● **Not an unpleasant skin complaint contracted from too many hours in the saddle, but a really rather nifty motor bike racing game. Far superior to just about anything around right now, *Road Rash* is highly playable, with one of the most realistic control systems I have ever seen. A true 'must buy' for any Mega Drive owner.**

SUPER FAMICOM

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. A medieval strategy/slash 'em up that verges on the unmissable.
★★★★

Area 88
Capcom / £50 ● An aerial shoot 'em up involving three planes and a multitude of baddies. 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*.)
★★★★



Pilotwings (Super Famicom)

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.
★★★★★

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. Sounds simple and boring? Not so. It's murder and it's also murderously addictive – the graphics just have to be seen.
★★★★★

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.
★★★★★

GAME BOY

Alleyway
Nintendo / £29.99 ● A tired version of *Breakout*. Not really worth the cover price. Very uneventful.
★

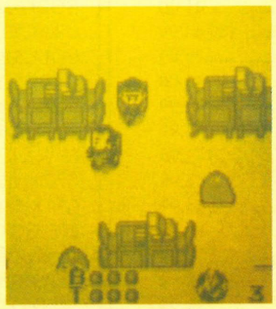
Balloon Kid
Nintendo / £19.99 ● Not unlike *Wonderboy*, this multi-platform adventure is low on originality, but if you are looking for a game of this type, you could do worse.
★★★

Batman
Sun Soft / £26 ● The classic home computer game on the Game Boy. With smooth graphics and great sound, *Batman* is a classic.
★★★★★

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 ● A well animated game with sixty levels to complete, *Bugs Bunny* is very playable and destined to become a classic.
★★★★

NEW ENTRY **Caesar's Palace**
Nintendo / £19.99 ● I've never really seen the point of gambling on a console. But this is okay, although I wouldn't bet on it being a hit. (Ha, ha, ha.)
★★

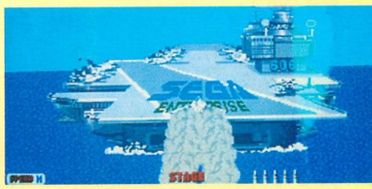

Ghostbusters 2 (Game Boy)

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.
★★★★

Contra
Nintendo / £24.99 ● Non-stop action and highly addictive gameplay elevate this standard shoot everything game to something a bit special.
★★★★★

Double Dragon
Nintendo / £19.99 ● Very unoriginal slash 'n' dash adventure in which you must rescue a stray family member in traditional ninja style. An okay game but nothing special.
★★★

NEW ENTRY **Double Dragon 2 – The Revenge**
Acclaim / £19.99 ● Large repertoire of combat moves raises the average, and let's face it unoriginal, plot above the level of yawns-ville. Even so, there is very little here that wasn't in *Double Dragon 1*.
★★


After Burner 2 (Mega Drive)

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.
★★★★

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.
★★★★

PC ENGINE MEGA ZONE

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.**



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console countdown

MEGA ZONE / ATARI LYNX

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!

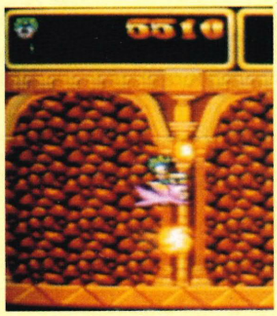
GAME GEAR

NEW ENTRY **Chase HQ**
Taito / £25 ● Standard race and shoot game, that makes *Outrun* look truly ancient. Unfortunately it is all a bit easy and you find yourself thinking, with misty eyes, of the arcade version.

Columns
Sega / £19.99. ● *Tetris*-style stack game which proves to be just as addictive. Well worth a look.

G-Loc
Sega / £24.99 ● Conversion of a far from brill game. Relatively smooth graphics give the flight sim feeling, but after a couple of plays interest wanes. A case of goodbye rather than good buy.

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. It retains the high standard of graphics and animation with some ear-curling sound effects.



Wonderboy (Game Gear)

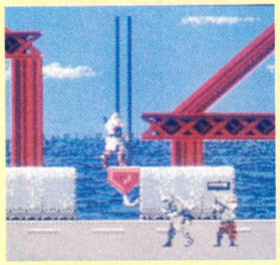
NEW ENTRY **Outrun**
Sega / £24.99 ● Naff conversion of the ancient pub-bound coin-op. With little of any interest to offer.

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.

NEW ENTRY **Spider-Man**
Sega / £39.99 ● Quite standard fare this, all action on many platforms. With nice smooth animation and sound. Quite good stuff but nothing to cream over.

Super Monaco GP
Sega / £19.99 ● One of the few Grand Prix games available for any handheld, also one of the best. With a load of tracks and car extras, it's enough to grease anyone's axle.



Shinobi (Game Gear)

Super Wonderboy
Sega / £19.99 ● Cute and detailed with nice graphics, *Super Wonderboy* is highly playable and will keep you involved for hours.

NEW ENTRY **Woody Pop**
Sega / £19.99 ● Okay who are you trying to kid Sega. This is *Breakout*. No matter how many little add-ons, strap-ons and extras you tack onto this game it's still a basic breakout game. Not a bad breakout game, but still a breakout game. Both graphics and sound are quite sweet in an annoyingly sugar-coated way. The game is also challenging and can be addictive.

ATARI LYNX

California Games
Atari / £29.95 ● Multi-event beach sports game including surfing, skateboarding, BMX and foot bagging. Highly detailed and very smoothly animated sprites.



California Games (Lynx)

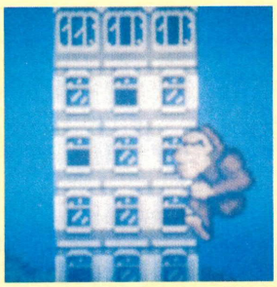
Electro Cop
Atari / £29.95 ● A 3D shoot and search game after *RoboCop*. An interesting and addictive game including some very high quality sub-games within the main program.

Fidelity Ultimate Chess Challenge
Atari / £29.99 ● Speaks for itself really. 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.

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 ● 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 (Lynx)

NEW ENTRY **Pacland**
Atari / £30.64 ● *Pac-Man* up dated, revamped and given a third person perspective. Unfortunately all this plastic surgery has had a near terminal effect on the gameplay. It ceases to be the addictive, fun, crazy kind of game it used to be and instead becomes just the same as any other platform jump thing. Saying the learning curve is steep would be like saying Bobby Davro was crap.

Rampage
Atari / £34.99 ● Play a classic monster who 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 to 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.

NEW ENTRY **Turbo Sub**
Atari / £30 ● A bit of *Afterburner*, a bit of *Stingray* a mere pinch of *R-Type*, simmer gently on an average heat for several hours and serve with a soupçon of garlic sauce. *Turbo Sub* is one of those games that pinch a bit from loads of other 'classic' games. Not bad, but by no means original.

Warbirds
Atari / £29.99 ● Very nearly an air sim for a handheld. Through the cockpit World War One dogfights with a number of increasingly difficult missions.

TURBO EXPRESS / MEGA ZONE

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 an utterly classic game. *R-Type*, you can't beat it, verily a shoot 'em up amongst shoot 'em ups.



TURBO EXPRESS

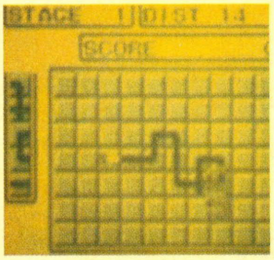
Tale Spin
NEC / £35 ● *Tale Spin* is a sort of Disney game without the Disney film to go with it. The game features Baloo the bear in a sort of platform, horizontally scrolling, jumping kind of game. Unfortunately graphics, sound and gameplay are all on the average side, with not even Baloo's saccharine coated sweetness able to save the day. It's the sort of game that should be played with a large packet of popcorn.

NEW ENTRY **Bonk's Revenge**
NEC / £35 ● 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.



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. Enough bodily fluid, of one kind or another, to wash away a whole army of Marios. 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 have a particularly sick sense of humour then turn to the balls bad Turbo. Pretty far out.



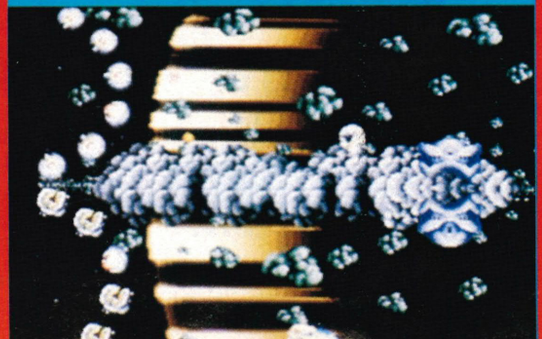
Pipedream (Game Boy)

The Amazing Spiderman
Enter Active / £26 ● Good quality beat 'em up has Spiderman out to rescue his kidnapped boss. You must face all of Spiderman's traditional foes, one after the other.

The Amazing Spiderman
OJN / £19.95 ● A cheaper, and slightly better game, than that from Enter Active. A good variety of both levels and traps must be overcome so that Spiderman can rescue his kidnapped wife.

SUPER FAMICOM / MEGA ZONE

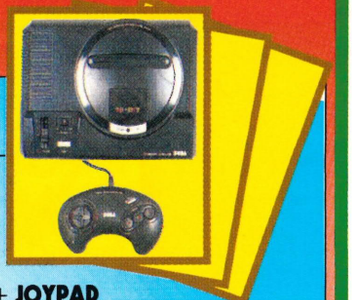
Super R-Type
Irem / £49.95 ● *R-Type* was a classic in the far off Spectrum days.Now it returns in a super duper new form and it's lost none of the old magic. Smoothly parallaxed backgrounds plus zillions of detailed and colourful sprites bring the game screaming into 1991 – and screaming in stonking 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.



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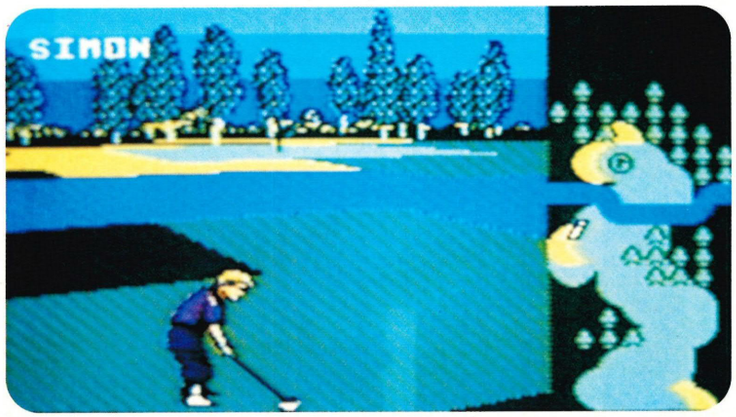
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Atari Lynx California Pack	74.99

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tba

Who knows what tomorrow brings? Well, we do for starters and so will you once you've cast your eyes over these pages dedicated to what's up and coming in the console world.



greg norman's golf power

chart

1. **Road Rash** Electronic Arts
2. **Streets Of Rage** Sega
3. **Turrican** Ballistic
4. **EA Ice Hockey** Electronic Arts
5. **PGA Tour Golf** Electronic Arts
6. **688 Attack Sub** Sega
7. **Star Flight** Electronic Arts
8. **Decap Attack** Sega
9. **Dark Castle** Electronic Arts
10. **Thunder Force III** Tecno Soft

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

Greg Norman's Golf Power sounds pretty macho, doesn't it? Kind of summons up images of Greg strutting around a golf course toting a couple of Kalashnikovs and a bag of hand grenades. "I have the power," he screams as he unleashes hell on a cluster of check trousered members of the local Chamber Of Commerce.

Well aren't names deceptive? 'Cos the most lethal thing our Greg is carrying is a one iron. Still that's not to be sneezed at. It did the business on Prince William. Sadly the young royal doesn't appear in *Greg Norman's Golf Power* but he's about the only thing that doesn't. The game is full to overflowing with options. Different courses, different match play, different weather conditions and a variable mix of computer and human players.

If this doesn't provide enough variety for you, then there's a course editor allowing you to design your own fiendishly unplayable course, littered with sandpits, lakes, trees and of course temptingly hitable royal bonces.

● **Available from Gremlin in the New Year, price tba.**



john madden II

In this world of chaos and confusion, it's nice to have a few certainties to cling to. Certainties like Forest never winning the Cup, Russ Abbot never being funny, Belinda Carlisle's new single sounding exactly like the old one and *John Madden* being the best American football game on the Mega Drive. With facts like those behind you there's nothing you can't face.

Now certainty is out of the window because Electronic Arts has released *John Madden II* and it's in danger of being even better than the original. Described by EA as a revamp rather than a sequel, the game contains a number of improvements. For starters there's a completely new playbook with new tactics, all of which can be admired time and again in beautiful replay. A particularly fab element of the replays is that you can view them from any part of the pitch. So if you want to know exactly what your backs were doing while you heroically made a touchdown (reading the latest *Dick Francis* no doubt) you can replay the action but watch them instead of the action.

The sprites have been redefined, they're just as clear as before but smaller so that you get more sprites on screen at a time. Animation has also been improved along with some blow up graphics such as crowds and posts to tart the whole thing up at important moments.

So the game looks better, but what about the playability? Well, one of the criticisms of the original, *(You mean people criticised the original? Ed.)* was that it was a tad on the easy side. This was partly 'cos passing was far from difficult. The receivers were so good that as long as the ball was hoisted vaguely in their direction they'd catch it. Likewise a tackle was a foregone conclusion. No longer. Passing and tackling are now a lot tougher and more likely to go wrong. You'll never win simply on a passing game.

To really toughen things up the 'intelligence' of the computer player has been upped too. There's no point finding a winning tactic and settling back safe in the knowledge that you've mastered the game. The computer will learn your tactics and work out a suitable response if you try to use it again.

So what does this mean? Oh dear, it means that *John Madden* is no longer the best computer game in the world. That honour looks set to fall to *John Madden II*. And that noise in the background is me laughing at Russ Abbot.

● **Available from Electronic Arts in December, price £34.99.**



pit fighter

There can be few beat 'em ups which are as explicitly beat 'em upish as *Pit Fighter*. In fact the phrase beat 'em up barely does justice to the out-and-out violence encapsulated in this arcade classic. In most games all that kicking, fighting and biting *(Eh? Ed.)* is a means to an end - rescuing some relation, lover or lost poodle. Not so in *Pit Fighter*. Here it's violence for... the sake of violence (and a healthy supply of mullah for the winner).

So there's no doubt where the 'fighter' bit of the title comes from. But what about the 'pit'? Is it a game set in the mines of the Rhondda? Or perhaps a simulation of Nigel Mansell's conversation with his mechanics after the Portuguese Grand Prix? Well no, all the kicking is actually done in warehouses, large bars and the like. The locations might vary but the purpose – which is to lay out one or more opponents alone or with the help of a friend, who you can then lay into in a head-to-head – doesn't.

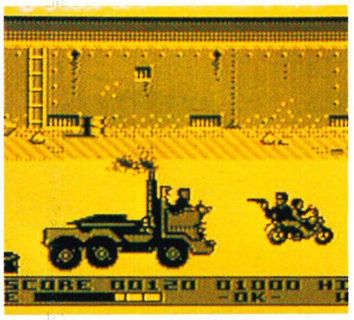
As well as a range of macho (and hardcore feminist) opponents, the crowd aren't above mixing it with the fighters when they feel like it. Likewise the furniture isn't above getting involved either. Any barrel, stool or table that comes to hand can soon be converted into a fighting tool.

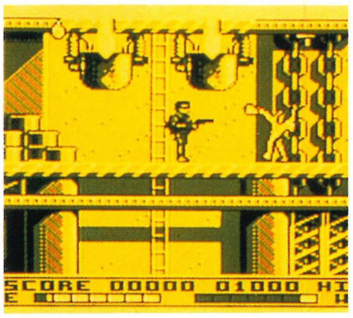
It was big in the arcades and it looks set to be pretty huge on the Mega Drive too.

But where's the pit, eh? Ah, maybe it's *Pit Fighter* because it pits you against other fighters. Or maybe not.

● Available from Tengen/Domark in January, price £34.99.







terminator 2

The film of course grossed enough money to pay the salaries of the three BT chairmen and the NES game looks set to do the same. So it's no surprise to find that *Terminator 2* will soon be appearing in Game Boy form. At last your chance to have rough, tough Arnie shrunk down to cuddly handheld size. Mind you, if you've got a terminator in the palm of your hand, you'd better start counting your fingers.

The Game Boy version will broadly follow the action of the NES game previewed in last month's issue of *Game Zone*. So if you want to know what's what you could check out issue one. Alternatively you could send a crisp £20 note to *Please Tell Me More About Terminator 2 On The Game Boy* c/o the usual address.

● Available from Acclaim in February, price tba.



north and south

Some licences have money written all over them. Big films and classic TV shows have money printed all over them. Stuff the game, just admire the title. However if you were offered the licence to a Belgian cartoon book called *Les Bleux* and based on the American Civil War you'd probably think you might just as well open a gold deposit account at BCCI. Yet *North And South* did really quite well as a 16-bit licence for one very good reason. It was a great game.

Now this strange mixture of strategy, shoot 'em up and cartoon humour is set to hit the NES and is looking as much fun as ever. The strategy of the game comes from a *Risk* type gameplay where you move your armies around America trying to seize land and, more importantly, key stations. Should two armies meet, then battle commences. Each army is equipped with cannon, cavalry and infantry, but can only control one of these at a time. The battles are fought over a variety of landscapes and are a strange mix of violence and comic humour. In fact the same could be said for the whole game, especially the bonus sections. All in all, it's an imaginative and enjoyable little number that'll be well worth checking out. Look out for a full review next issue to see what we mean.

● Available from Infogrames in January, price tba.

chart

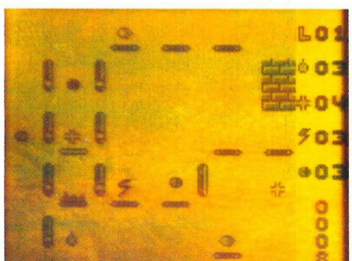
1. **World Class Leaderboard** US Gold
2. **Populous** Tecmagik
3. **Strider** Sega
4. **Super Tennis** Sega
5. **Wonderboy** Sega
6. **World Cup Italia** Sega
7. **Spiderman** Sega
8. **Aztec Adventure** Sega
9. **World Grand Prix** Sega
10. **Transbot** Sega

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

pop up

What's the phrase you most associate with a puzzle game? *Tetris* rip-off perhaps? It seems to crop up in reviews as often as 'collision detection' or 'parallax scrolling'. *Pop Up* is a puzzle game keen to avoid any *Tetris* comparisons and this it does by cunningly being nothing like it. Where *Tetris* is all about fitting blocks together, *Pop Up* makes you manoeuvre a ball through maze after maze. You need to control your bounce as well as your direction to pick up all the bonuses and reach the exit without falling to your doom.

● Available from Infogrames in the New Year, price tba.



Game Boy chart

1. **Duck Tales** Capcom
2. **Super Mario Land** Nintendo
3. **F1 Racer** Nintendo
4. **Spiderman** Nintendo
5. **TMHT Fall Of The Foot Clan** Konami
6. **Bugs Bunny** Kenco
7. **Double Dragon** Nintendo
8. **Golf** Nintendo
9. **World Cup** Nintendo
10. **Wizards And Warriors** Nintendo

indiana jones and the last crusade

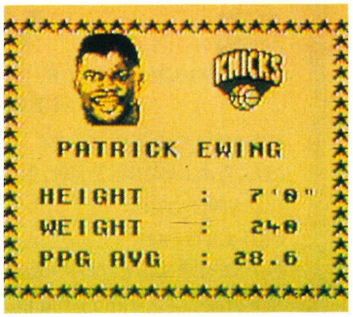
Game Gear

It seems an awfully long time since the last Indiana Jones film (though a young Indy film is supposedly in production) but the bewhipped hero is still as popular as ever. Heroes don't get much bigger than Indiana Jones, especially when he's wearing his high heels *(I beg your pardon? Ed.)* and his fans will be quivering right to the end of their whips when they see US Gold's version of his third (and greatest?) adventure. Following the plot of the film, the action takes place over four levels with locations as diverse as caves in Colorado, a train in Toronto *(Surely not? Ed.)* a castle in Karlsbad *(Hang on a minute. Ed.)* and even a Zeppelin in Zagreb. *(You're making these locations up. Ed.)* Along the way he needs to pick up various suitably medieval items such as shields and crosses. There are also plenty of Nazis to be whipped, kicked and generally persuaded of the error of their ways.

The graphics are looking very nice so far, while the gameplay seems to be more than a little challenging. All it needs now is a dash of Sean Connery.

● Available from US Gold in Feb or April, price £27.99.





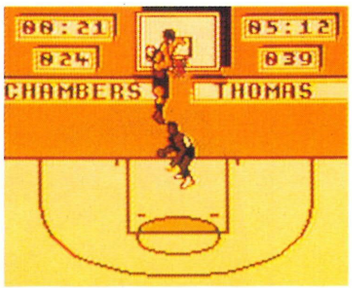
nba

Game Boy

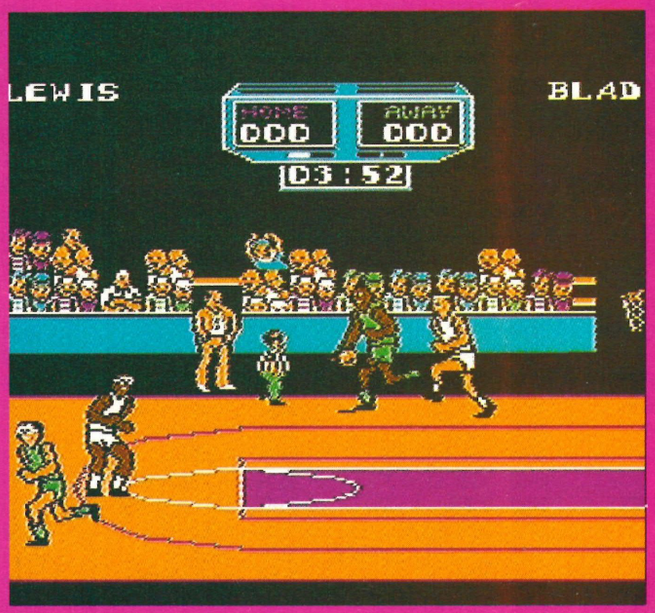
Hmm, *NBA*. Now what could that stand for? Not Bloomin' Available perhaps? Or Never Been to Aldershot? No, it stands for *National Basketball Association* which is bad news for the inhabitants of Aldershot but great news for people who like chucking balls through hoops.

This game should be a bit of a curiosity. After all, basketball players are what? Er... rich? Well yes they're that, but what else? Er... American? Well sometimes, but what else? Oh for heaven's sake, they're tall and what is a Game Boy? It's small. So it's possible that in this game you don't see anything except a lot of knees charging round the screen. *(Possible, but hardly likely. Ed.)*

● Available from Acclaim in January, price tba.



arch rivals

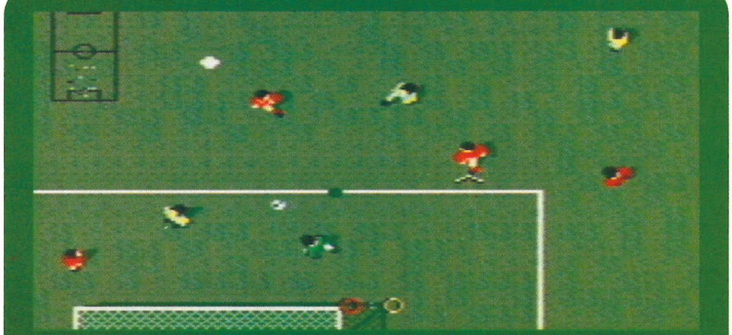


Nintendo NES

Basketball is all very well in its place but that place is tucked away in some noncey American campus or some TV exhibition of Harlem Globetrotters' skills and thrills. It's all quite arty, but it's not very exciting. Enter *Arch Rivals* which does away with the posing and lobs in a whole load of punching instead. A sort of basketball meets *Rollerball*, this is a game which is low on rules but high on action. You'll still need basketball skills but you also need to be as fast with the right hook as the cross pass.

It all sounds good, dirty fun and with a two player option to boot, your friend will be there to boot too. Mind you if basketball goes the same way as football and rugby, then *Arch Rivals* could turn out to be an accurate version of the real game.

● Available from Acclaim Jan/Feb, price tba.



super kick off

Game Gear

You've seen it on the Master System... yes you have. Look don't argue, it's on page 32. Okay, so you read TBA first, very wise. Let's start again. You can see the Master System version elsewhere in the magazine but soon *Kick Off*, the world's favourite footie game, will be appearing on the Game Gear. Looking almost identical to the MS version (only smaller of course) the GG version allows you to link two machines so you can play against a friend, enemy or stranger you met on bonfire night.

● Available from US Gold in Feb or April, price £27.99.

Nintendo NES chart

1. **Duck Tales** Capcom
2. **Super Mario Bros 2** Nintendo
3. **Gremlins 2** Sunsoft
4. **Double Dragon** Trade West
5. **Super Off Road** Trade West
6. **Double Dragon 2** Nintendo
7. **Donkey Kong Classics** Nintendo
8. **Punchout!** Nintendo
9. **World Cup** Nintendo
10. **Goal!** Jaleco

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hard ZONE

✪ Sega Mega Drive for sale complete with nine games including *Mickey Mouse, Midnight Resistance* and *Strider*. Will sell for £325 ono. Phone Damon on (0602) 724489.

✪ Brand new unused Game Boy for sale. A bargain at £60 ono. Contact Michael Richards, 12 Hazel Walk, Home Farm, Caerleon, Gwent. NP6 1SE.

✪ Sega Mega Drive for sale with joypad and 16 games. Takes English, American and Japanese cartridges. Very good condition, one month old, £200. If you're interested, phone Jeremy on (0923) 226353 after 4 pm on weekdays.

✪ Commodore CDTV for sale, two months old, some software. £450 ono, also Interqlad Multisync monitor 0.28 dot pitch, one month old. £250 ono. Phone David on (0473) 685404.

✪ I will swop my NES, complete with *Goonies 2*, SMB 1. R.O.B Advantage joystick, *Gyromite, Duck Hunt* and light gun for £40 cash and three Game Boy games. Contact Danny (0202) 394740.

✪ For Sale. Sega Master System with Konix joystick, control pad plus £200 worth of games. All in excellent condition. Cost £280 new, will sell for £120. Phone Greg on (021) 350 8966.

✪ Atari Lynx, carry pouch and games including *California Games, Columns*, and *Slimeworld*, boxed as new, worth £200. Selling for £150. Swiss version, adaptor provided. Write to A. Ali, Chalet House, Golf Club Road, Weybridge, Surrey. KT13 ONN.

✪ Game Boy for sale, with *Tetris, WWF, Double Dragon, Super Mario, Spiderman*, headphones, two player lead and carry case. All still under guarantee and in original box. £120 ono. Ring David Coates on (0707) 59908 after 6pm.

✪ Hitachi HV-720 video camera. Black and white 600 lines resolution composite video output for £55 and colour CCD Camera for sale, £120. Both with lens and in perfect working order. Suit digitizer. Call Dave Houghton on (061) 798 0456.

✪ Game Boy with *Tetris, Golf*, packaging and connecting wires. Worth £90, yours for just £60. Excellent bargain. Interested? Contact Toby after 4pm on (0608) 677200.

✪ Pal PC Engine and CD Rom. Five joypads and over 20 good games. Worth £1000+, sell for just £420, or will consider offers. Boxed and in good condition. Phone (081) 947 0150 and ask for Jean-Paul.

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soft ZONE

✪ Atari Lynx game cards wanted. Sell or swap your game cards with me. Send lists and prices to Andrew Blanchard, 274 Mackets Lane, Halewood, Liverpool. L25 ORT.

✪ A huge one hundred quids worth of Atari Lynx games for £70, plus an Atari Lynx for just £70. All in excellent condition. Phone John after 4pm on (0737) 812032.

✪ Game Boy games for sale including *Nemesis, WWF Wrestling, NBA All Star Challenge, Operation C, Tetris*. All £15 each. Also Game Boy and magnifier can be sold at good price. Ring Bejen on (081) 907 3500.

want ZONE

✪ Wanted: someone to buy my Hornby Intercity 125 train set, complete with track, carriages, engine and locomotive. Interested? Call Duncan on (081) 348 5119 from 4.30 to 9.30pm any day.

✪ Wanted: a Lynx or Game Gear. Will swop for ST software including *M16-29, Fulcrum, Shadow Warriors, Double Dragon 2, Hard Drivin', F-29 Ret, Castle Master, Crypt*, and *Leisure Suit Larry*. If you can help, phone Stu on (0705) 486069.

love ZONE

✪ Boy, aged 15, seeks female pen pals who are interested in demos! Don't hesitate, write, enclosing a picture of yourself to Karl Larsen, Box 2090, 7001 Trond Hein, Norway.

✪ Hi! I'm an 18-year old girl looking for male companions of a similar age. Please write to Dee McCormick, 84 Galemoor Avenue, Gosport, Hants.

✪ I'm a 20-year old male looking for an intelligent, beautiful female to have some fun with. Please write, enclosing a recent photo, Garet Jax, 40 Girdle Bare, Peterhead. AB42 6PJ.

✪ A 15-year old girl, aching to meet horny boys and their hardware. Write to Karen Waheed, 167 Coventry Road, Ilford, Essex.

✪ Howdy! I'm looking for an Atari-owning female aged 14-18, preferable sexy! I'll reply to all letters. Write to Doctor Slaughter, 8 Deveron Road, Mastrick, Aberdeen. AB2 655.

scribble ZONE

✪ Young, handsome, clever, modest, lying idiot of a boy wants pen pals of about 15 year old, who are dissimilar. Write to Alan Davies, 71 Manor Road, Woolton, England. L25 8QF.

✪ Are you Japanese? Do you live in Japan? Are you male or female and aged between 16-25? Want an English pen pal? Then write to Chris Jackman, 3 Albion Terrace, Lexham Road, Litcham, Kings Lynn, Norfolk. PE32 2QQ. England.

✪ Blimey, I'm bored. Please write to me about anything. Now! Letters to Ant, 18 Brize Norton Road, Carterton. OX18 3JF.

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THE TWILIGHT ZONE

Did you miss last month's first issue? You did? Tut tut. Silly you. So you're obviously a new reader - which means you won't have a clue what this 'Twilight Zone' bit is all about. And guess what... as a punishment for being such a chump, we're not even going to tell you. You're going to have to work it out for yourself.

... PLEASE TELL ME.

Nope. Like we said, you should have bought the first issue. We explained it all there.

OH GO ON, TELL ME. I'LL GIVE YOU A FIVER.

A fiver? Not enough. Be off with you...

ALRIGHT THEN – A TENNER.

A tenner eh? That's more like it. Try twenty and we could be in business.

FIFTEEN. THAT'S MY FINAL OFFER.

Eighteen... eighteen quid or just forget it and go away.

TWELVE!

Whooaahhh! Alright, alright, that'll do. Twelve quid it is then. The Twilight Zone is the place you send things to. It's like an extension of the letters page (except it hasn't actually got letters on it). Send us your thumbprints, little models, crap raps, photos and stuff and in return we'll send you a badge! That's the gist of it. You send 'stuff' to us and we send you a badge if it gets printed. There. Now you owe us twelve quid.

A BADGE???

Yes, yes, yes. A badge. You get a free badge.

THAT SOUNDS GOOD, GETTING A FREE BADGE.

It is good, but don't forget you owe us twelve quid.

ER, OH YES. HOW DO I PAY?

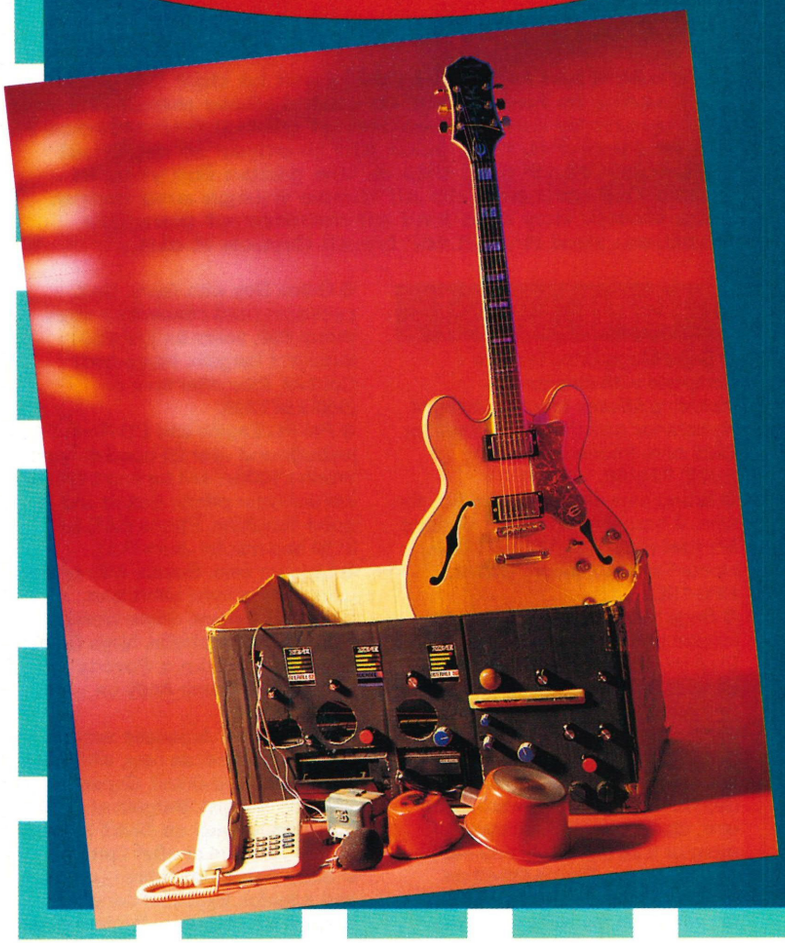
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WHAT'S YOUR ADDRESS THEN?

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Don't forget, free badge.
(And don't forget our money/monopoly houses.)

making your own things...



celebr



It keeps on happening. We've changed our phone number twice but it hasn't made any difference – famous people keep coming through on our telephone line by accident. They think they're talking to a friend, relative or business colleague... but they're not. They've misdialled and are through to The Twilight Zone. It's a real pain. Timmy Mallet thought we were his mum. Jason Donovan thought we were his hairstylist. Danny Baker thought we were his 'Old Sparrer' or something. Roy Castle thought we were Cheryl Baker, and so on. We obviously can't do anything about this so we've decided to capitalise on these unexpected telephone happenings by turning them into 'we don't go to the stars, they come to us' interviews. And this is where you come in. We want questions ready and waiting for when the stars do come through. We asked you for some last month in fact, and we got a result. Here's a list of the three successful question senders followed by the latest surprise celebrity telephone interview (the readers' names and questions asked are in order so you'll know who sent which question)...

Jonathan Jenkins from Mid Glamorgan, **Mark Pickard** from Oxford and **Peter Ford** from Helston.

No 2: the one-track recording studio

If you want to make something crap then watch *Blue Peter*. If you want to make something brilliant then read The Twilight Zone. It's as simple as that. Last month we showed you how to construct your very own virtual reality machine. This month we've had our first request – it's from Steve McDougall of Reigate in Surrey and this is what he's after...

"Dear T-Zone. I was most impressed by your virtual reality machine and followed your instructions to produce one of my very own. It's smart! (I'm travelling around the solar system inside it as I write this letter in fact.) But on to the main point, which is this. I've always wanted my very own recording studio – a studio that will fit inside my bedroom, between the wardrobe and the radiator. From magazines I've read, I believe Betty Boo has one. Well, I want one too. One which is as good as hers. Unfortunately I haven't got any money. Or any instruments either. Can you help?"

No probs. It's a cinch. Read on...

STEP ONE: Get a cassette recorder. If you don't own one then borrow one. If you can't borrow one then pop to an Oxfam shop (where you can pick up an old fashioned model with big 'clickety clunk' buttons on the front for under two quid). Oh, and don't worry about graphic equalisers and stuff as there are only two criteria your recording desk has to fulfil: (a) it must 'record' and (b) it must 'play back'.

STEP TWO: A microphone is required. Your cassette recorder probably came with one, but if it didn't you can easily build your own by wrapping a long copper wire around a magnet. You then attach the trailing ends of the wire to a small jack plug and stick it in the mike socket.

STEP THREE: Now the 'desk'. It's cardboard box time, but you want to make sure the cardboard is fairly thick. The unit has to be robust, you see. (Betty Boo's studio doesn't wobble around like the sets on *Prisoner Cell Block H* and you don't want yours to either.) A microwave box should do the trick. Compact and sturdy.

STEP FOUR: Knobs and sliders – this is what sets recording studios apart. Betty Boo's home studio has 400 knobs and 64 sliders, which is dead impressive. Yours can have even more if you take the time to collect them. Take a trip down to your local rubbish tip and strip the facias off old cookers, fridges, radios, televisions and the like. (And it doesn't matter if the knobs don't match one another. In fact it's a good thing, because the finished recording desk will look more complicated.)

STEP FIVE: Paint the cardboard box black, glue all the knobs and sliders into place and then paint thin red lines and/or circles around them. Your desk is complete. It's pretty flash in fact.

STEP SIX: Glue the cassette recorder and microphone inside your desk, making sure there are hand holes for turning on, turning off, volume adjustment, tone adjustment and cassette insertion.

STEP SEVEN: The instruments...

The guitar: One fifth of the entire planet's population owns a guitar, so it shouldn't be too hard to locate a 'borrowable' one.

The bass: Whack the strings down an octave, remove top E and B, and kaboom! A guitar suddenly becomes a bass. Uncanny.

The drums: The pot and pan sound is currently 'in' with dance bands. A stroke of luck, eh? Pots and pans it is then.

The keyboard: A digital telephone gives you all you need – beeping noises in the scale of C major. (Just make sure you hang up quickly after every fifteenth note or you'll end up talking to totally confused strangers in Australia.)

you're ready to rock

Excited? You should be – you're now ready to make one-track demos to send to record companies. Fame awaits. But you need to be au fait with a bit of 'studio terminology' if you want to come across really professionally when talking backstage at *Top Of The Pops* to stars like Betty Boo. How did you get a particular sound for example? Here are a couple of conversational examples to help you along...



Betty Boo: That last single you recorded was very 'toppy'.

You: Yes. I recorded it with the tone knob full up on my deck.

Betty Boo: Oh. Your first single was very 'bottomy' though.

You: Yes. The tone knob was right down on that one, Betty.

any ideas?

Want something built? Or maybe you want to build something yourself? Either way, this is the place to do it. Send in your pleas or blueprints to the usual Twilight Zone address and, if you get in print, you'll get 'a badge'.

ity phone call corner



TELEPHONE:
Ring ring, ring ring, click...
T-ZONE: Hello?
ROLF: Hello? Noelene? It's Rolf here.
T-ZONE: Blimey! Rolf Harris?
ROLF: Strewth - you're not Noelene.
T-ZONE: No. You're through by accident to The Twilight Zone. Can we ask you a few questions while you're here?
ROLF: Oh. Go on then. Quickly though.
T-ZONE: Er, do you feel guilty that your Robin Hood single stayed at number one for so long and annoyed millions of people?
ROLF: What Robin Hood single? What are you talking about?
T-ZONE: Sorry, they're readers' questions - that one was obviously meant for Bryan Adams. Um. Who's your favourite out of Kylie and Dannii Minogue?
ROLF: Kylie and Dannii who?
T-ZONE: Oh. Er. Would you agree that a potassium heavy compost generally yields the best potato crops after a cold winter?
ROLF: Potato crops? What are you on about? I've had enough of this. Goodbye! *(Click... bzzzzzzzzzzzz...)*
T-ZONE: Um. Cheers mate. Catch you later.

There. That didn't go too badly did it? *(Er... Ed.)* And badges are winging their way to the three question-masters as you read. Hey – why not be on the list yourself next month? Be a Twilight Zone questionmaster! Send in your celeb queries to the *Game Zone* address and it may well happen. Way to go! (Well, way to win a badge, anyway.)

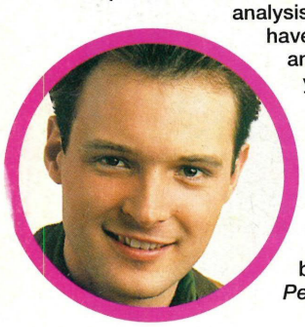


the thumbprint analysis

with Bobby Zillion... thumb reader and clairvoyant.

Phrenologists read bumps on the head, gypsies read tea leaves, astrologers read stars in the night sky and Bobby Zillion reads thumbprints. "Thumbprints encompass everything and more," says Bobby. "Thumbprints are tiny self-contained universes and each one is unique. Thumbprints are like wonderful novels, full of unfolded mystery. Thumbprints speak to me in ways you could not understand."

And so says our thumb expert, which is all good and well, but there's a slight problem. We asked you to send Bobby your thumbprints so he could analyse them. And guess what? You didn't. You clots. He's not the rozzers, you know. He's not the law, the filth, the pigs, the fuzz or whatever you care to call the police. He's not going to hang onto your 'dab' and send it into *Crimewatch* every time there's an unsolved burglary. All he's going to do is read it, print it in these pages, explain what all the little lines mean and do a quick character analysis. Then he'll destroy the evidence, you have our word. Send us your thumbprint and enclose these details – your height, your age, star sign, hair colour, eye colour, distinguishing marks and a brief outline of your temperament. (So, after Bobby's done his analysis, we can see how accurate it was). But for now we're going to have to give Bobby another celebrity thumbprint. Can he guess who it belongs to? *(It's John Leslie from Blue Peter in case you're interested. Ed.)*





A This is the 'Middling To Strong Scottish Accent' line. It's extraordinarily pronounced which leads me to believe this person hails from the land of bonny heather and hoots mon haggis och aye the noo. *(He's off to a good start again. Ed.)*

B This is the 'Unbelievably Lanky' line which is hardly visible. This person is definitely not tall. Not even average. I'd say this was a short person. Very, very short. *(Oh well... Ed.)*

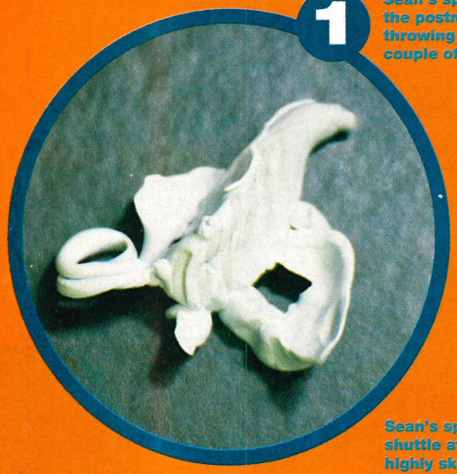
C I wasn't too sure about the gender of this mystery celebrity until I saw this. It's the 'Played Rugby At School' line. Okay, so it could be women's rugby, but the law of averages tells me otherwise. This is a chap. *(He's back on course. Ed.)*

D This is the 'Crafty Dart-Playing Cockney' line. It's pronounced. This would suggest Eric Bristow, but with the Scottish line and the Short line,well I think I've guessed already. *(I think he thinks it's Jockey Wilson. Ed.)*

E This is the 'Grouping! 180! Nice Arrows' line. Again it's pronounced. Can I make my guess yet? It's Jockey Wilson, isn't it? It is, isn't it? I'm right, aren't I? *(This bloke's useless. Ed.)*

reader's extremely useless models

Fancy yourself as a bit of a sculptor? Then this is the place for you; simply make a little model and send it to us. It can be of anything you want, animal, mineral or vegetable – the Eiffel Tower, Clare Rayner, a Ford Capri, an onion. It's totally up to you, as is the medium you use. Lego, clay, plasticine – it doesn't matter to us. Sean Kydné of Hants sent this one, fashioned from blu-tac, but unfortunately it got a bit squashed in transit so we had to do some emergency surgery. (Luckily Sean told us it was meant to be a NASA space shuttle so we knew where to start.)



1 Sean's space shuttle after the postmen had finished throwing it around for a couple of days.



2 Sean's space shuttle after some highly skilled Twilight Zone restoration work.

So Sean wins a badge. And you could too. Send in your models without delay.

next month

We want all sorts of stuff from you. More ideas for How To Make Your Own Things, some thumbprints for Bobby Zillion (just one would be nice), loads of questions for the the next Celebrity Interview and little models fashioned from vegetables, plasticine or whatever. But we want more too. Photographs spring to mind here. Got a photo of a neighbour in a compromising position? A relative being sick? A pet cat or dog dressed in a 'disguise'? Or how about a friend's really embarrasing passport photo? Anything will do and as long as it's funny it stands a very good chance of being printed in glorious colour (and not only will it be seen by thousands and thousands of other readers, but you'll also win yourself a badge into the bargain). So get cracking, basically.

WIN A QUAD!



This Suzuki LT80 Quad is one mean machine! It can be ridden by anyone over the age of 12 as the speed of the 80cc petrol engine can be controlled to suit the skill of the rider! It's got to be the best fun you can possibly have on 4 big wheels! We'll also give the lucky winner of this quadrophonic competition a complete safety outfit of helmet, padded body clothes and gloves! So if you are looking for off the road fun, just call the number now!

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This Zip challenger Gokart is powered by a Honda 144cc petrol engine, it's been designed for the younger driver but that won't stop Dad having a go! You can ride it anywhere off the road, and if you fancy yourself as a serious karting driver it's a great machine to learn on! So Go for it now by calling...

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If you know mountain bikes you'll know about TREK as they're one of the best, and this could be all yours if you call...

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Calls cost 36p (cheap rate) and 48p (at all other times) per minute incl VAT. For winners list send SAE to: Populuxe, PO Box 2065, London, W12 9JH. 0898 calls are more expensive than normal calls so please get permission before you phone. All competitions involve answering a series of questions followed by a tiebreaker section.

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THE UPPER ELBOW, THE UPPER ARM...?

You used to be so cool calm and collected, few games were ever going to get the better of you.

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One sure-fire way of losing that cool, if not your marbles, "Marble Madness ™" is a crazy roller-coaster arcade challenge. Helter-skelter down 6 stages, with 8 difficulty levels and steadily make your way to complete insanity.

"The Immortal ™" a macarbre 3D descent through 50 dungeon chambers in search of your old master Mordimar. Each level will prove to be more puzzling and more gruesome than the last. Your only chance is to fight fire with fire, slime with slime and slice, behead, electrocute or spike anyone or anything that stands in your way.

"John Madden's Football '92 " is tough. Very tough. The update on all-time best selling football title, is now even more crunchingly realistic. It features more game-plays, more teams, instant replays, improved animation, a new TV-like perception and the opportunity to knock quarter-backs into the middle of next season.

"F-22 Interceptor ™" is the first true 3D combat flight-sim title technical break-through for MegaDrive. Piloting the Lockhead F-22 Advanced Tactical Fighter, it's so up-to-the-minute, you'll even find yourself flying into the red-hot Iraqi war-zones.

In "James Pond II ™Codename: Robocod ™", the amazing aquatic agent is back to reduce his enemies to underwater weeds. Only now, able to operate on land as well as in water, he's out to save 9 different arctic toy factories, equipped with all the latest gadgetry including a flying bathtub.

"Fatal Rewind ™" from Psygnosis is a Game Show with a difference. The first prize is your life. It's a battle against the clock, blasting, leaping and clawing your way out of 16 Pits of Death, while keeping an eye on the ever-rising tide of Deadly Life Liquid.

Also from Psygnosis"Shadow of the Beast ™" pitches you against a monster with a few scores of his own to settle. He controls no fewer than 132 different sadistic associates, all of whom you must cojole, fool, fight and destroy, to gain access to the enemy camp.

Finally, "Buck Rogers ™. The 25th Century. Countdown to Doomsday" is your chance to lead a ramshackle crew of delinquents against the combined might of the Russo-American Mercantile. Your mission of course, is nothing less than to save the Planet Earth, both on land and in space through a previously unseen ship-to-ship combat system.

So go for it! Try your hand at all of them.

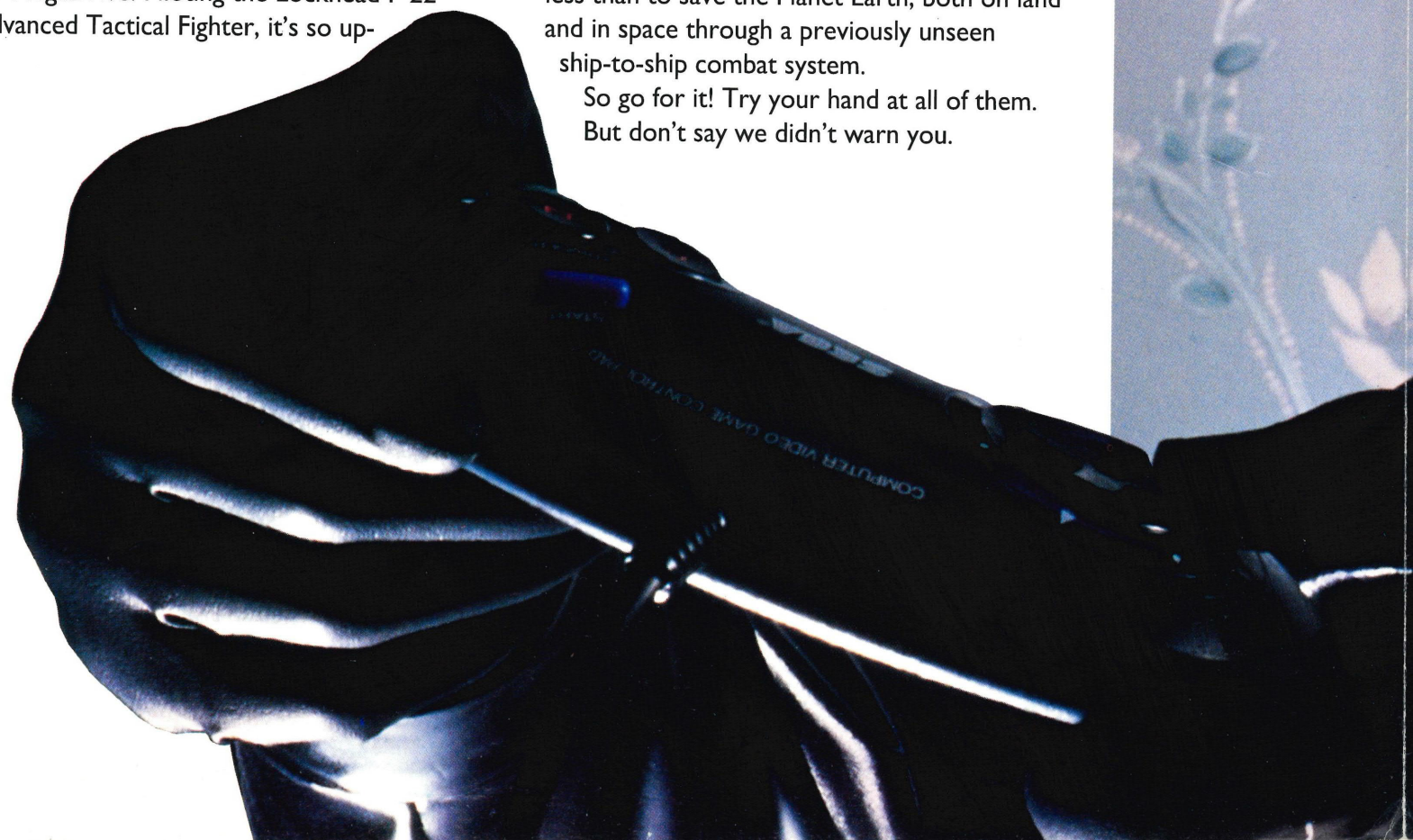
But don't say we didn't warn you.



Marble Madness

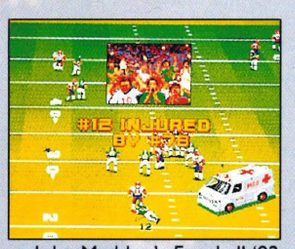


James Pond 11





The Immortal



John Maddon's Football '92



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