GAME ZONE

GAME

sega • nintendo • pc engine • lynx

ZONE

Issue Four February £1.75

SCOOP reviews

Terminator 2
Winter Challenge
Joe And Mac
Roger Rabbit
Toki
Star Wars
Caveman Ninja

turn your Game Boy into a personal organiser

Check out Sega's Mega-CD on page 16

Prince Of Persia

exclusive sword slicin' review!

TXBgD

Over 250 games reviewed and rated inside!

WIN!

A Sega Mega Drive and a complete set of EA games

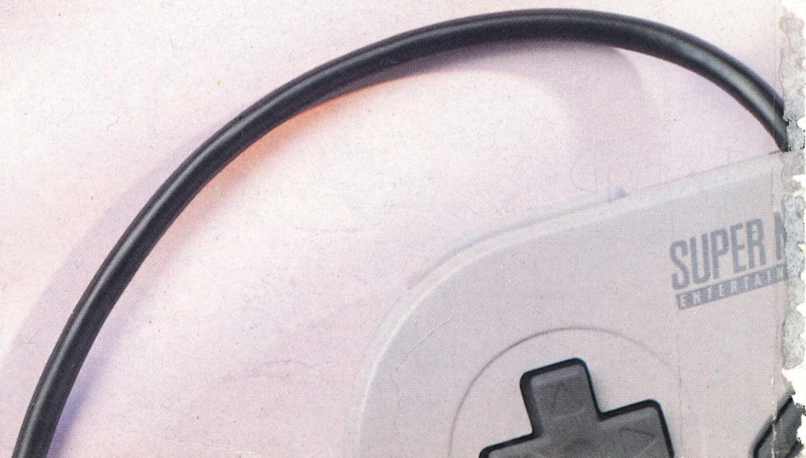
£400 worth of Terminator videos and games

04

GAME ZONE

February 1992 Issue Four

SO WHEN DO THE SUPER WILL BE



YOU RECKON NINTENDO HERE?



games list

...a list of all this issue's games and where they are.

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(R) = REVIEW
(P) = PREVIEW

plus!

OVER 200 GAMES

reviewed in our buyer's guide, page 84

WIN!

spot the spine star!

Congratulations to **Cliff Wilkes** of Ealing, London who was the first to spot our spine star who is international superstar Richard Thomas, better known as the incredibly pure John Boy Walton. Cliff is an NES owner so he can look forward to some fab Nintendo software as soon as we've raised the dosh for some stamps. The rest of you can look forward to a cunning Waltons compo in the next issue.



SWORDS & SERPENTS
Up the ladder to page 49.

PRINCE OR PONCE?



See *Prince Of Persia* on page 20.

TERMINATOR 2

Heavy metal action on page 32.



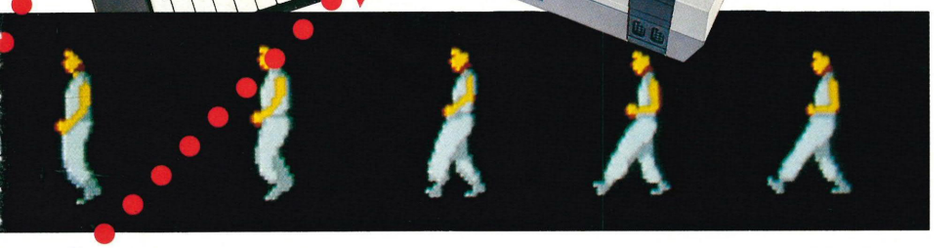
A Mega Drive and stacks of games on page 50.

A Miracle keyboard and Nintendo NES, tune into page 77.

WIN!

***Terminator 2* on video and Game Boy, page 35.**







GAME ZONE

ISSUE 4 FEBRUARY 1992

GAME ZONE

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Who's doing what to whom, where are they doing it and does it hurt? *Game Zone*'s on the case.

13 in the pipeline: caveman ninja
Elite's arcade conversion provides yet another excuse for *Jackie Ryan* to dress up in a leopard skin and run round the office going "**Uuurgg!**"

16 mega-cd
Rik Haynes and *Masashi Hirabayashi* take a sneaky look at **Sega's hot new offering** and come out drooling.

18 reviews
In between rehearsals for their new show, the Cartridge Family find time for a look at *Terminator 2*, *The Games: Winter Challenge*, *Prince Of Persia* and loads more.

35 compo
Once is never enough. Now you can **watch *Terminator 2*** as often as you like by winning the **video** in our special competition.

50 compo
No one makes games like Electronic Arts. Now you can **win every** single **EA Mega Drive game** in a fab competition.

52 handhelds
Small is beautiful as *Bart Simpson*, *XY Bots* and our **exclusive** *Toki* review prove.

56 imports
Joe And Mac, *Roger Rabbit* and *Devilish* in customs scare, **shock horror**!

64 readers survey
We have ways of making you talk. Largely by offering some **fab prizes** in our ultra nosey questionnaire.

67 pg tips
He may be a bit of a teapot but *Daniel Pemberton* knows a thing or two about hints 'n' tips and he's paying **£50 for the best one**.

74 kill zone
Armed and dangerous, *David Wilson* does battle in the arcades and comes out broke.

77 compo
Fancy a tinkle on the ivories? Then enter our miraculous **Miracle keyboard competition** courtesy of those funky musos at Mindscape.

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Slightly **strange hippy** *Jeremy Daldry* is converted into a very **strange yuppie** by some Game Boy software. Spook!

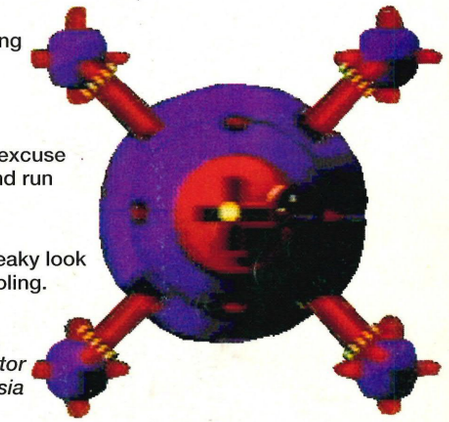
81 geez
Your chance to keep the post office busy and fill a couple of pages of our magazine into the bargain.

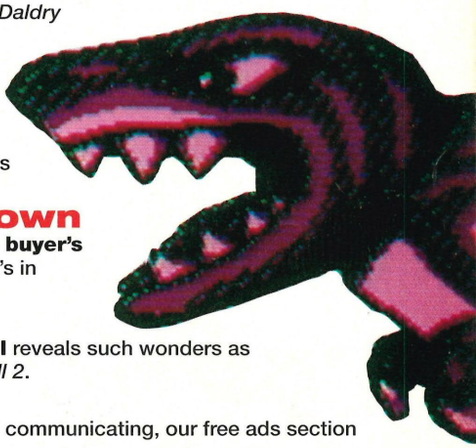
84 console countdown
A librarian's dream come true. A **five-page buyer's guide** to games currently available – and it's in alphabetical order too!

90 tba
A glimpse into the *Game Zone* **crystal ball** reveals such wonders as *Dracula*, *The Blues Brothers* and *Speedball 2*.

95 soled out
Whether you're buying, selling or just communicating, our free ads section is where it's at.

96 twilight zone
Three pages so **peculiar** that you wouldn't be surprised to see them in the high street doing their late night shopping.





IMPORTS
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GET SORTED
File your facts, see page 78.

GAME ZONE

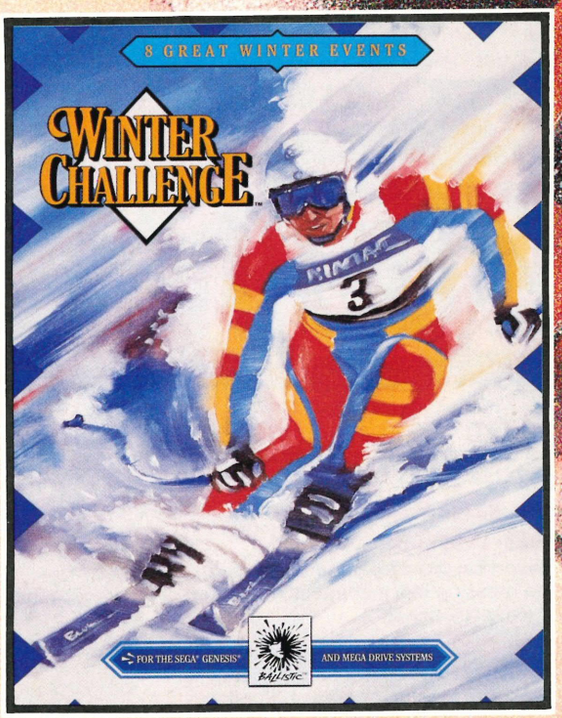
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Dennis

COVER: PATRICK ROSE



Available on your Mega Drive - February '92





WINTER CHALLENGE

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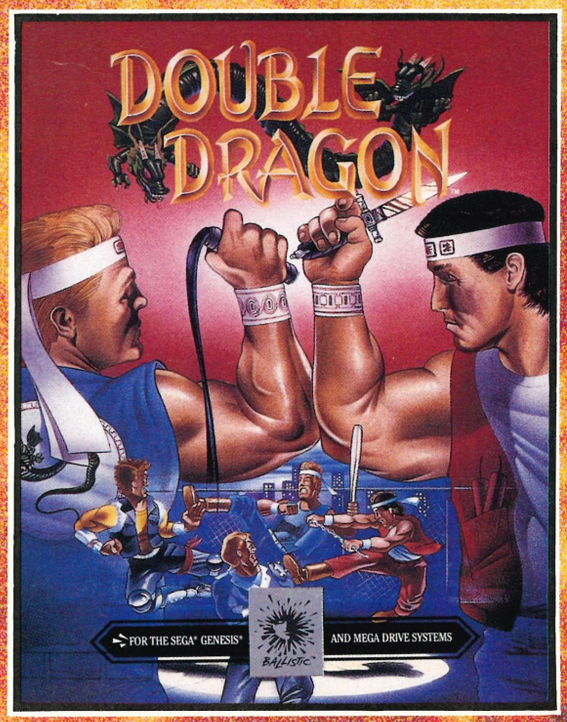
WHITE HOT

DOUBLE DRAGON

Your honour is at stake and survival is in your own hands as you fend off a gang of ruthless thugs who are prepared to fight to the end. Only a combination of lethal martial art skills and a belief in your abilities will give you a fighting chance.

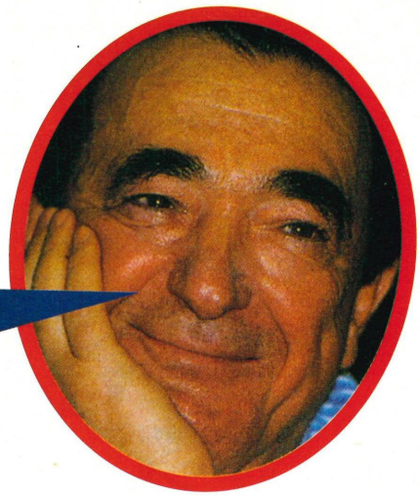
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Available on your Mega Drive - February '92

NEWS



What's new this month in the wacky world of consoles? Erm, well quite a lot really. We've got a new American correspondent for starters, bringing you all the news from the good ol' US of A , ooh, and oodles of other stuff besides. Just take a look at the next few pages and you'll see what we mean.

super nes uk launch imminent

At last! At last! All that disgusting panting and tongue dribbling can stop 'cos it's official! The Super NES, Nintendo's sleek, smart, 16-bit games machine is to be launched in the UK this Spring. Hoorah!

The new console, which contains a huge 16-bit wodge of games-playing power, plus fab hardware scaling and rotation capacities, as well as over 250 on-screen colours and stereo sound to boot, will be an altogether bigger, better, faster, louder and much more sophisticated machine than its baby brother the NES. Not only that, but it will look different too. It'll come complete with a rather fetching smart new light grey livery and all its buttons and cartridge ports will be located on the top of the machine – so there'll be no trapped finger syndrome.

Although Nintendo has yet to confirm what exactly will be in the Super NES game package when it finally arrives in Blighty, rumour has it that it should all be very similar to the American bundle. That means you can probably expect a Super NES control deck, two eight button high-tec controllers, an AC adaptor, stereo audio/video cable, an RF switch and, *and* , a copy of the latest *Mario* game, the 96-level *Super Mario World* for your moolah.

But what about that all important factor, software support for the machine? Well, at present Nintendo plans to release around four titles a month for its new baby. And the first four SNES titles to be released legitimately in this country to coincide with the launch of the new machine, will probably be *Sim City, F-Zero, Pilotwings,* and *Super Tennis.*

Mind you, you'll have to be prepared to raid the piggy bank if you want to get a hold of this latest piece of Nintendo hardware. The Super NES is expected to retail for around £149.99 and the new game cartridges will probably cost a fair bit more than most.

Existing Nintendo owners shouldn't feel too left out though. The release schedule for the original 8-bit machine will remain exactly the same, with five titles a month being put out for the NES and five for the Game Boy. And of course, 8-bit owners, unlike prospective 16-bit owners, will probably still have change for a bag of chips. Natch!





a family affair!

Woooh! It looks like those loveable Mancunians have gone and done it again! Done what you ask? Created the latest house scene, the next tasteless fashion craze? Erm, well not quite. We're talking loveable, huggable Ocean software Mancunians here you see. So what've *they* gone and done? Only cleverly managed to nab the NES licensing rights to one of the biggest grossing films in America last year – *The Addams Family*. We dunno, pretty soon the only major film news will be when Ocean *hasn't* got the rights to do a film tie-in.

Anyhow, the game should be flying bat-like to all Nintendo formats sometime soon in the Spring. After three now...

"They're creepy and they're kooky,
Mysterious and ooky,
They're altogether spooky,
The Addams Fa-mer-lee."
Tiddly-um (click, click).
Tiddly-um (click, click)
Tiddly-um, tiddly um...



pure genie-us

Not content with selling squillions of units of their Game Genie to Nintendo barmy Yanks, those loveable rogues the Code Masters are due to launch their all-singing, all-dancing games players dream device, into the UK soon.

What's the Game Genie we hear you cry? Well it's a smart little silver thing that looks like a cross between a triangle and a cheese slicer, which squishes in between your Nintendo and your fave cart to give you brilliant effects such as infinite lives, increased fire power, harder weapons and oodles of other options to boot.

All you do is bung your Game Genie into your game deck, power up, wait for the Game Genie code input screen to appear, use the codes supplied in the Code Book to give you infy lives, harder weapons, whatever you desire. Then run the game according to your new specifications! You can choose the level you start on, have harder weapons, move faster, live longer, ooh, and oodles of other things.

So how does it work? By means of alchemy, fairy dust and some fiendishly clever coding, that's how! Spookily groovy or what? So spookily groovy in fact, that Nintendo tried to stop the Genie going on sale Stateside. (Boo!) But failed. (Hoorah!) So now we're expecting to see it on sale here soon. And that's not all. The Codies are also planning a Game Genie for the Sega too. The Nintendo version is expected to cost around £39.95 and the Sega version around £49.95. Three cheers for the Codies!



stealthily does it

Stealth eh? We always thought it was something that only ninjas, *Game Zone* fridge raiders and the American inventors of the Stealth 'No it doesn't officially exist but it's just trashed Libya' Bomber knew about. But we were wrong. Welsh joystick manufacturer Ktron obviously knows a thing or two about it too – it's just about to launch The Stealth, a brand new Nintendo and Sega compatible games controller, which looks spookily like a Stealth bomber.

We managed to sneak one of these smart new black and blue peripherals in under our *Game Zone* radar recently for a quick look. And it certainly seems pretty Stealth-like to us. Well, it does if you hold the page at arms length, tilt it to the left and slightly forward, then lean back and squint a bit!

The controller, which has been designed by Wyn Holloway, the man behind the Speed King joystick, will retail for around £14.99. Check out your local console dealer and try out this revolutionary new gadget soon.

it's a giveaway! (No.1273)

LYNX ATARI

Watch out for next month's issue of *Game Zone*, 'cos not only will we be providing you with the best multi-format console magazine in the entire universe (as we do, each and every month of course) with more reviews, previews, hot hints and tips, and up to the minute news than any other console magazine anywhere, but we'll also be giving away a smart, shiney, enamel badge for you to lance onto your large lapels to boot! Are we totally loopy or what?!

Yup, stuck to the front cover of issue five of *Game Zone*, will be a fab FREE Atari Lynx badge, just like this one. It comes in sleek red, yellow, gold and grey and can be pinned to your jacket or hat for that all important extra inch of street smart street cred.

So make sure you don't miss the next issue of *Game Zone*. It'll be hitting the shelves of your friendly neighbourhood newsagents on Friday 21 February. Don't miss it!

us news

Greetings dedicated gamers! And welcome to my first column coming straight to you from the good ol' US of A. This column is dedicated to bringing you the most up-to-date information available on innovative new products currently under development in the United States. While Japan may well be the inception point for many of the latest advancements in gaming, it is by no means the be-all and end-all in this field. America has more than its share of new and exciting products designed to broaden and stimulate the video game field. Take a look at these.

An ingenious little device was recently released in the States and may well be available in Europe soon. Who knows? It's called the Grand Gear – a little beauty that connects your Game Gear to your telly, thus eliminating those tiny on-screen characters and replacing them with giant, industrial-sized versions. Think of the money to be saved by not having to buy glasses as a result of all the squinting associated with micro screen game-playing.

Another recently released device will aid all of you Game Boy fiends abroad. One of the best features of the Game Boy is that you can have two people with two Game Boys play a two player game – as long as both players have the same game in their Game Boys. Great if you each have a copy of the same game. Not so great if you don't. The Game*Mate eliminates the need for a second copy of the game. That's right. Two players, one game! Is that terrific or what? It's developments like this that make you want to thank God for being alive!

Now the obvious downside to any portable is the batteries. They don't last long and buying new batteries every few days can put a dent in your piggy bank. There are AC adaptors for each system, but how portable can you be when you can only move as far as the wall cord will let you? The only alternative left is a rechargeable battery pack, but each system has its own, specific version, so if you own more than one type of portable system, you will need a separate pack for each. Until now! An American company is soon to release a series of arachnic power adaptors designed to universalise the various power supplies for the assorted systems. These will incorporate a uniquely simple concept – one adapter to cover all systems.

First there's the Spider AC unit. This is the core of the entire line. It plugs into your wall socket and will provide power for all of the following systems: Nintendo/Famicom, Game Boy, Game Gear, Super Nintendo/Super Famicom, Genesis/Mega Drive, TurboGrafx-16/PC Engine, Turbo Express/PC Engine GT and Lynx. Next we have the Black Widow. This uses a car's cigarette lighter as its power source and attaches to the Spider. Presto! A portable, universal power source for all of the following: Lynx, Game Gear, Game Boy and the Turbo Express/PC Engine GT. Lastly there's the Tarantula which does what the Black Widow does, but uses a rechargeable battery pack as its power supply.

us news



us news

As far as consoles are concerned, Nintendo systems have one distinct drawback, that being a lack of games. Europeans are, on the whole, understandably frustrated when they look at the 500 odd Nintendo titles available in the US, compared to the less than 100 games available for the system in the UK. Especially as it's also impossible to even play US games on European systems, as the two systems are incompatible. Is that fair? I reckon not. And so do some other Americans over here. An adaptor has been released that will solve this rather undeserved, unfair situation. It is called the Passport and it lets the big 'N' know where you stand on their policy of inter-continental gaming.

Now that we've looked at new items for existing systems, let's look at some soon to be released consoles that will be vying for attention in today's competitive market.

Atari Corporation is still keeping its latest hi-tech machine, the Jaguar, strictly under wraps, but a small modicum of info has passed through these ears of mine. This one looks like it's going to be the one to beat. It will apparently be packing not one, but two 32-bit microprocessors. Whether you want to call this a 64-bit system or just 32-bit, it still blows the most powerful home gaming systems (I'm talking about the 24-bit Neo Geo) out of the race! Atari isn't saying a peep regarding this promising new contraption, but as soon as I know more, I'll pass it on.

Before I go, there's just one more new system that I'm sure you'll want to know about – The Super Gun.

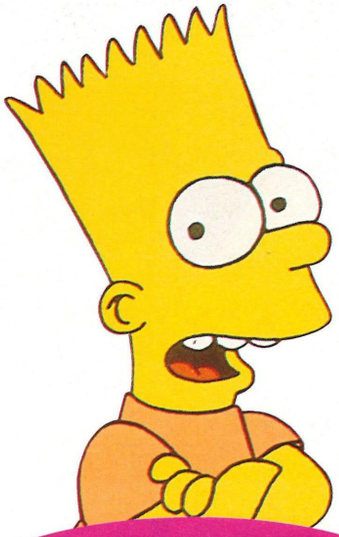
This system is not at all like anything you'll have ever seen before. Up until now, most systems have tried to duplicate the power and feel of arcade machines. Some have fared well at this, while others just couldn't seem to pull it off. And while the casual gamer has generally been very happy with what's currently available. The serious gamer, on the other hand, is still on a quest for the ultimate home gaming system. One that will deliver arcade quality graphics and gameplay.

Well The Super Gun could do just that. It's a 32-bit machine that contains the hardware of arcade machines costing upwards of $10,000 dollars. This incredible device does not use home versions of arcade games. That would make it just like all the other systems out there. Instead, The Super Gun uses real arcade game boards, the same as found in the machines you sink all your spare change into. Just imagine being able to walk into your living room, turn on your TV and play *Street Fighter 2*, *Final Fight* or even the classic *Robotron 2084*, exactly the way they're played in the arcades. So virtually any game you see in the arcade can now be purchased for home use.

So, as I come to the close of my first column, mulling over the truly wondrous times we live in – the collapse of the Berlin wall, a reunified Germany and the rest – I think, but hey, how can all of that compare to *Super Mario World* or *Sonic The Hedgehog*?

Until next time, Your Faithful Overseas Correspondent, Sepo.

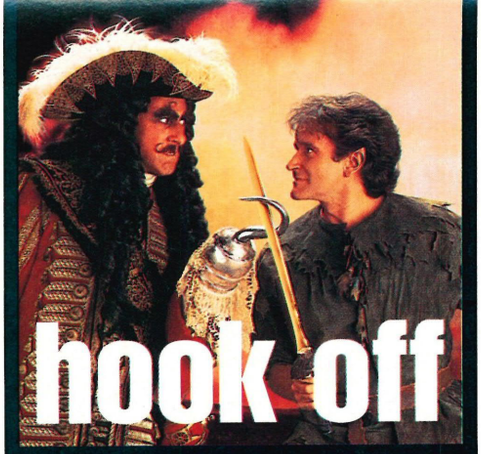
us news



play the game again man

Following the stunning success of *Bart Versus The Space Mutants* on the NES in America, Acclaim has just released yet another Simpson's game *Bart Versus The World* over in the good ol' US of A. And not only that, but word has it that the smart software house is also planning to release a Super NES game featuring the custard-coloured punky one Stateside too.

With the UK launch of the Super NES imminent, will we be seeing a UK version of the game later this year? *Game Zone* snoops reckon so. Watch this space for further news!



hook off

Now here's a shock. Guess who's got the UK rights to *Hook*, the newest Spielberg epic which opened to less than glowing reviews in America (snigger). Erm, Pacific? Lake? Nah, Ocean of course!

Details about the game are 'sketchy' (euphemism for non-existent) at time of going to press. But seeing as the *Game Zone* news hounds are never ones to give up a good news story, we held a quick Guess The Game Scenario Competition in the *Game Zone* office and reckon the scenario will either be:

a) You are Peter Pan, flying effortlessly over the 'stunningly-recreated in vectors' London.

b) You are a big crocodile and you have to charge around eating alarm clocks and Dustin Hoffman.*

c) You are Peter Pan and must charge all over the shop, doing various tasks and deflecting numerous enemies before a final sword fight with the dastardly Hook.

Expect both the film and the Nintendo versions of the game to be hitting these shores around about April time.

***Game Zone News has got its money on Scenario Two.*

pump up the volume

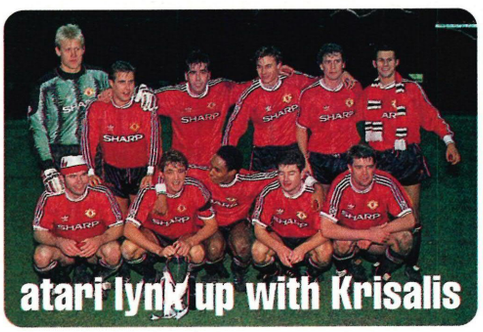
There's nothing worse than being half way through beating the stuffing out of some big alien dude, when suddenly you get interrupted by your parents/brother/sister/girlfriend/boyfriend/partner/granny/... (*Yes, yes, yes, we get the picture. Ed.*) threatening to throw your Nintendo, TV and yourself through the nearest window if you don't turn the volume down. So NES owners will no doubt be pleased to hear that thanks to GameSound, a fab, new radio remote headphone system for the NES, this will soon no longer be a problem.

Why? 'Cos even with the telly volume turned right down, the GameSound, a pico-sized attachment that sits on the side of your Nintendo, will send sound direct from your Nintendo to your lugs via a special headset. So you can still listen to the game sound and trash your hearing to your heart's content, without disturbing a soul.

Just plug the end of the GameSound that goes into the jack on the Nintendo, erm, into the jack on the Nintendo, slip the special headphones supplied onto your head, power up and then WHAM! full, groovy noises straight into your lobes. The sound will be transmitted via new-fangled radio wave thingies, so there's no wire to choke the dog on either. Hoorah!

The GameSound should be available from all good console dealers in the near future.





atari lynx up with Krisalis

Saint: Weell Jim, it looks like it could be a good end of season for Krisalis.

Greavsie: Why's that then Saint? Have they just signed up a fab new pop act then?

Saint: Och no, Jim. No, no, no. Not Chrysalis records, Krisalis software developers! The company looks all set to become one of the first third party publishers for Atari's Lynx handheld machine. And it's already developing its first game *Manchester United Europe* for the cute, wee colour handheld. It should be ready for release sometime later this year.

Greavsie: Cor! Let's hope the game does as well in the shops as the team's doing in the league, eh Saint? Har, har, har!

Saint: Och, erm, yes. (Embarrassed chuckle.) And I'm sure it will, Jim, I'm sure it will.

wwf cards: important notice

Bit of a cock-up corner this month. In last month's issue we offered you the fab and groovy chance to get your hands on some free WWF trading cards. All you had to do, we said, was write the surname of WWF star Hulk and send it to Acclaim Entertainment, 4 Walcot Place, Winchester, Hants, SO23 9AP. What we forgot to ask you to do was enclose an sae, which was a bit silly really. (*Quite. Ed.*) So please accept our humble, red-faced apologies and reapply with an sae. It's still a barg!



FANTASIA

Entertainment & Leisure Ltd

JAPANESE GAMES

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Robocod	£32.99
Bare Knucle	£31.99
Crackdown	£19.99
Devil Crash	£32.99
Dick Tracy	£19.99
D J Boy	£19.99
E. Swat	£19.99
Ghouls & Ghosts	£31.99
Golden Axe	£31.99
Golden Axe II	£32.99
Jewel Master	£31.99
Magical Hat	£24.50
Marvel Land	£30.99
Meres	£31.50
Mickey Mouse	£25.99
Monaco G P	£31.99
Pit Fighter	£32.99
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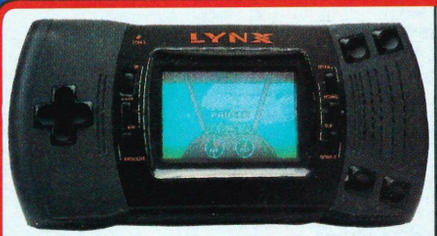


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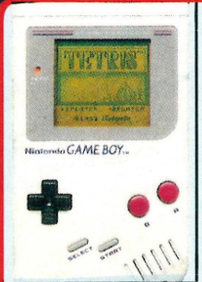
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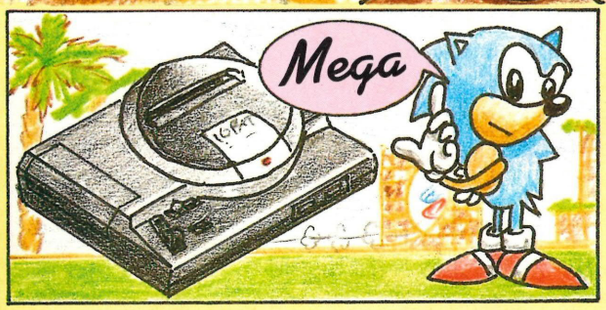
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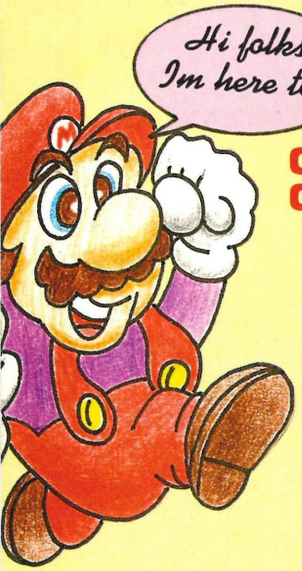
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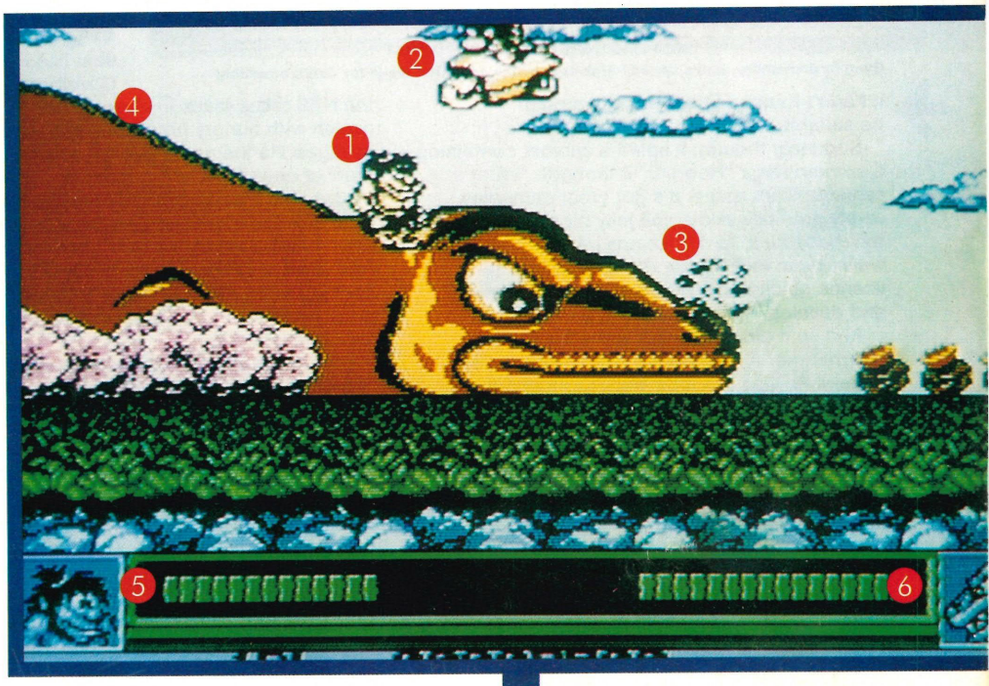
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caveman ninja



A kidnap case! Axe-wielding cavemen! Spitting mad tyrant triffids! There was only one woman wild enough to tackle the task of unravelling such prehysteric goings-on. Unfortunately however, she wasn't available, so instead we made *Jackie Ryan* don the required woolly mammoth skin two-piece and sent *her* to investigate the new palaeolithic play being developed by Elite on the NES.

all you need to know about ninja cavemen

1. This is your main sprite, the well drawn, nicely animated Joe Ninja.
2. Bandits at lunchtime, bandits at lunchtime! This bomb-dropping heli-pilot is just one of the perils you'll face on level one.
3. And this is what he'll throw at you – a rather fiery helirock bomb!
4. Let sleeping halticosauruses lie! Except you don't and this is the mid-level monster you must defeat before moving on.
5. Want to know how well you're doing in the health stakes? Check your energy bars. You have 16 of them to begin with and they will gradually dwindle as your character sustains battle scars.
6. The mid-level guardian's energy bars. Hmm, he's looking a lot healthier than you.

history lesson one

A long time ago, back in the dim and distant past, when nights were long, days were harsh and Friday nights suffered from a distinct lack of *The Professionals* repeats, a lot of people (it has to be said, chaps in particular) used to while away their empty leisure hours by slipping down to their local arcade for a quick romp around a classic Data East coin-op called *Caveman Ninja.*

Caveman Ninja probably appealed to 'blokes' you see, as it harked back to the 'heady' days of prehistory when equality of the sexes was but a twinkle in the eye of a very ancient relative of Germaine Greer. And of course, in the world of ninja cavemen, lads could be lads and girlies could be (unfortunately for them) helpless and hapless girlies – well, the birth of the new man was still 2,000 years away!

Mind you, outrageous sexual stereotyping aside, the coin-op still proved to be indeniably popular with both sexes, as it was actually a rather good little game.

The coin-op starred two Palaeolithic pals, called Joe and Mac suprisingly enough, who lived peaceably in their bijou pre-Habitat dwellings, until one day their womenfolk were unceremoniously dragged away by the hair by marauding cavemen. Natch Joe and Mac weren't the kind of blokes to take such an outrageous kidnapping lying down, or standing on one leg with their right arm wrapped around their left shoulder for that matter. And that's where the player would step in and assume control, taking the part of either one of the two primitive pals as they set off across the newly formed landscape, battling their way past a myriad of prehistoric monsters and marauding madmen, in their attempt to find their helpless and hapless girls.

Okay, okay, nothing new about that we hear you say, there were lots of arcade adventure games on the loose with very similar scenarios and gameplay too. So what was so different about this one? Well, there were the superb big, bright and bizarre graphics to kick off with. Then the four-level parallax scrolling which was also rather neat. Not to mention the rather fast, frantic and difficult gameplay, as the two pals battled it out against various prehistoric horrors. But best of all were the nice comic touches which could be seen throughout the game, such as the bulging eyes and mouth-gaping expressions of the two heroes whenever they spied one of the end-of-level nasties. They really added to the game quite a lot.

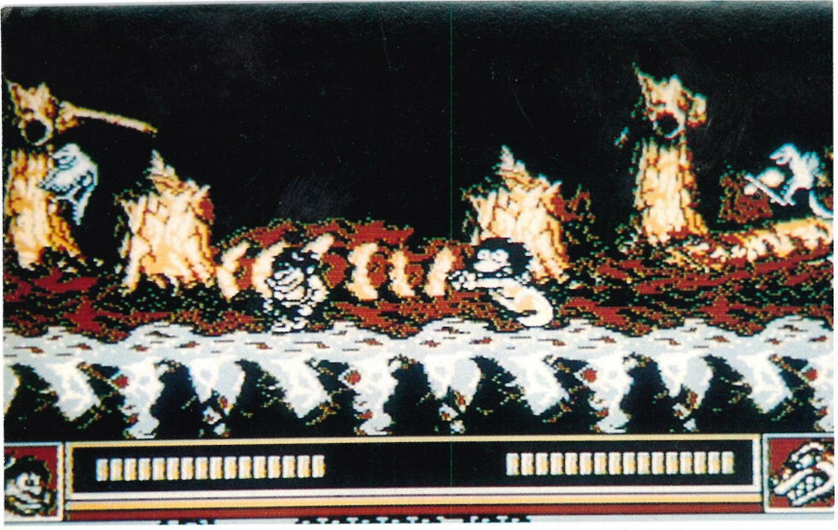
caveman cuisine

As Joe searches through the land, fending off foe and beating back the baddies, his strength dwindles, leaving him tired, grouchy and hungry. Luckily though there are a few edible eats which can be revealed whenever he wins a battle with an enemy. Picking up these adds bonus points to Joe's score. Always useful, especially as for every 100,000 points he gains, Joe will win himself an extra life.

apple	1,000 points
water Melon	1,000 points
hamburger	1,000 points

history lesson two

But in 1991, somewhere, deep in the industrial heartland of Britain (ie. Wasall in the Midlands) one particular console developer, Elite Software was taking a long hard look at the various arcade games that were doing the rounds. It had an idea. It wanted to be one of the first English software companies to design, develop and publish a game for the NES in the UK. But so far,



Even in prehistory, extra speedy high-tops were essential wear for Joe's enemies.

it hadn't found a title it thought would be suitable.

Suddenly though, it spied a cabinet containing *Caveman Ninja* "Hoorah!" it thought. "What a rather brilliant game. It's got great gameplay, lovely graphics and some jolly nice humorous touches too. In fact, it seems just like the game we've been looking for. We should nab the licence quick and get going on the designing and developing front for the NES."

And so it did. But first it locked away programmer Adrian Jones and graphic artist Russell Phillips in a little back room above a Chinese takeaway with the following instructions. "Just squeeze all the graphics, playability and comic touches of the arcade game into the little 8-bit processor chip of the NES and Game Boy, okay?" "Erm, yes." said the pair and disappeared.

Months passed and the two beavered away, finding solutions to creating a colourful game whilst working with the restriction of a limited palette and attaining parallax scrolling effects even though the machine itself didn't have the capacity to create such effects. Meanwhile, outside the programming den, Elite decided that even though other console versions of *Caveman Ninja* were going to be christened *Joe And Mac* (ie. the Super Famicom version for starters) it would actually call its NES version *Caveman Ninja* – a lot more manly too, don't you think?

Finally then, the intrepid programming duo reappeared, claiming of course, that they had achieved all they set out to. But had they? Could they really have squeezed Joe and Mac, assorted girlies, dinos and cavemen into that little grey box we all know and love so well? Well, cave dwellers, it certainly seems so, as we found out when we snuck up to Wasall to take an exclusive sneak preview at *Caveman Ninja*.

stone age style

Just like the coin-op, *Caveman Ninja* on the NES takes place in a prehistoric land literally awash with hungry predators and scheming savages. As the game begins, a rather motley crew of unwashed and unshaven cavemen call on Joe and Mac and decide to drag off their girls. The two primitive pals obviously want them back. So picking up a few handy Stone Age items and doing it (so to speak) to the backing track of a neat tune (with sampled drum beats), Joe and Mac venture forth to get their girlies back.

But before these cutesome cavemen, complete with enough bare torso and rippling muscle to make any woman swoon, can achieve their aim, they must battle their way through five levels of prehistoric pandemonium, keeping monsters and marauding cavemen at bay.

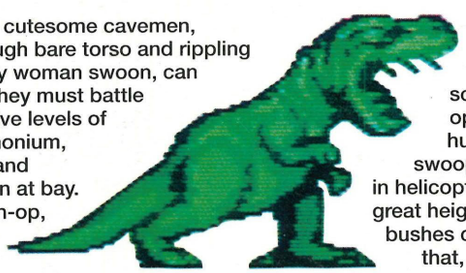
Now, like the coin-op, this game is also a two player affair, but with a difference, you'll only be able to take control of one character at a time. Each character has three lives to spare before he'll go to that great big caveman in the sky and a 16-point energy bar in the bottom left of the screen shows when your character needs to pick up extra food to revive his flagging energy. You can check out what's on the menu in the Caveman Cuisine box, on page 13.

move on up

Joe then begins the quest and when he sets off you find he has a variety of standard moves to help him dodge the onslaught of enemies (ie. left, right, jump, crouch) as well as a rather *Sonic*-esque flying spin to boot. He also has quite a formidable array of weaponry at his disposal too (check out the Tool Up box for a complete run down) as well as a special power-up option which means he can double the strength of his weapon by holding down the START button before he uses it.

But even so, traversing those wild lands before him will not be easy.

volcanic valleys and triassic parks



Rambling through the Volcanic Valley Of Valour in the first level of the game for example, Joe must run along the horizontally scrolling valley floor avoiding opponents of both the animal and human kind. Baby pteranodons swoop down from the skies, cavemen in helicopters drop rocks on him from a great height and even seemingly innocent bushes can hold nasty surprises. Not only that, but when he reaches the mid-

beachcombing caveman ninja style

Beachcombing eh? We always thought it was rather a relaxing pastime ourselves. All that tromping along deserted beaches, shrimp net in one hand, *Observer Book Of The Seashore* in the other, nothing to worry about apart from whether that rather curious-looking sea shell came from a mussel or a clam. Dangerous? Strenuous? Not a bit. Or so you might think, until you experience a bit of beachcombing *Caveman Ninja*-style. Just take a look and you'll see what we mean.



1 joe

Level two of *Caveman Ninja* sees Joe setting out across the deserted shoreline of the Ocean Of Silurianakesa, not in search of the latest piece of driftwood, but rather his missing woman. The sun has set, the land is in darkness and the perils ahead of Joe are a lot more dangerous than a bit of slippery seaweed and a few stinging jellyfish. Lucky for our hero then that he is armed with his axe. It's a tad more useful than a shrimping net.

2 club-wielding caveman

Whilst combing the shoreline in search of his missing girlie, Joe must be careful to try and avoid these crouching cavemen. They each have a club secreted somewhere about their person and their intentions are far from honourable.

3 baby pteranodon

Yaargh! They come from the clouds. Swooping silently and swiftly toward their prey. Out to do their deadly best to mess up Joe's carefully coiffed hairstyle, these baby pteranodons swoop down out of the sky to damage Joe's strength bar. A deftly dispatched axe should do the trick.

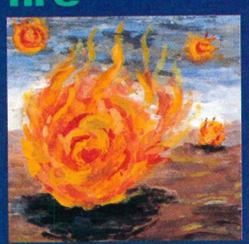
4 rock throwing caveman

"Rock-a-hula, rock-rock-a-hula." Ah, prehistory. There's much to be said for it. Who do you think invented rock and roll? It was these chaps – the rock-rolling cavemen of course. Not that Joe's quite ready to appreciate such historic events. Whenever he approaches them, they roll their rocks towards him. And to survive the onslaught, Joe must first destroy the rock and then the caveman. No easy feat.

tool up

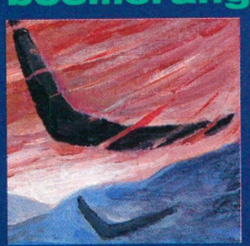
So, there you are, a caveman ninja, bravely battling for your girl against all those marauding monsters, when you suddenly think, "Hmm, a weapon or two might come in handy." Lucky then that Joe can arm himself to the teeth with a goodly selection of munitions. Some of these stone age weapons can be found lying around the landscape, whilst others can be retrieved from the corpses of egg-carrying neanderthals. In the finished game you'll be able to check these out for size.

fire



Goodness gracious great balls of fire! Being of rather higher intelligence than your average caveman, Joe has already discovered the usefulness of fireballs. He knows, for example, that these are probably the most powerful weapons at his disposal and his best bet against enemies as fearsome as the evil Sagileocorn.

boomerang



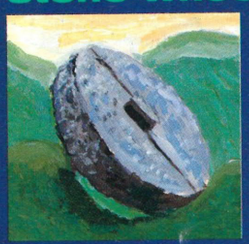
A rather bendy piece of weaponry, Joe's mastery of which is quite staggering. Obviously some antipodean blood in there somewhere. But the boomerang is also a very useful piece of equipment for getting rid of tryrant triffids and the like.

flint



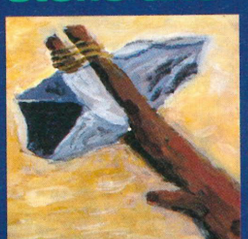
Not all weapons are equally useful of course. This frankly rather pathetic looking piece of equipment (it looks a bit like a wet flannel on screen) can be found at various points throughout the landscape. But watch out, it might be a useful missile for a few throws, but hold onto it for too long and you'll find you'll lose more energy than you gain from it.

stone wheel



It may look a bit like a reject from Dunkin' Donuts, but this is actually a stone wheel, another useful addition to Joe's arsenal. Roll these into the path of oncoming enemies and watch out for that carefully crafted steamroller effect. Splat!

stone axe



Hmm, quite a big chopper this one. You could say that it's also the traditional choice for the traditional ninja caveman. This stone axe may look primitive, but it's actually one of the most powerful weapons at Joe's disposal, but beware as it doesn't go very far. All he has to do is chuck it at the odd passing club-wielding caveman or zephyrosaurus and his opponents will be out of action for at least a week. A good 'un and no mistake.

point of the level (each one is sub-divided into two) he must beat off the mid-level guardian before he can go further and then he *still* has to fight the end-of-level guardian before he can move on.

But even though Joe has a lot to deal with on each level and there is tons going on at any one point in the game, the gameplay doesn't suffer at all. The programmers have made sure that there is just enough happening on each screen to keep Joe occupied, but not at the cost of slowing down the game.

In fact, having seen the Super Famicom version of the very same game recently (see our review in *Imports*) I'd even go so far as to say that the gameplay on Elite's NES version looks almost as good – which means there should be plus points for its lastability. And not only that, but on the NES version, all the nice comic

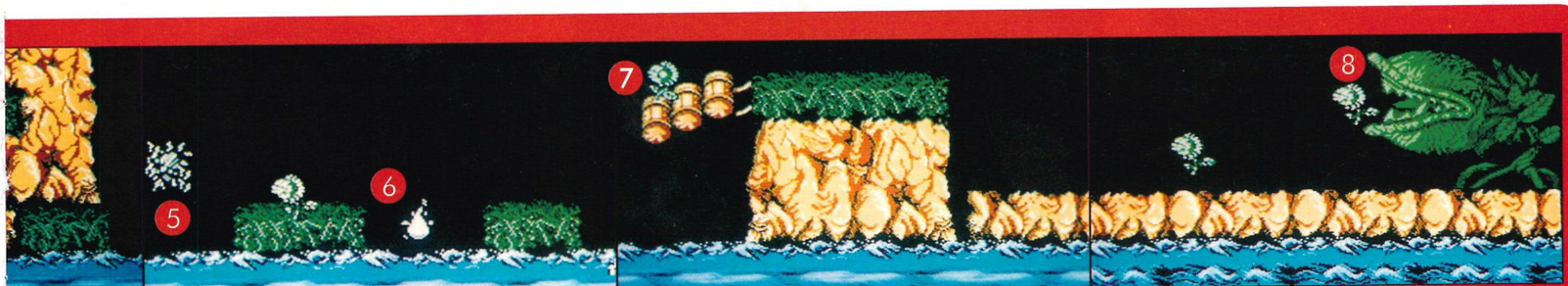


Yaargh! Joe's eyes pop out of his head as he spies one of the game's end-of-level guardians. Neat animation huh?

touches from the arcade have been faithfully kept too – Joe's eyes pop out of his head on first sight of both the mid and end-of-level monsters and he beats his chest in true caveman style whenever he defeats one of the guardians.

All in all I could quite change my opinion about ninja cavemen, I suppose. Sexual stereotypes aside, perhaps they're actually quite okay blokes after all. In fact if a bare-chested ninja caveman, clad only in a fetching pair of mammoth skin briefs comes the way of my NES this Spring, I don't think I'll be complaining – well not too much anyway.

Out: April
Price: £tba
Publisher: Elite



5 gaping chasms

Naturally, beaches in prehistoric times were far from finished. The hand of time had yet to wear away those rocky shores and gently shelving beaches were but a glimmer in the eye of the big creator in the sky. So traversing the shoreline means Joe must do some nippy manoeuvering from rock to rock. If he mistimes one leap, it's down into the crashing waves. And there'll be no *Baywatch* lifeguards to pull him out. They haven't been born yet.

6 electric flying fish

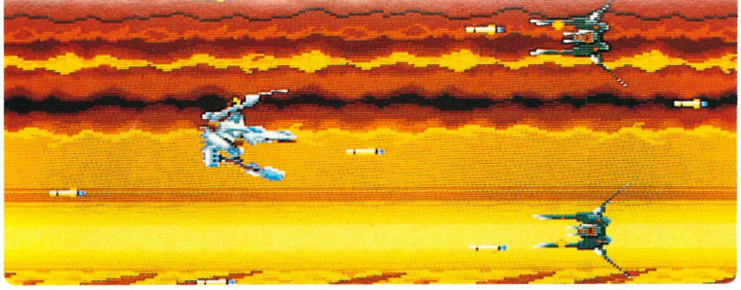
Blimey! Not only must Joe leap from rock to rock, but in so doing he must also avoid the rather shocking forerunner of the electric eel – the electric flying fish. This slippery species jumps out of the sea at intermittant intervals. One touch will cause Joe to lose energy. Time for a fish supper it would seem.

7 tyrant triffids

They say that necessity was the mother of invention. And credit where credit's due; after his encounter with the tyrant triffids on this level, Joe was probably the first man to think of inventing weed killer. Spawn of the end-of-level nasty, these terrible triffids spit poisonous seeds at Joe, which once again damage his energy. A hack with the axe should let the intrepid adventurer proceed.

8 the legendary giant tyrant triffid

Yaargh! Was there no end to the horrors of beachcombing during the Palaeolithic era! This is only the *mid-level* guardian. Joe can only guess at what unspeakable horrors lie further along the shoreline of this level. Still, he obviously loves his beachcombing deeply. Doing battle with this Audrey look-a-like is all in a day's work for this rockpool-loving caveman. Hoorah!



solfease

Wolf Team ● **A rather demanding shoot 'em up converted from an obscure Japanese computer. Lordy!**



Hey Mega Drive owners, there's no need to be jealous of the fancy graphics displayed by that Nintendo Super Famicom thingy. Sega has just unveiled a mysterious black box that makes your console look and sound like those spanking machines in your local amusement arcade. Games come on special compact discs instead of the cartridge format. It can even play ordinary audio CDs and do a spot of karaoke on the side! According to all the brainy games development type people, this neat gizmo is hotter than a chilli curry. Avoiding yet another doze of boring techno porn, *Masashi Hirabayashi* and *Rik Haynes* cut through the hype and ask the 'experts' about the new Mega-CD...

let's talk about

"We're working on the concept of AVAC (Audio Visual Amusement Computer). The Mega-CD is a multimedia station with realistic graphics, sound and unlimited possibilities."
Mr Hideki Sato, Sega

Nobody knows more about video games than Johnny Arcade and his console crazy chums...

Game Zone: So Johnny, what's your verdict on this wonder widget from those crafty Japanese wascals?

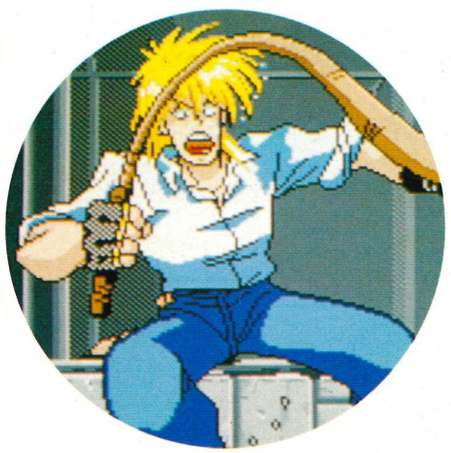
Johnny: Yeah, full respect is due to Sega. Mega-CD is really kicking, man. I mean, just check out the pixel-pumping action in games like *Heavy Nova*. It's wicked. Sure, *Sonic The Hedgehog* was impressive but if all the capabilities of the gadget are stretched to the limit it could send players into a state of total ecstasy. Luv it.

Game Zone: Did you know a typical Mega-CD title could be over 650 times bigger than *Sonic*?

Johnny: Now that's what I call power. With all this extra storage slopping around, I reckon the boffs will be able to deliver the goods. Mind you, the first batch of games on any machine simply test the water. It takes time for the programming peeps to get their heads wrapped around the intricacies of the hardware. I'm not expecting to be fully gobsmacked for at least another six months.

Game Zone: Is the Mega-CD worth the equivalent of £220 plus taxes if you import it over from Japan?

Johnny: Dunno. It's a real pain waiting for Sega to officially release their gear in the UK. I guess they want to have plenty of games ready at launch. Got to go, I want to try out a new cheat on *EA Hockey*. Bye.



earnest evans

Wolf Team ● **You wouldn't believe the size of these sprites. It's like playing a cartoon. Hoooraaagh!**



rise of the dragon

Dynamix/Sega ● **First of many Western-style games to make it onto the Mega-CD. Critically-acclaimed on other formats, this interactive thriller has more than a hint of Ridley Scott's movie masterpiece, *Blade Runner*. Apparently, the space combat epic *Wing Commander* (Origin) and huge science project *SimEarth* (Maxis) are also on their way. The boys at Psygnosis, creators of *Lemmings* and *Shadow Of The Beast*, also have something startling up their sleeves. Crumbs!**



detonator organ

Hot B ● **Now that's surprising. Aliens are invading the earth again. This traditional adventure sports oodles of animation. You take the role of a boy called Tomoru. Yikes!**

Suddenly, strange Uncle Ken arrives after a tiring day of train spotting...

Game Zone: What's your opinion on the Sega Mega-CD, Mister Smelly Trousers?

Uncle Ken: Um, fascinating question that, but not as interesting as the new loco chassis on the Shoebury to Fenchurch Street line.

Game Zone: (Groan!)

Uncle Ken: Yes, I digress. An impressive beastie and no mistake. In fact, I'd go so far as to say that it's the most powerful peripheral ever made for a console system.

Game Zone: And why's that?

Uncle Ken: Using my trusty Phillips screwdriver, I was able to actually peer inside the Mega-CD. Imagine my surprise when I saw a bunch of exciting new silicon chips and a complete CD-ROM unit stacked in there. That means I'll be able to hear my favourite James Last album and play mega games using the same device. Smashing. It's even got the capability to play those goofy CD+G titles. You know, the compact discs which simultaneously display the lyrics with every track. Karaoke here I come!

Game Zone: We've heard CD games on other systems are prone to slowing down when there's a lot going on. Have the techies at Sega's secret lab managed to speed things up?

Uncle Ken: Unlike the CD-ROM accessory for the NEC PC Engine (TurboGrafx-16) Sega's games won't slow down while the amazing sprites, backdrops, music and sound effects are coming off the CD. Getting a bit technical, the Mega-CD incorporates six megabits of buffer RAM and an extra 12.5MHz MC68000 microprocessor that runs almost twice as fast as the one inside the Mega Drive itself. Would you like to sit on my knee? I've got a lovely strawberry lolly for you in my pocket.

Game Zone: Er, no thanks. Are there any other extra features in this chunky deck?

Uncle Ken: Wow! Are you kidding? This top quality add-on can produce really sexy graphics and sound. There are heaps of new tricks available to the games designers. Okay, clever coders can simulate these special effects with software routines but now they can concentrate on other things like improving the gameplay.

For a start, sprites and backgrounds can be scaled and rotated in a similar way to any Sega coin-op like *Afterburner* or *G-Loc*. There's also a way to make sprites fade into the distance and recreate natural phenomena like fog. We could therefore see some very realistic racing games and super flight simulations in the near future.

The sounds that can be reproduced are truly stunning, too. I particularly like the way you can mix the eight-channel PCM (Pulse Code Modulation) sounds with audio from a CD thanks to the nifty Digital and Analogue converter with Over Sampling Digital Filter. That PCM technique is also employed in synthesizers and the like so I'm expecting some groovy tunes and terrifying sampled screams. I've got a mate who restores old wireless sets and he believes the Mega-CD sound chip is a variation of the one found in the most excellent Rad Mobile arcade machine. Of course, you can hook everything up to your speakers to annoy the neighbours.

Game Zone: Have you heard about a possible link between Sega and JVC?

Uncle Ken: Abso-bloody-lutely, young man. The word on the street is that consumer electronics giant JVC is planning to launch a stonker machine combining the Mega Drive and Mega-CD in one attractive hi-fi style unit. JVC has also just made some Nintendo games based around the ageless *Star Wars* movies in conjunction with Lucasfilm! It makes you think, eh?

Game Zone: Just one last thing Uncle Ken...

Uncle Ken: Okay but you'll have to be quick, I've got to purchase some liquid cement for my Airfix kit.

Game Zone: Get a life!

sex* E-GA-CD



fay area

Wolf Team ● **When players walk around this imaginative landscape they'll see thundering earthquakes and tremendous tidal waves. Ooooh!**



tenka-fubu

Game Arts ● **Step back in time to feudal Japan and meet over one thousand Samurai warriors who actually existed in real life. Cor!**

Later on, Johnny's grumpy father staggers back from the pub...

Johnny: Hi. Give me a Sega Mega-CD or I'll tell mum you're pissed again.

Old Git: We didn't need a bloody Mega-Wozit when I was your age. We used to make our own entertainment with a piece of string and some second-hand chewing gum. Now naff off you ungrateful little brat while I take a nap.

Johnny: Radical decision, father dude. I should chill out until the def device is officially available in this country. It's just a bitch that Sega Europe doesn't know the price or release date yet. Catch you later.

Old Git: Zzz... Zzz... Zzz...

*Or rather about a Mega-CD.

revi



the cartridge family

By day they're the *Game Zone* reviewers, but at weekends they don their hippy attire to become The Cartridge Family, the all-singing, all-dancing pop sensation. They love the world, the world loves them and adventure is never far away. This month the multi-talented octet are en route to a Christian Society 'Help The Homeless' charity gig. "A very Cartridge Family-ish activity," you might say. But all is not well: Lord Paul is behaving very oddly...

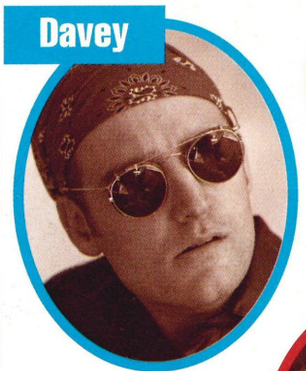


Lord Paul

Lord Paul "Mmm-b-bayah, mmm-b-bayah, grah graaaah!" dribbled Paul maniacally from the driver's seat of the Cartridge Family tour bus. "What's he saying now?" whispered Jackie nervously. Jeremy wasn't sure. Paul went on: "Graaaaaahhhhh," he growled, sneering into the rear-view mirror. "Graaaaah baya maya ganoon. Graaaaah! Hekki hekki." He started shaking his head about violently, then he rolled his eyes backwards until the pupils were facing directly into his sockets. "Blimey," said Jeremy.



Jeremy



Davey



Jackie

Jackie "Blimey," echoed Jackie as Paul floored the accelerator and took the tour bus to 80 mph, veering back and forth across the dual carriageway. "I don't know how to say this without alarming everybody," said Jeremy, who had been thrown from his seat to the back of the bus, "but I suspect that Paul is possessed by Dark Forces." Jackie couldn't believe it. "Uh? Paul is the most caring member of our band. He lives for love – and flags." "Exactly," replied Jeremy, "Just the sort of person the Devil goes for."



Viv



Dunc

Jeremy Jeremy's 'possession' diagnosis was confirmed by the unwholesome amount of green bile now spewing steadily from Paul's mouth. "What are we going to do?" said Jeremy. "The audience at the concert will be hard-core Christians... and we've now got the Antichrist as lead vocalist." "How do you think it happened?" asked Dunc. Jeremy reckoned Paul had mixed up his Walkman tapes and had accidentally listened to half an hour of Judas Priest instead of Kirsty MacColl. He had become crazed.



Teresa

Davey "Judging by the speed Paul's driving, we'll be at the gig in absolutely no time at all," said Davey "and you can imagine what the newspapers will make of all this. We've got to do something quickly or our image as the nicest people in showbiz will be destroyed." Janey made a suggestion: "Let's put Paul on drums and stick him



Janey

ews



at the back where no-one can see him. Viv can sing the lead vocals instead, and hopefully nobody will be any the wiser." Paul started to bang out a rock solid rhythm from Hell on the steering wheel. "Hmmm. You can't hide the Devil," said Davey.

Viv "And anyway, I can't sing," added Viv. "Playing the drums has always been my only passion. Besides, Paul's the only one who knows the lyrics to our special 'Homeless People' songs. He has to sing or we'll be stuck with an hour long instrumental set." Everyone knew she was right – the songwords were in Paul's head. He never wrote these things down as he felt they should come directly from the heart. "Maybe he'll get better on his own," said Viv. Suddenly Paul vomited brown fluid over the windscreen. "Maybe not," she added.

Dunc "I know!" said Dunc, "How about the Cartridge Family Emergency First Aid Kit?" The band were not impressed. "What do you propose then?" queried Teresa, "...that we wrap an 'Anti-Beelzebub bandage' around his leg?" "Brilliant," said Dunc, "Have we got one of those?" Teresa explained she was being sarcastic. Jeremy was nicer, explaining that first aid kits didn't really work in demonic possession cases. Two pints of black gunge spurted from Paul's nostrils and covered his lap in yet more slime. Yikes!

Teresa "I've got it!" yelped Teresa, leaping from her seat and rushing to the front of the tour bus. She fished about in the tape drawer and pulled out a cassette which she plopped into Paul's Walkman. She switched it on and squeezed the earphones over Paul's head, holding them in place as he writhed in agony. After ten seconds she removed the earphones and returned to the back of the bus. Paul sniffed: "Eh? What's this mess on my trousers?" he wondered. "How did you do it?" asked Viv quietly. "Thank Cliff Richard, not me," said Teresa. Hoorah!

Janey Janey shone with an inner glow as she rattled her tambourine. Jeremy's guitar twanged, Viv's drums shook and Dunc's bass hummed as Paul (wearing his spare trousers with no Devil signs) sang the final chorus at the end of their set: "Oh the homeless live in boxes, With cardboard walls and floors, So if they come a-knocking, We must let them come indoors..." The audience cheered wildly. "God bless the Cartridge Family," they cried. "No," said Paul over the microphone, "God bless the poor people with no houses."



The Partridge Family*

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





end zone

It's time to tune out of Radio 1 FM and into *Game Zone* 'cos it's review explanation time. And just you be sure you concentrate 'cos we'll be asking questions later.



Scores are broken down into four categories, Graphics, Sound, Addictiveness and Playability. In each of these categories the game is scored out of ten and it all looks a bit like a graphic equaliser. It does so too, we spent hours designing it.

The overall score is out of a hundred. It is not an average, total or square root of the other four scores, it's a complete stand alone, do its own thing, who needs friends anyway sort of 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? (Well we wouldn't.)

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 peak 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.

CONSOLE

HANDHELD

IMPORT

MEGA ZONE

Games scoring 90 in their overall (not at all average) 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

Games scoring below 20 get a Zone Groan and a one-way ticket to the bin.



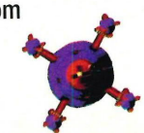


what's on

In the all go (ahem), business-like (ahem ahem) world o the *Game Zone* offices some games get played for as as it takes to do a review. Then they gather dust on the shelves along with our Hula Hoops, Stylophones and (broken) Mousetrap sets. Other games just go on and on. Here are the games getting most workers' playtime.

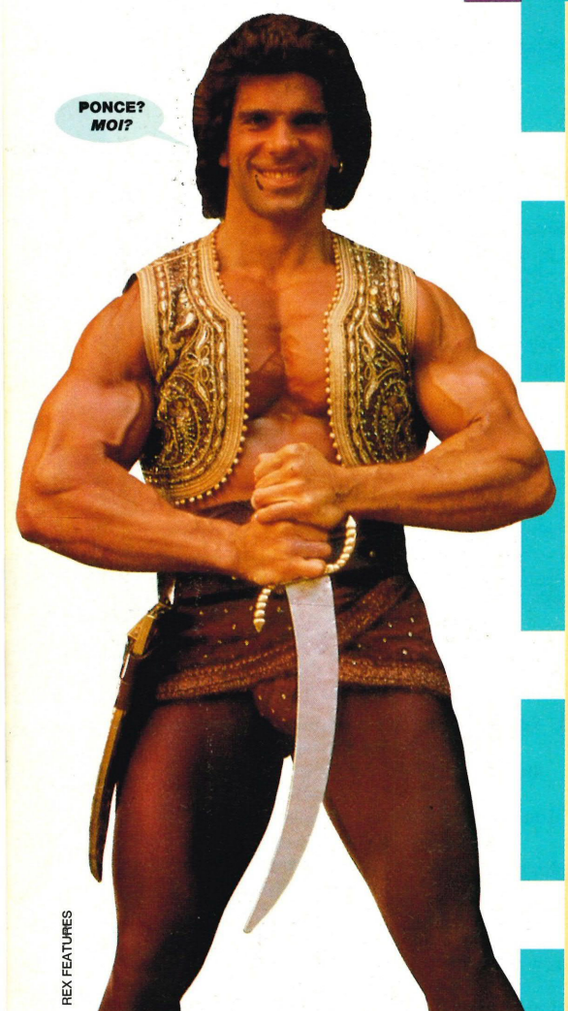
1. **John Madden '92** Mega Drive
2. **Battletoads** Game Boy
3. **Sonic The Hedgehog** Master System
4. **Joe And Mac** Super Famicom
5. **Devilish** Game Gear





MASTER SYSTEM

prince of PONCE



REX FEATURES



Prince Of Persia, eh? 'Ponce' of Persia more like. I'll explain what I mean regarding the 'ponce' bit later, after I've told you a story – yes, it's scenario time. Let's go. Hang on to your hats.

The Prince of Persia (ie. you) has been locked deep in a dungeon by the wicked Grand Vizier. (And by the way, that's wicked in the sense of not very nice rather than wicked in the sense of excellent... Just in case you were confused.) The reason the Prince has been locked up by the Grand Vizier is that the Grand Vizier has designs on a Princess. She's up at the top of his castle, locked in his bedroom, and she's got one hour to agree to 'marry' him – or he'll take her by force anyway. Blimey. But can you guess the rest? Of course you can... you've got to get the Prince of Persia out of the dungeons, through the 12 increasingly hazardous levels, to the top of the castle where a confrontation with the Grand Vizier is on the cards. And you've got a time limit of precisely sixty minutes in which to do this. Succeed and you'll be the one who ends up 'marrying' the princess – and she actually wants to 'marry' you too, so it's all morally sound and everything. No sexual ethics worries.

"Hmmm, fair enough," you may say, "but morally sound or not, I've heard variations on that particular storyline about eighteen thousand times before," and yes, you have. It's another *Kidnapped Chick Who You've Got To Save* one, isn't it. But this is no straightforward beat 'em up you're reading about here. Indeed no by jingo, as you'll soon discover. And as for 'Ponce' of Persia rather than 'Prince' of Persia? As I said, you'll discover the reason behind that as well. Simply read on.

so you say it's not a beat 'em up?

No, it's not. We've ascertained that much. *Prince Of Persia* is most definitely *not* a beat 'em up. If it's an anything 'em up then it's a fence 'em up, as all the in game fighting is carried out sword fight fashion – using thrust, parry, forward-step and backward-step. But rapier fighting isn't all you do in *Prince Of Persia*. The main flavour of the game is more sort of mazey really. And puzzley. And platformy.

so it's a platformy, puzzley maze game?

With a good dose of the aforementioned sword fighting thrown in for good measure, yes. But *Prince Of Persia* defies this pigeon-holing somehow, as somewhere along the line all the elements have been spliced together in such a way that... well, it's just *sooo* original. It's as if you've never played a game like this before. (*Unless of course you played the PC, ST or Amiga versions which came out a year ago. Ed.*)



X-ray specs, what a rip off! I can't see any naughty bits.

but what exactly do you do?

Here are the basic elements:

- You walk, you shuffle, you run, you squat... and the clock's ticking down.
- You make little jumps, bigger jumps, you take giant leaps... and the clock's ticking down.
- You grab hold of ledges, you haul yourself up, you think about your route... and the clock's ticking down.

MEGA ZONE

Prince or ponce? Now that Domark is about to release *Prince Of Persia* on the Master System, this is the big question on everybody's lips. "Prince," reckons Paul. "Prince," reckons Jackie. "Prince," reckonsJeremy. "Ponce," reckons *Duncan MacDonald*. Hm. He can do the review then. What's he on about?

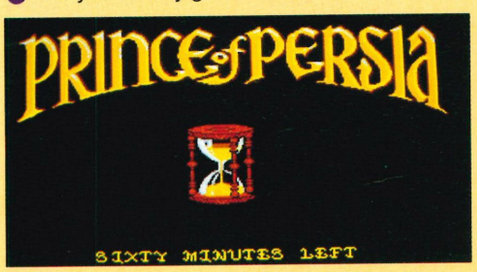


Azzaii Kazzzaaaam... er... Hamaaaii Bazaar... er... Kris Kristofferson! Oh stuff it, we're out of petrol again.

persia



- You climb through trapdoors, you lower yourself, you open doors... and the clock's ticking down.
- You pick up and drink strange potions, you get involved in sword fights... and the clock's ticking down.
- You reach doors to higher levels, but you don't know what's behind them – spooky things have been happening...
- And you've only got an hour.



Sixty minutes? No time to watch *Home And Away* then.

hmmm, poncily put, but I get your drift.

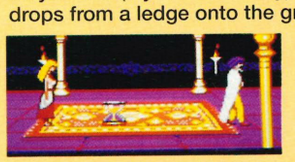
Aha, poncily put... of course. Which brings us back to 'Ponce' Of Persia. The ponciness comes from the way the main sprite, the Prince, runs. All the animation involved was originally taken directly from video footage of a real person running, jumping, climbing, sword fighting and so on – and all this action was digitised and then tarted up in an art program – 'cartoonised' to use an Americanism. But the ponciness of one of the main moves is what strikes you sooner or later. The geezer who posed for the original video obviously had a slightly nancy way of grinding to a halt after a bit of a trot, as you notice when you control the Prince. Run him



That poncey walk in slow motion Ponce-O-Vision replay.

along one of the numerous platforms, stick on the 'brakes' and up comes his arm, in a sort of handbag waving motion. Ponce-O-Vision we call it. Hence 'Ponce' Of Persia. It makes you wonder what he's going to do when he finally reaches the princess... 'marry' her as the scenario suggests? Possibly, but it's more probable that he wants to borrow her clothes.

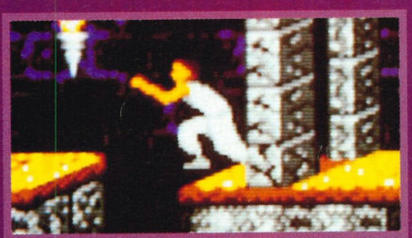
Ponciness aside though, you really have to see this game to appreciate the amazingly lifelike animation. Each individual move (walking, running, jumping etc.) has about nine squillion frames of animation squeezed into it. When the Prince bends down to pick something off the floor there are something like 12 different frames involved. In a *Wonderboy*-type game you'd get maybe two (if you were lucky). When the Prince drops from a ledge onto the ground there are 28 different sprite positions. In a *Wonderboy*-type game there'd probably be something like, er, two again. (And again, only if you were lucky.) Get the picture? If you don't then you're obviously unbelievably thick and I give up. Oh, alright, I'll say it just one more time. IT'S LIFELIKE. It's brilliant. It's smart. You'll say "Wow, look at this everyone!" Okay?



leaping into the void*

*is it a good idea or what?

Prince Ponce is sometimes faced with the odd tricky decision: in this case, for instance, does he or does he not jump off the edge of the platform without knowing if there's anything to grab hold of (or land onto) on the next screen. Well? What would you do?



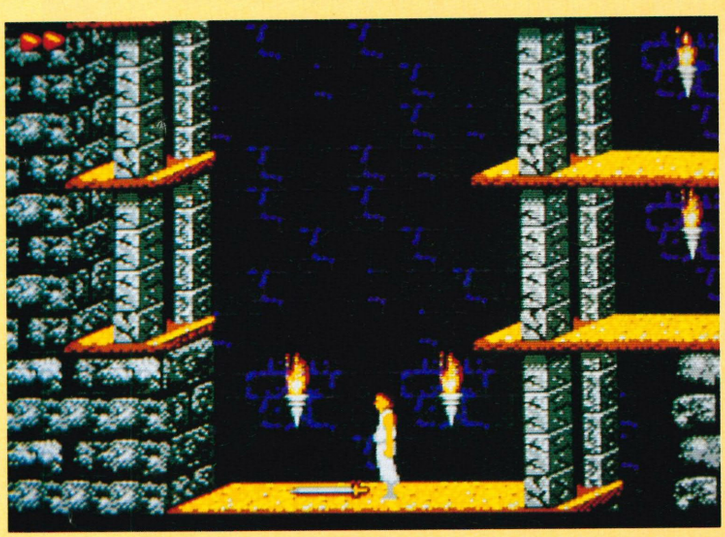
Q: Study the picture above and consider the two choices below before making your mind up on this. It's a question of life or death, after all. (And the answer is at the bottom of the page.)

A) Yes, he should jump. He's explored this level so well he knows perfectly well that this is the only new route available to him. There's bound to be a platform or something to break his fall. Has to be.

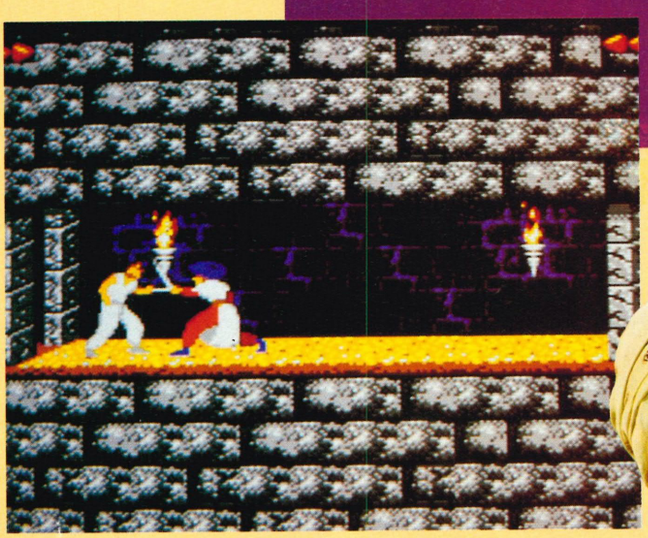
B) No, he shouldn't jump. He may have missed an alternative route. He's scared. There are only ten minutes left. He hasn't got time to explore properly. He wants to go home. He starts crying. Blub blub blub.

ANSWER

THE ANSWER IS B)
. No, he shouldn't jump, there are spikes below – and there's a hidden passage he's missed. (But what a big cry-baby eh?)



Now to pop upstairs for dinner. Stairs? Stairs! Damn I knew we'd forgotten something.



Take that, and let that be the last time you call me a ponce.

BFI STILLS



so how does the ponce geezer handle his sword?

For a ponce, this Prince is pretty nifty with a blade. Or should I say he's pretty nifty if *you're* pretty nifty. If *you're* crap then *he's* crap, but that's always the way, isn't it. There are only two actual moves available in the sword fight scenes, the thrust and the parry. However, add to these the forward-step and the backward-step and you've sort of got four really. But timing is crucial, it really is – you've got to string the four moves together and get a perfect rhythm going if you want to be successful – and while it's fairly easy to begin with, it does get nightmarish on later levels. (The guards take more hits and are extremely unpredictable.) Here's how a sword fight should go, from Prince Ponce's point of view: Thrust, forward-step, thrust, forward-step,



The prince hangs around waiting for his new floor.

thrust, forward-step and down goes the enemy... dead as a press baron. Get your timing wrong though, and it's more of a thrust, forward-step, stupidly long pause, yaaaaargh, back-step, another silly pause, yaaaargh, back-step, back-step, run away, trip, fall down hole, get killed on spikes at bottom of hole, start again from beginning of level. Oh dear. What a clot.

oh no! what if I've got crap timing?

Er, you're up nonce street without a botty-cork basically. Occasionally there may be a hidden passage above or below you which will allow you to avoid a guard completely, but if you think you're going to be able to complete the entire game in this lily-livered way then forget it. Most guards have to be killed. There's no way past them but right through the middle... And the clock's ticking down. That bloody clock. You'll hate it (but you'll love it).



Time for a pointed comment.

so explain the clock again...

Well, the whole game can be completed within the set time limit, so it is possible to reach the Grand Vizier's bedroom and borrow the princess's clothes (or whatever it is Prince Ponce wants to do). "But that means I'll only be playing the game for an hour before I'm finished and it ends up back on the shelf – what a rip off," you may scream. You're wrong. It's a learning experience like no other. By the time you've mastered the first level you'll notice that, say, twenty minutes have passed. So what do you do? You hack onto the second level of course, master that, and then notice there are only five minutes left for the third. Not enough. So you go back to the beginning, breeze through level one in three minutes (now you know it so well it's a cinch), breeze through level two in ten minutes (not as well as you expected), master level three and the sequence begins again – out of time and back to the start. Annoying? No. This repetition isn't a pain because controlling Prince Ponce is such a joy that you're more than happy to repeat a level just to beat your previous best time (which is the idea anyway, getting low times for the levels).

And the sword fighting? Wahay, wouldn't you just know that sword fights never go to plan when you're doing well, when you've got a good time. You have to be calm for fights, see. Too much adrenalin can prove your undoing and cock the clock back up. Excellent gameplay. It's all so dashed simple and obvious it makes you want to sellotape a grapefruit to your elbow, paint a picture of Jimi Hendrix on your forehead and shout "Hekki hekki hekki" through your next-door neighbour's letterbox. And there aren't many games you can say that about, are there?

"The floor is flawed," quips the prince just before he plunges to his death.



You're in for a treat, you really are. Rejoice now. Look up at the sky. Sing praises to the Lord. Phone the Pope and congratulate him on his hat. And other things like that. You know what I'm trying to say, don't you? Yes you do... *Prince Of Persia* is an all-time classic game and now you can play it for yourself. The conversion from the 16-bit computers could have worked in one of two ways: it a) could have been totally brilliant or b) could have totally misfired, losing everything which made the game a classic in the first place, and been total crap. The answer? It's a) of course. Considering the constraints of an eight-bit machine like the Master System, you wouldn't believe the likeness between the Sega offspring and it's 16-bit parents. Everything that needed to have been kept has been kept and the only things missing aren't really worth mentioning anyway. So I won't.

verdict
Outstanding conversion of an outstanding game.

What I'll say is this: The whole design of *Prince Of Persia* is perfect... and not just graphically, but in the actual gameplay itself. It's almost as if somebody plotted Pure Addictiveness against Total Enjoyment, produced a graph, and then built a game around it. What we have is an immaculate learning curve, tailor made to fit everybody – from the highly skilled to the average to the downright useless and worthless. Fail to be grabbed by this game and there's probably something rather important missing from your brain. Excitement? It's here. Tension? Yes. A bit of thinking? Yup, but not too much to spoil the fun. In fact, name anything at all you'd want of a computer game and you'll find it in *Prince Of Persia*. (*What about aircraft carrier landings then? A reader.*) (*Don't be so facetious. Ed.*) E

END ZONE

Graphics

Sound

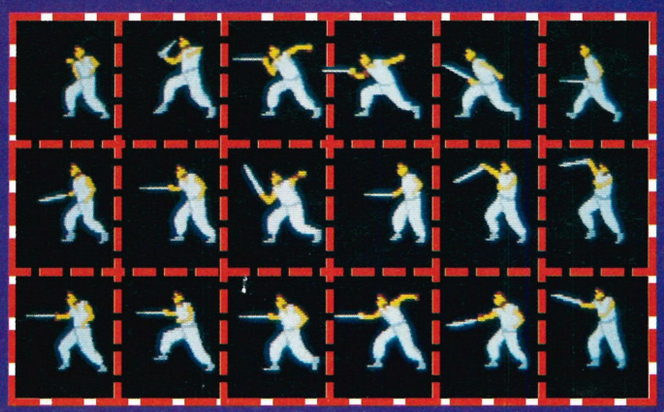
Addictiveness

Playability

OVERALL 94

Out: March/April **Price:** £24.99
Publisher: Domark

the prince of persia flip-book



Are you a very poor person with chronic tuberculosis and no shoes? Oh dear. Then you won't be able to afford this game. How bitter you must feel. But sob no more between your painful coughing fits, because *Game Zone* is 'on the case'. You too can experience Prince Ponce and his amazingly animated movements. Simply cut around the dotted lines, place the pictures in a pile and then hold them very tightly together to produce your very own one-man sword fight routine flip-book. Hours of fun in which you can forget how pathetic you really are.

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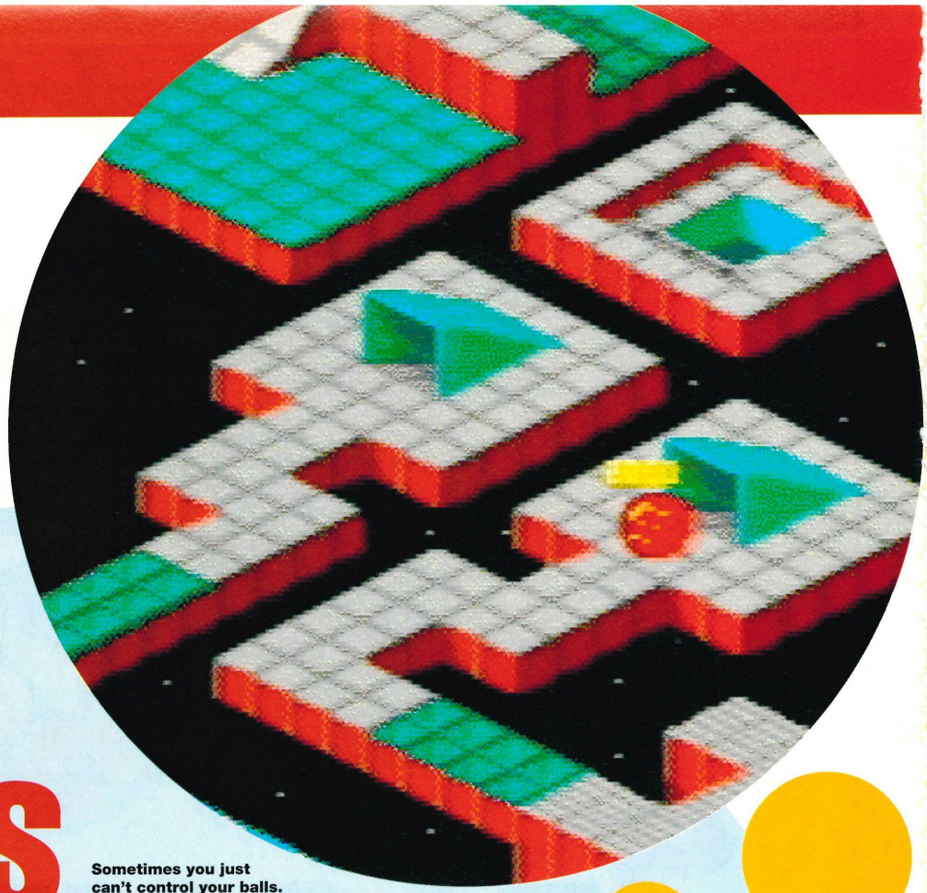
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"The more you play with it, the harder it gets," quipped *Jeremy Daldry*. "Ah, nature. It's a marvellous thing," mused Paul, with an air of wonderment. "No not *that* Paul, *Marble Madness* from Electronic Arts."

marble madness



Sometimes you just can't control your balls. (*Really! Ed.*)



It's a ball's life. 'Check out' the groovy green munchers.

When I was a kid, a group of us would gather in the playground of a lunchtime and play marbles. That was before the days of micro chips and Game Boys. Happy times they were, when we battled for control of our precious Tiger Eyes, Silver Bullets and Green Swirls. But then I graduated from university and all the fun had to stop. Ho hum.

verdict

A highly faithful conversion of the arcade smash. Very addictive, it will keep you coming back time and again.

roll over

Who would be a marble, hey? Stuck in some poor devil's pocket for hours on end, chucked against concrete floors, lost, found and then made to run round a maze, avoiding some very unpleasant thingies..



hoovers

Annoying buggers these. They spring up from the middle of nowhere, suck like crazy and then disappear again. Not very nice.
The best way to get past them is to hit the turbo and zoom right past them. Well that's the idea.

marble munchers

These dudes, who bear more than a passing resemblance to a Slinky stair snake, chug around trying to trap you. Almost as dangerous to bump into as to get trapped by. Def avoid at all costs.





Steelie

Nasty piece of work this. His sole purpose in life is to run around behind you and try to push you off the edge of the playing area. Wot a bast.

Freud who?



Imagine the scene. It's a summer afternoon, the sun breaks through a half shuttered window into a dark, oak panelled room. A large reclining couch nestles in one corner on which a large spherical object lies, fidgeting. An older, greyer figure leans over the ball and says...

Freud: So Mister Marble vhen did zee problems begin?

Marble: Well it all began around 1984 when I used to hang around arcades. That was great because I was really popular and everyone liked me.

Freud: Yar, its being mainly men zat goes to zese arcade, no?

Marble: Well yes, actually, but...

Freud: Young men, no?

Marble: Yes, I suppose so.

Freud: Interesting. Pray continue Mr Marble.

Marble: Well, then I was converted onto loads of different formats, including the NES and now I'm being made to appear on the Mega Drive.

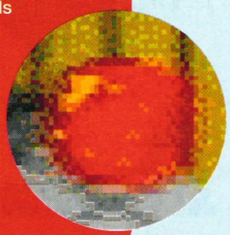
Freud: Yar, and how does zis make you feel?

Marble: Well mad actually. But that's not the point. I feel as if I am being made to run round mazes for other people's entertainment. And my dreams, oh dear me, my dreams. They are full of giant hoovers that suck me down, and hammers that try and crush me and even mysterious black marbles that pursue me and try to push me off the face of the earth and...

Freud: Yar zese dreams, do zey have zee lamp posts, or zee pillar boxes or zee bananas or even large towers zat trust up into zee air?

Marble: No, not really. But there are colours. So many colours that swirl around about my head and confuse me. And sounds too, music that plays constantly, tunes that I can't get out of my head. God, help me. I feel that I am trapped in an arcade conversion that takes place over six levels and is possibly one of the most addictive games around.

Freud: Yar, yar, Zis is very common. Your real problem Mr Marble is zat you are a repressed homosexual who is secretly in love with his mother.



END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 80

Out: Now **Price:** £34.99
Publisher: Electronic Arts

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star wars

Luke decides to purchase a large stick of Tatooine rock from the Mos Eisley spaceport Duty Free before boarding the Millenium Falcon.

Having lost out miserably to Helen Sharman in the race to become the first British woman to be launched into space, *Jackie Ryan* took consolation in the fact that we let her become the first British woman in the *Game Zone* office to take on Darth Vadar, evil knight of space chaos and general cause of all horribleness (like the demise of Moon Dust, that sherbert-like stuff that used to explode as soon as it hit the roof of your mouth) in the NES version of the hit sci-fi movie of the late 70s, *Star Wars*.

Star Wars eh? It was all a bit of a mystery really wasn't it? I mean who would've thought that a movie starring a relatively unknown carpenter, assorted Hoover rejects and and an ex-Green Cross Code man would have been such a huge hit? But a hit it certainly was, and not only in the cinema of course, but also in the toyshops, the arcades and on home computer too. And now, thanks to Lucasfilms, the old favourite has finally made its way over onto the cuddly grey box we all know and love so well, the Nintendo. But is it still hit-making material? Well frankly, space chums, yes.

Star Wars you see is one mega arcade-style adventure game (with a few elements of RPG gameplay thrown in for good measure) which is so huge, so cleverly designed and so varied that it



REX FEATURES

MEGA ZONE

should keep you coming back for more, time and time again.

For a kick off, unlike previous versions of this game which have appeared on other formats, the Nintendo version of *Star Wars*, takes the plot of the whole film into account. This means the game ranges across three huge worlds; the Tatooine Desert where Luke, accompanied by C-3PO, must explore a series of caves and a Jawa sandcrawler in the hunt for his missing droid R2-D2; the Mos Eisley Space port where Luke battles against Stormtroopers and Bobofelt in an attempt to reach Han Solo and his Millenium Falcon, his only chance of getting his team and R2 off the planet and onto the Death Star; and finally of course, the Death Star itself, where R2 must rendezvous with Princess Leia, who on retrieving the blueprint of the huge war machine, then escapes with Luke in a lifepod.

In between times there's also a chance to whizz about space in the Millenium Falcon, navigate a lifepod and a landspeeder, as well as fly an X-wing fighter around the outside of the Death Star. Fans of the film couldn't get much closer to feeling like they are taking the part of the jaunty Jedi knight if they tried. Unless of course, they paid a visit to a *Star Wars* convention. But let's face it, playing the game is a much less embarrassing option don't you think?

Aside from the hugeness of the game though, what's also good about it is the variety of gameplay available too. In just the first few minutes, for example, you find yourself navigating a rather slow landspeeder in a top-down eight-way scroller, before suddenly switching to a side-on view of your sprite, where an itchy trigger finger and careful manoeuvring will be required to get you through inhospitable cave complexes and sandcrawler corridors. In later levels, you must try your hand at taking first-person control of various spacecraft, picking off various on-coming asteroids and tie-fighters as you go. And throughout the game you always have the option to switch to a role-playing element, via the available sub-screen which lets you talk to the other characters you have picked up during the game and even change places with them from time to time!

So, we know this version of *Star Wars* remains close to the plot of the film, is hugely big and obviously, very varied. But what else, what else? Well, it's also very, very hard to boot.

Taking the role of Luke, you must master each of the gameplay styles in order to battle your way through

i wanna tell you a story

world one

tatooine desert

Taking a stroll in the desert can be a dangerous business if you're Luke Skywalker. There you are, taking the air, minding your own business, when all of a sudden you come across a sweet, innocent, but lost-looking R2 droid. He seems harmless enough, so you decide to take him home and look after him. But unbeknown to you, inside this little droid's memory banks is a blueprint. No ordinary blueprint either 'cos this R2 unit once belonged to Princess Leia and the blueprint she planted inside its head is of the Death Star, evil Darth Vadar's unstoppable war machine. Leia was captured and is now being held captive in the cell block of the Death Star. But R2 escaped to the surface of the planet Tatooine with the plans intact. Now he needs to return the plans to Leia.



desert storm

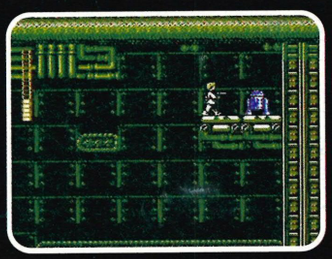
True to the film's plot *Star Wars* the game opens in the Tatooine desert. The Tatooine is a barren affair really *(As is the wont of most deserts actually. Ed.)* and extremely dangerous to boot. Slimey sand snakes and enemy gun turrets litter the surface, looking to do damage to anything that moves. No normal, sane person would venture out much. But Luke's droid R2-D2 has gone missing. Luke, along with C-3PO must get into his landspeeder and zoom across the desert surface in search of his missing droid. In this eight-way scrolling, view-from-above affair, you must navigate your craft past the gun turrets, rocks and snakes on the desert surface – contact with these will sap your energy. Then find and explore the caves where you think R2-D2 may be hidden.



crazy caving

Once you find a cave entrance, it's into a character sprite driven sideways scrolling environment. Here Luke walks, runs, jumps and crouches his way through every cave, picking up extra energy pods, lives and Millenium Falcon shields (you need these for the asteroid belt later) on the way to the cave exit. En route he must leap gaping chasms, dodge acid drops and, armed only with a light phaser, fight off sandpeople, womp rats and giant slugs to name but a few.

If you get bored with this pot-holing malarkey though, it's possible to move onto the next stage of the game as this cart's gameplay is entirely non-linear. If you do, you could miss out on the interesting items and inhabitants in this dim, dingy underworld, including Obi-Wan Kenobi and Luke's lightsaber.



hey, mr sandman

Making your way methodically across the desert, you eventually hit upon a jawa sandcrawler lying on the desert surface, where R2-D2 is being held captive. Unfortunately, this carefully camouflaged metal monster is populated by the petite inhabitants from Jawa, who are all intent on doing away with unwanted visitors like you. Crouching and blasting with your light phaser is the best way to dispatch them. In addition to the Jawa you also have to puzzle your way past heavy presses, nip up and down ladders, traverse moving conveyer belts (minus cuddly toy and deep fat fryer) work out how to make impossible jumps from one floor to the next *and* find R2-D2. Once you do, you suddenly realise there's going to be a bit more action in your life than you envisaged. Oh dear.

world two

mos eisley spaceport

Having explored the caves and sandcrawler, picked up your lightsaber, Obi-Wan Kenobi and R2-D2, you suddenly realise that your landspeeder is getting a bit crowded. Time to trade up for a new ship it would seem – preferably one that will be able to make it off the planet to boot, thus enabling you to help R2 find Princess Leia. The best place to find such a ship *and* a pilot to fly it is at the spaceport of Mos Eisley. So off you whizz in your landspeeder to the seedy spaceport, Mos Eisley, situated on the far side of the desert.



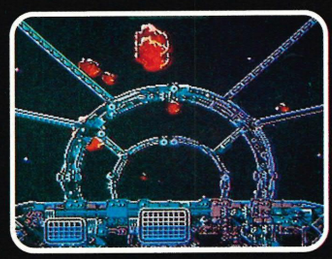
cantina capers

Your first stop is the watering hole, the Cantina. This may not be the ideal place for taking your mum out for a quiet drink, but it is the sort of place to find a certain rebel resistance fighter with a pretty nifty space craft. Battle past various weird monsters and the well-hard bounty hunters loitering by the go-go dancers, and you'll eventually meet up with Han Solo. At this point you could change characters and fight your way out in the guise of Han Solo. The problem is, Han only has one life. It's best then to take the lead as Luke still, and fight your way out of the Cantina with Han in tow.



street life

Even out of the Cantina, Luke and Han still have a long way to go before they're clear of trouble. Walking down Mos Eisley Street, taking in the dusty desert air, they are suddenly accosted by hordes of bounty hunters and Stormtroopers. Han, you see, still has a price on his head, and there's plenty in the spaceport who want to claim it. So it's time to pull out your weapon again and fight your way through the onslaught on Han's behalf. Move quickly as Empire forces will accost you from all sides and you still need to make it to the hangar where the Millenium Falcon is docked.



dodge the asteroids

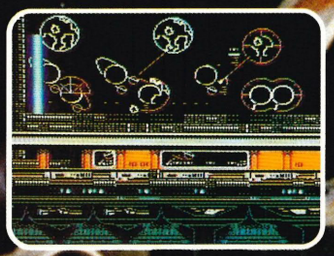
Once you're in the docking bay and onto the Millenium Falcon, you're in a first person perspective view as you take control of the ship. Next you head out of Tatooine towards the planet Alderaan. But you suddenly find yourself in the middle of an asteroid field. Oh dear. Alderaan has been reduced to little more than rubble by the Empire's new war machine, the Death Star. Now you must navigate your craft through the dangerous remnants of this planet, guns silent, whilst sustaining only two hits. Yikes! The Falcon shields you picked up back on Tatooine should come in handy.

i wanna tell you a story

world three

the death star

Hoorah! You've successfully made it through the dodgy asteroid field, when suddenly, boo!, you find yourself locked in a loving embrace with the Death Star tractor beam. Slowly you, your team and the Millenium Falcon get drawn into the depths of the Death Star. Capture seems inevitable, but as you leap from the ship, into yet another sprite driven horizontally scrolling environment, you manage to sneak your way into the labyrinth of hallways and elevators unnoticed.



in control

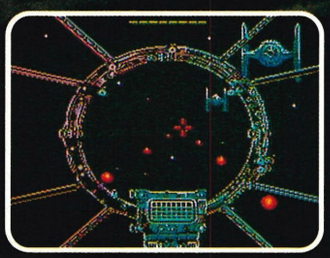
First stop is the Death Star Control Room. Use R2-D2 to tap into the Imperial Computer Network and he'll be able to bring up a display of a detailed map of the Death Star interior. From this you should then be able to pinpoint exactly where Leia is being held prisoner.

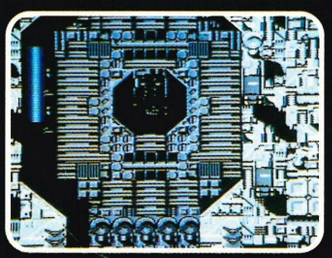
prisoner cell block h

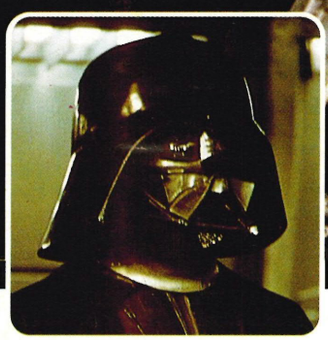
Out of the Control Room and into the maze of Death Star corridors next. Head towards the cell block and you should find Leia. But you'll have to move fast through this labyrinth. Leia is due for execution remember.

beam me up

Having freed Leia, it's time to scarper full pelt back to the Millenium Falcon. Well the Death Star hasn't proved particularly good for your health so far. But before you can go anywhere, you must first deactivate that tractor beam – it still holds the Falcon hard in its grasp.







Why the death mask, Darth? Because you're the spit of Timmy Mallet?

trash can alley

More machine rooms to puzzle your way through as you take the escape route through the trash compactor. Only to find that, once you're almost through the rather complex system, you then have to figure out how to dispatch the trash monster that's lurking in the bowels of the rubbish can.

tie-d down

Out of the trash, but still not out of trouble. Luke and his team hit the Death Star hangar again, only to find loads of the Empire's hardest hoods have arrived in their absence. Once they have been dispensed with, it's back onto the Falcon and into space. Only to find it's not going to be easy getting to the rebel base at Yavin – waves of enemy tie-fighters have to be battled past first.

rebel yell

On reaching Yavin you join the rebel alliance fighting the Empire for the assault on the Death Star.

In this fast, final section of the game, your perspective changes once more to a top-down view as you manoeuvre your X-wing round the exterior of the Death Star and down a trench to the exhaust port. Blow this up and you'll set off a nuclear chain reaction that will destroy the Death Star.

the three worlds, fight off rather miffed womp rats, sandpeople and Stormtroopers, explore endless caves and corridors, *and* manoeuvre, blast or puzzle your way past various obstacles as you go. You have three lives and a limited amount of energy to sustain you on your quest.

Mind you, you'll be unlikely to finish the game on just these three lives alone – which is why the clever and considerate programmers have provided you with extra energy orbs at various points in the game which you can pick up as you go, and given you ten continues to boot! Learning how to use the other resistance members on your team will also be something you'll need to learn if you want to complete the game. Their strengths and skill are sometimes more useful than yours in certain situations you see. So knowing when to switch between them from time to time is yet another element that adds to the brilliance of this game.

You see, I'm afraid that there's no other word for it really. *Star Wars* on the Nintendo is probably one of the biggest, baddest most addictive games to hit the little 8-bit yet. The great gameplay is accompanied by jolly in-game tunes. The graphics, though not astounding in many places, are nicely executed, especially the digitised pictures of the main characters that appear in the dialogue box. And though there are not as many bizarre, clever or funny touches as there are in that other classic arcade adventure, *Super Mario Brothers*, there's enough variety and challenge here to keep you playing for quite a few light years at least. E

verdict
Brilliant blasterama-style adventure. Get it.

END ZONE

Graphics
Sound
Addictiveness
Playability

OVERALL 90

Out: Now **Price:** £39.99
Publisher: Lucasfilm Games

the cast

Although you begin playing *Star Wars* with only two characters, Luke and C-3PO, at your disposal, as you progress through the game, you will eventually be able to recruit Han Solo, Princess Leia, Obi-Wan Kenobi and R2-D2. Each of these characters has his own strengths and weaknesses, and learning which character is most effective in certain situations is essential.

luke skywalker



Luke Skywalker is your main character and though he only carries a rather puny light phaser to begin with, eventually he can trade this up for a more powerful lightsaber. He has three lives and can pick up seven extra ones throughout the game. Which is just as well really, since once he's gone, it's 'Game over, man.'

C-3PO



Lucky for C-3PO that you automatically start off with him really. If you didn't, you'd probably choose to leave him behind, 'cos apart from translating for R2-D2, and giving you the odd bit of useless information, he only seems to be along for the ride. Oh well.

han solo



Once recruited from the murky depths of the Mos Eisley Cantina, Han Solo becomes quite a useful man to have on the team. Not only can he pilot the Millenium Falcon, but he's also pretty handy in a shoot-out too. But as he only has one life, he needs to be used wisely.

ben obi-wan kenobi



Hiding in the cave system on Tatooine, Obi-Wan Kenobi is the last of the Jedi Knights. Until of course, junior Jedi Luke turns up. Ben can pass on both Jedi knowledge and a rather useful lightsaber to Luke and he's pretty useful on the Death Star too where he can use the Force to bring Han and Leia back to life.

princess leia



Yeah, one up for the girlies. Free Leia from the Death Star cell block and you immediately get hold of another really useful character. You'll need to utilise Leia's speed and strength if you want to make your way out of the Death Star alive.

R2-D2



Ah, he's so small and cuddly you just want to put him in your pocket and take him home with you. But not only is R2-D2 cute, he's clever to boot. He can hack into any computer system anywhere. R2 is a useful team member to have when on the Death Star and in Luke's X-wing.

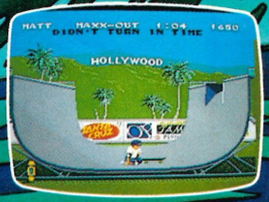
CALIFORNIA GAMES
Can you ride it out?

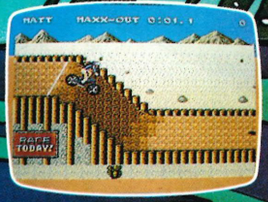


Nintendo ENTERTAINMENT SYSTEM

MB

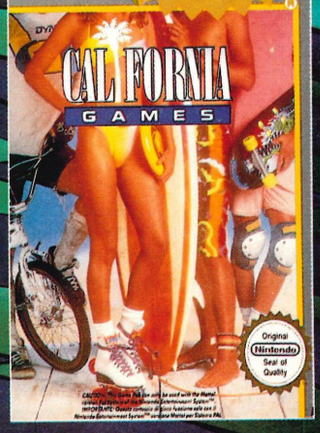






Official Nintendo Seal of Quality

MB



NOW AVAILABLE

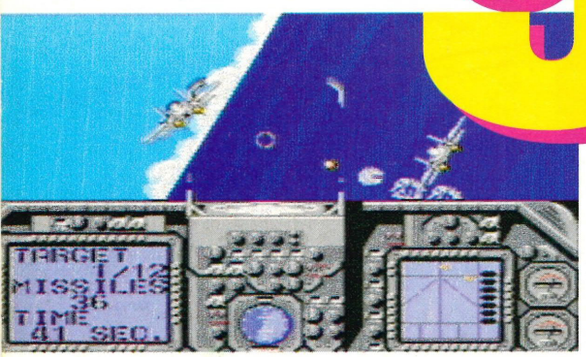
BATTLE YOUR WAY THROUGH TIME

TIME LORD

Yo! All you radical dudes. Six crucial games of skill from those wacky Californians. Can you ride the tube? Can your skateboard do a gnarly flip? Will you flake out on two wheels? California Games. Check it out. Ride it out. Or wipe out.

g-loc

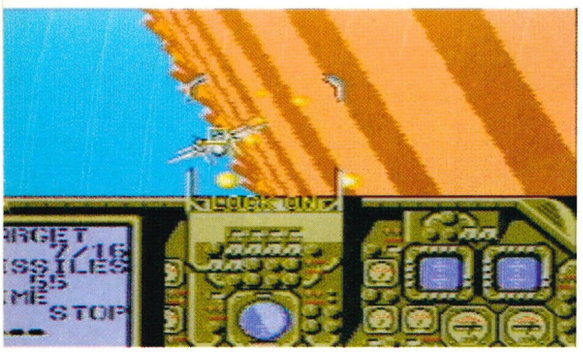
Ever since *Top Gun*, Kai 'Hot Dog' *MacMahon* had always wanted to be a fighter pilot, so he was the perfect choice to review the latest airbourne effort from Sega.



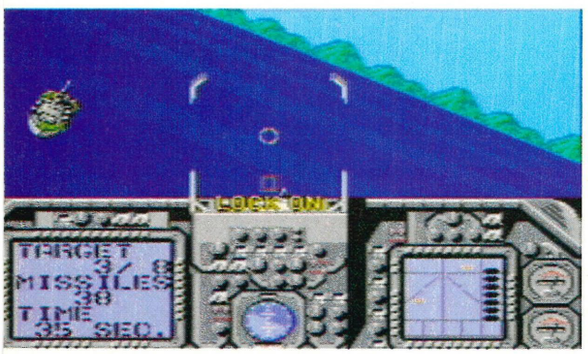
Great! Two targets and I manage to shoot between them.



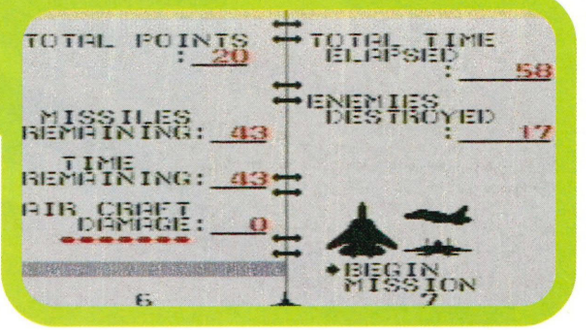
Nice camouflage, shame you forgot the yellow squares.



Oooh blimey, where did I leave my air sickness pills?



I saw a ship come sailing in... so I unleashed a Maverick.



A file of facts, ho ho ho. (*I don't get it. Ed.*)

In the arcades flight sims were always my fave. It wasn't because they were good or anything, it was purely because of the hoards of people that would swarm around the great big cabinet in awe of you having spent £1 on one go. It also gave me an opportunity to wear a leather flying hat, silly sunglasses and a stonking flying jacket. Of course if you overdid it, you tended to get carted off to a nice warm padded cell and given a nice new shiny jacket with great big 'aviator' buckles. (Funny, they always seemed to put it on the wrong way round now that I think back. Hmmm!) All this reminiscing has brought me back to something else: for the slightly poorer people in the arcade, there would inevitably be a stuck up version or even worse, a fake hydraulic version with one poor deluded creature playing avidly, in the mistaken belief that this would earn him some cred. Ah well there's always one isn't there?(*Careful MacMahon, that was me. Ed.*)

Now onto the game, *G-Loc* ('Loss of Consciousness by G-force' for those that were wondering) is a fly into the screen and kill everything game. Unfortunately it's not really very good. Now don't get me wrong, I've nothing against *G-Loc* itself, it's just that without the whirry cabinet it sort of loses something. However, for the purposes of this review we have borrowed one such cabinet.

Actually I tell a lie, Macca 'borrowed' it for me from the arcade across the road and for a small fee (say £250) he can 'borrow' one for you as well. The only condition is that you supply him with ammunition (and believe me he gets through a lot of the stuff). Now that I've got my cabinet, I can get on with the review. (*If it's not too much trouble. Ed.*) *G-Loc* is a game in the same sort of mould as *Afterburner* and countless other clones.

This one, however, does try exceedingly hard to be different. Instead of giving you a picture of a cockpit, a gun, a few missiles and lots of enemy planes to shoot, it gives you a picture of a plane with a naff radar, a naff HUD and a 'Level Flight Indicator'. I think what they meant was an artificial horizon. Ho hum. Amateur aviators, I don't know.

Where it does stick to a tried and tested method is in the gun. You definitely get a gun and a few missiles. What you also get are tanks, battleships and ground installations as well as the obligatory fighter plane (or 'bird' as the manual prefers to call them) to destroy. Other touches are imaginative. When an enemy locks on to you, you see the world from his eyes and you have to pilot your plane into a safe zone (ie. out of range of his unfeasibly large missiles).

Okay, so it's a nice idea, but picture the scene. You're just lining up your final kill, you ease the stick to the right when suddenly the view jumps back to the plane behind you. Funny for all those watching I grant you, but infuriating neverthless for whoever is playing. Oh well, it gets full marks for effort at least.

To be honest, as a die hard flight sim freak this sort of game never really grabbed my gonads. It's fun for a bit (20 minutes at most) but not really worth the dosh. Effectively all that this game is, is a rather average shoot 'em up with a few inadequate frilly bits. It could have been good(ish), but it's not. Sorry.

verdict
Better than *Ace Of Aces* – but only just.

END ZONE

Graphics
Sound
Addictiveness
Playability

OVERALL 67

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

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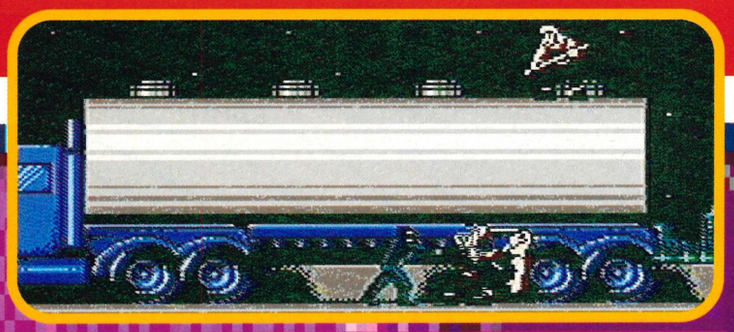
terminator 2

Beneath that realistic flesh exterior is the calculating mind of a cold killing machine, but that's enough about *Paul Lakin* - let's get on with his review of *Terminator 2*.

Did you know that *Terminator* was actually the cheapest film produced since the controversial early seventies shocker *Rodney Takes His Dog To The Post Office*? The entire film was shot in five days using three sheets of cardboard, an old tractor tyre and a box of matches. Mr Schwarzenegger gave his services free and the script was written by a Spectrum 48k running a Random Word Program. In fact the whole thing was cobbled together by the team who designed the Virtual Reality machine in issue one of *Game Zone* and cost a mere £133.42.

You don't believe me? Alright so I might be exaggerating but I thought that by now you'd be bored of reading all those statistics about how unbelievably expensive the whole thing was. And how much money dear old Arnie earned. And how many people went to see it etc etc etc. So I fibbed a bit.

What is true - as you'll know if you read our exclusive preview in issue one - is that Acclaim is about to release the game of the film complete with Arnie, the T-1000 and the important, but strangely irritating, Connor family. The game follows the film closely (though without the Guns 'N' Roses soundtrack, shame eh?) with the five sections each relating to a part of the film. So let's approach this in a radical new way by reviewing each bit on its own and in chronological order. Pretty wacky heh?

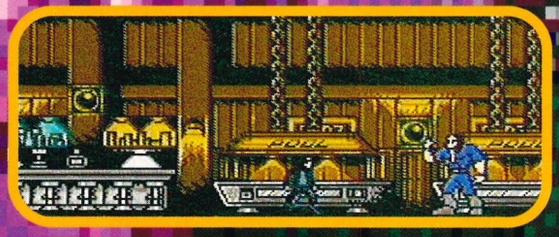


SECTION 1: The Terminator fights for the last tanker of four star ultra leaded petrol.

SECTION 1
privates on parade

Arnie arrives in the 20th century having misunderstood the influence of the greenhouse effect and forgotten to pack his clothes. In the interests of good taste the game does not include a stark naked hero running around wondering if the local M&S does late night shopping. Well it wasn't only good taste - the Nintendo doesn't have the memory capability to deal with Arnie's huge... er... pectorals.

Instead the almost obsolete T-800 has to punch his way



SECTION 1: Could I have your autograph please Mr... er... Davis?

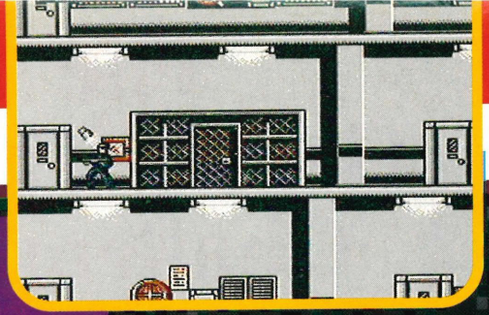
SECTION 3: Going up? Floor 3 haberdashery and bullets.





verdict

Good, but it didn't blow my socks off, baby.

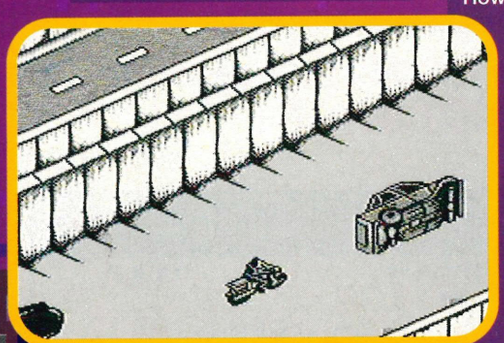


SECTION 3: Exclusive to *GZ*: a photo of John Major's house.

through hordes of greasy bikers before the do or die punch-up with a frighteningly large biker in the pool hall. The action takes place on a vertically scrolling virtually black and white screen and is all fairly straightforward beat 'em up stuff. *Terminator* fans might be a little surprised that it only takes a couple of bashes on the bonce with a stick to bring Arnie to his knees. Hardly the stuff of an indestructible killing machine. On the other hand a game that had the two Terminators at their full power would be a tad on the easy side. (*And what's wrong with that?Ed.*)

SECTION 2
(very) easy rider

Well not so much easy rider, as embarrassingly easy part of the game which I completed while looking over my shoulder at



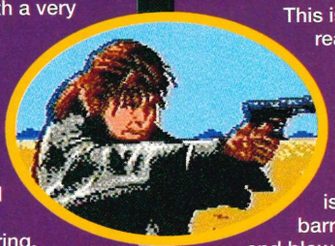
SECTION 2: Arnie, about to fail his advanced motor bike test.

Jeremy and Duncan trying to build a matchstick Eiffel tower. Hotly, well luke warmly, pursued by a juggernaut, Arnie drives down the canal at a high rate of knots in order to get to the kid Connor before he changes from John Connor future saviour of the world to John Connor flat and extremely dead person.

The graphics are quite neat and isometric while the scrolling is pleasantly smooth. Unfortunately so is Mr and Mrs Schwarzenegger's son's route to the finish. Although the course is littered with obstacles you're only really in danger of hitting them if you try steering. Keep to the straight and narrow, accelerate a couple of times and success will not be far away (about five screens to be precise). Not exactly challenging.

SECTION 3
carry on doctor

Hunting Sarah Connor in the rooms of the local mental hospital. We're back to the horizontal scrolling but Mr A. Schwarzenegger is now Mr A. Schwarzenegger with a very large gun. However there's a catch; he's not allowed to kill people – only kneecap them. Now this is of dubious benefit to the victim since he'll probably bleed to death before the caring, conscientious staff have even found his insurance policy. However the most famous member of the Schwarzenegger clan loses points for anyone he blows away. This means kneeling down when you're shooting which isn't too demanding until a whole gang of hospital orderlies start laying into you with rubber truncheons. (Psychology's come a long way since Freud.)



Now the shrewd gamesplayer might think, "Hah this is going to be easy. Sarah Connor will be in the last room on the top floor so I'm going straight there." You might be right too but you can't use the lift until you've searched each room on a floor (It's worth it though 'cos you'll find extra ammo along the way without which your terminator is likely to be terminated.) On the upper floors guards tote guns instead of truncheons and the oh so innocent-looking metal grilled doors start giving birth to a T-1000. Yikes!

Although more challenging than level two this is still a bit on the easy side. However the graphics are fairly sweet and it all scrolls along very nicely. It's a shame there isn't more of a maze element to it; you simply trog through each room, dodging bullets and shooting people. No need for maps here.

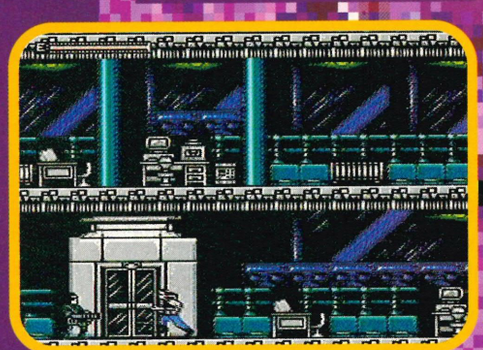
SECTION 4
wired for sound

This is where things really start hotting up. We're still in 'horizontal scrolling search every room' mode. Except this time the aim is to collect barrels of explosives and blow everything sky high.

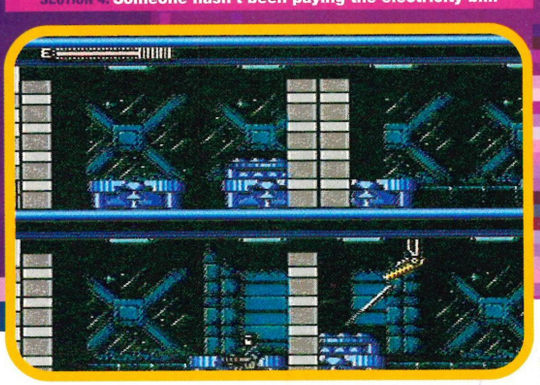
However, although the gameplay is broadly similar, level four has better graphics, tougher action and above all a bigger gun for our heartless hero. Likewise the enemy have got guns and they're going to use them.

SECTION 5
irn-bru

Fittingly the last level of *Terminator 2* is by far the best. It's also by far the most difficult.



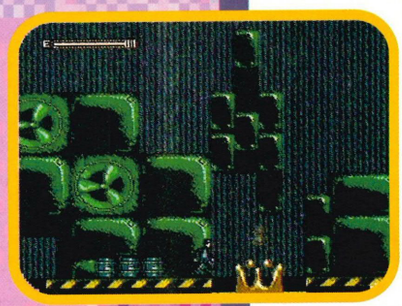
SECTION 4: Er... after you Mr Terminator, sir.



SECTION 4: Someone hasn't been paying the electricity bill.

dark brooding labyrinth of the steel mill by the lean mean fighting machine that is the T-1000. However he's got more than just the latest killing technology to worry about; there's dripping lava, bubbling pits of molten metal and hydraulic presses. Oh for the safety of the truck park.

Graphically this level is something of a treat; dark but colourful. More importantly it's got more gameplay than the other levels. It's a real maze, with ladders to scale, platforms to jump and even swinging hooks to grab onto.



SECTION 5: Just a drop in the (molten) ocean.



SECTION 5: Jump Arnie, you're indestructible.

So that's the game in parts but how is it as a whole? Well, this is a bit of a tricky one. The opening section is neat with some good pictures of the man (or Terminator) himself. However after all the build-up it looked a bit thin and a tad too easy. You don't want to fork out a load of dosh on a game you complete at the first sitting. Or do you?

Still the graphics are atmospheric, if a little too dark, and the sound is good, at times excellent. Inter level screens add to the game's feel.

In conclusion, ladies and gentlemen of the jury, I would say that what we have here is a neatly packaged game with some nice touches but some rather weak gameplay. Not the most brilliant use of a licence but by no means the worst either.

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 75

Out: April **Price:** £34.99
Publisher: Acclaim

THIS MONTH'S TOP TEN PLACINGS

GAME	NAME	SCORE
ANDY BRETT	MICKEY MOUSE	75,470
PAUL ASKEW	LOTUS CHALLENGE	214
LEE SHEPHERD	HARD DRIVIN'	6,769,292
RYAN McKELSKI	PIT FIGHTER	1,969,000
ELLIOT THORPE	DOUBLE DRAGON 2	841,026
ANDREW BUTLER	NEW ZEALAND STORY	3,965,499
RICHARD BAKER	FINAL FIGHT	128,950
LEE MANSFIELD	SPIDERMAN	108,635
SIMON PRATT	STREETS OF RAGE	553,150
ROB HARRISON	GOLDEN AXE	682.5

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T2 hot to handle

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Want to see how all those mind-boggling special effects were pulled off? Want to have Arnie's face permanently staring into your living room? Yes? Then what you need is a video of *Terminator 2* and that's just what you can win courtesy of Guild Home Video and Acclaim who are also giving away four copies of their *Terminator 2* Game Boy game. Just think, you can watch the great video, pausing at all the tricky bits to try and work out how it's done and simultaneously play along on your Game Boy. Fab or what? The *Terminator 2* video will be in video rental shops from February 17th but they *won't* be on sale. So if you want your very own copy to keep, cherish and give saucers of milk then you'd better get writing.

t2 or not t2

That is the question. Or rather this is: **What is Arnie's Spanish catch phrase in *Terminator 2*?**

a *Hasta la vista baby*
b *Café con leche por favor*
c *Hasta mañana*
d *Atletico Madrid*

what a 2 do

Reckon you know the answer? Then terminate this compo pronto by filling in the form below and send it zapping over to **My Pecs Are Bigger Than Arnie's, *Game Zone*, Dennis Publishing, 14 Rathbone Place, London, W1P 1DE.** NB. since the video has a 15 rating this competition is only open to readers who are at least 15 years old. You must sign the form to that effect.

rules

- Employees of Dennis Publishing, Acclaim or Guild Home Video caught entering will be terminated.
- Entries received after the February 29 will be, er...terminated too.
- The Ed's decision is terminal... er sorry final. (*That's enough terminator 'jokes'. Ed.*)

T2's phrase is _____

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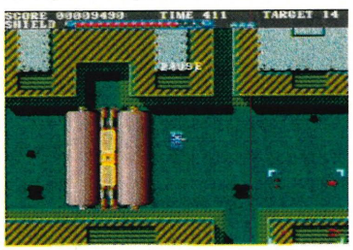
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And they said it would never fly...



granada

1. This is you! Rather a sweet little tank aren't you? But don't let size deceive you, this mean little bast packs a big punch. (*Well actually it packs a rapid-fire laser and a photon canon with 16 times the power of one laser blast, with the recoil to match. Ed.*)
2. To look at this you wouldn't think it was the most violent of potential strap-on power-ups would you? (*I would. Ed.*) But it is. A kinda robo chum who sticks up for you when you get into a fight with a big bully, firing lasers all over the place.
3. This is the ground. Erm, it's flat, and large and you can drive your tank over it very quickly indeed. I wonder if it will be my friend?
4. This land where Granada battles bad guys is not very eco-friendly, as there are large, annoying patches of oil all over the place. Hit this too quickly and you slow right down. You sometimes spin off and splat against a large and very unfriendly brick wall.
5. This is *also* the ground. It too is flat and large, however you can't drive your tank over it quite so quickly. Best to avoid unless you fancy a bit of futuristic rally cross.
6. Green turret thing. Best to avoid as you can't blow it up or knock it down.
7. Where would a space age tank be without its long range radar? Lost probably. Yours shows you how many baddies there are left for you to deal with, but doesn't tell you where they are. 'Cos that would make it all a bit easy.
8. This is a very large explosion. Avoid.
9. The bad guys spew from here at an alarming rate. One tank is no great prob, but a dozen or so? Turn and run. However, enemy garages are easy to destroy with a photon canon.
10. All enemy tank drones are a bit of a big girl's blouse. Some are harder than others, but almost all can be disposed of easily.
11. A futuristic building.
12. Your score. Anything under several zillion means that you are a big woofter.
13. A graphic representation of your strength. You start off feeling strong, brave and as if you could take on the world. You end up feeling knackered or dead. Or both.
14. Tick tock. This is how long you have been playing. The quicker you kill everyone, the more points you get. Genocide against the clock.
15. Here you see how many of the main bad guys are left before you can take on the end-of-level nasty. Use it in conjunction with your long range scanners.

Jeremy: *Granada*? Great car! Especially the 1.5 automatic.
Paul: No, it's a game...
Jeremy: Yup, it's a game little mover, especially round corners.
Paul: No, for the Mega Drive.
Jeremy: Certainly is a mega drive, remember *The Professionals*? Broom, broom.
Paul: From Ubi Soft...
Jeremy: No, Ford. Yer know *'Everything we do, we do it for you...'*
Paul: Oh good grief!

What's the first thing that springs to mind when you think of the word 'granada'? A large 1970s car, shaped like a blue coffin on wheels? Or maybe a place where you go and rent a flash TV and video? Or even a region of southern Spain, famous for a rather large and impressive palace. Well, maybe one, or all of these things, but as sure as God made little computer journalists, you wouldn't link the word 'granada' with either a) a ninja death tank from the year 2016 or b) an eight-way scrolling, vertically viewed shoot 'em up for the Mega Drive. Which is a shame really, as it is both these things.

the same old story

Guess what? The world has gone and landed itself in the brown and smelly stuff again and you're the only one in the entire joint who can save its collective buns from the fire. Heard it all before? Yup, well original ain't the first word that springs to mind when you load up *Granada*. Fast, arcade and action however all do. *Granada* is the kinda game that was all the rage in the arcades a couple of years ago.

A little itty bitty sprite trogs round a fair huge playing area in search of certain key bad guys to blow away, before progressing onto an end-of-level nasty and then, if all goes well, the next level. You can see where all the dudes to be removed are, care of your long range scanner, but you can't see the very large walls between you and the said bad guy until you are right up against it. Simple, hey? Don't you believe it.

what is it good for?

So what have you got when you lash out rather a lot of money for *Granada*? Well you have a pretty good little shoot 'em up. Certainly nothing new by any stretch of anybody's imagination, but an okay kinda game. More than just a pure finger-itching shoot 'em up, but not quite a strategy game. Sort of an itching strat 'em up. Both the control system and the graphics are a little, erm... basic, but they both do the job and allow you, the humble gamesplayer, to make many poor little alien children into orphans. All round, not a bad cart with enough one more go appeal to bring you back time and again, and enough intelligence behind the game plan to make you *want* to come back time and again. E

verdict
Okay, but nothing special. Despite intelligent game-play it all looks rather dated now.



What's big, red and blue? Dunno but it's trying to squash you.

GAME ZONE

Graphics
Sound
Addictiveness
Playability

OVERALL 80

Out: Now **Price:** £34.99
Publisher: Ubi Soft

lord paul's green cross code

lesson 1

Always look carefully before crossing the road. Even the toughest secret agent isn't immune to a collision with five tons of metal travelling at 70mph (and in a built up area too, very naughty). So it's best to look before you leap.

lesson 2

Don't talk to strangers in the street. Most of the population is harmless, dull but harmless, however there's no getting away from it, some people enjoy violence. Occasionally as you wander round the town you'll hear a cry of "Hey you!" This will not be followed by "Strike a light me old mucker, I haven't seen you in ages." but instead by "Gagagagagagagag" as an Uzi sub machine gun is emptied into your back.

lesson 3

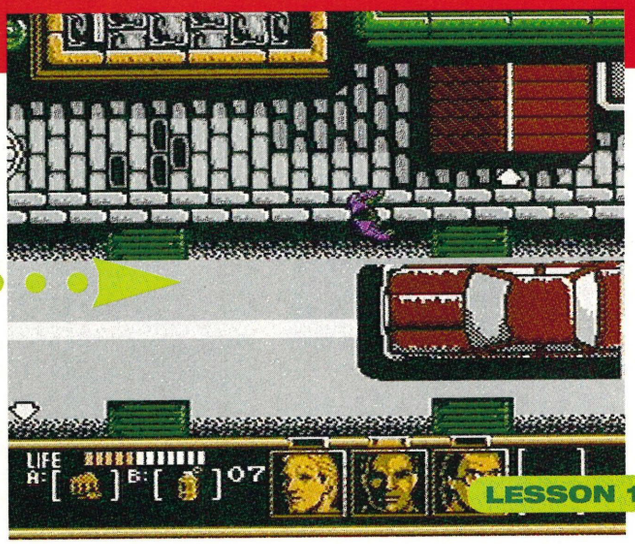
Don't go alone into unlit areas. Alleys may be full of cats but if they are then they're the first cats in the world who can make, light and throw a molotov cocktail in the time it takes to say "Asbestos Underpants".

lesson 4

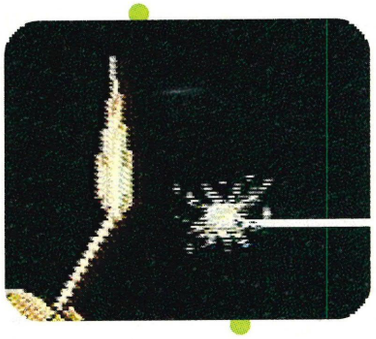
Never play near water. If you run around water, particularly if you're fighting, dodging bottles or running over planks, you're in great danger of falling in and drowning which would be a shame (*Unless your name was... Snip. Libel Lawyer.*)

lesson 5

Don't spend too long hanging around in bars. Bartenders can be jolly fellows with many a tale to tell about their days in the Merchant Navy and some very useful advice for the clueless special agent. However they can also be two-faced turncoats who'd sell their granny to the sausage factory for the price of a box of matches.







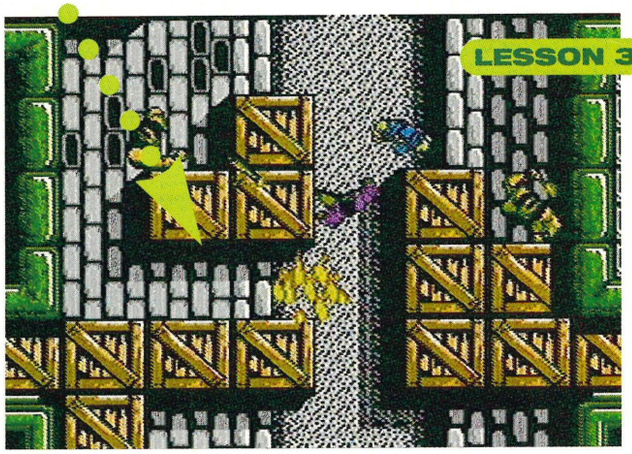
NINTENDO NES mission:

"Good Morning Jim, your mission if you decide to accept it..." Ah yes those fateful words started off every episode of the cult classic *Star Trek*; a bit of an early evening ritual and no mistake. Hang on though I don't remember a fuse being lit like that at the beginning of *Star Trek*... was that really how the Enterprise managed to get off the ground? Surely it can't have been a case of lighting the blue touch paper and standing well back. There must be more to it than that. Strange theme music too, not at all 'do de do dede do dede do do doodoo do', more of a 'da da dada da da dada da da'. Ah well, on with the game.

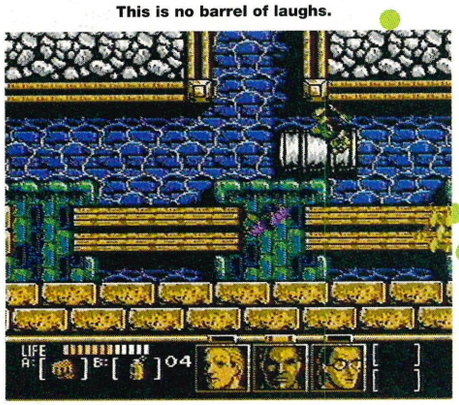
As usual the boys on the Enterprise are engaged on a rescue mission. The hapless Dr O and his daughter must be rescued from the clutches of the evil Sinister 7. Just the sort of challenge that James T. Kirk (Jim to his chums) revelled in.

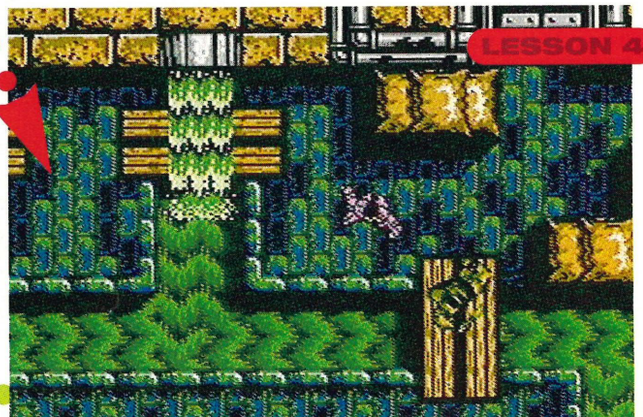
So, scene one and we're safely on the bridge of the Starship Enterprise. Except we're not. We seem to be in the middle of a street. Don't say this is one of those boring earthbound episodes where Kirk falls in love with some gangster's moll. Anyway where's Spock? There's something slightly odd here. In fact more than slightly wrong. This isn't *Star Trek* at all, this is *Mission:Impossible*. Silly me.

Although not impossible, the mission is more than a little difficult. Your mission, if you decide to accept it (and there doesn't seem to be an option to turn it down) plunges you into a game that mixes adventure with out-and-out violence. Although the graphics occasionally look like something that dropped off the back of a Speccy, they cover a fairly large area and a whole host of problems. You need to search rooms, talk to



This is no barrel of laughs.





danger zone

Welcome to the Danger Zone ladies and gentleman. Regular viewers out there in TV land will know that this is the area where we give a quick run down of the sort of trouble you're likely to find as you battle through your game. And we do this all for free and without being patronising, yes sirreeee.

little old ladies

They may look sweet, butter-wouldn't-melt-in-their-mouth sort of wrinklies but look out soldier boy these ladies make Hells Grannies look like a bunch of nuns. Yes indeed.



goodie zone

So the streets are tough (try banging your head against them if you don't believe me) the baddies are tougher and the pubs are lousy. So who's going to be tough enough to sort it all out? Well it's more than a one man job, in fact it's more like a three man job. Fortunate then that you've got three men for whom fear has no meaning. Men of incorruptible integrity. Men like Rod, Jane and Freddy from *Rainbow*.

freddy

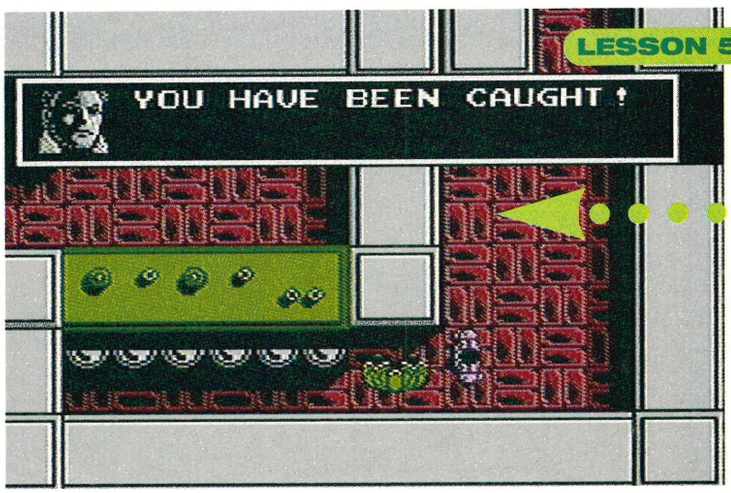
Relatively tame, well occasionally at best. As well as chucking some [illegible]en/boomerang type objects, Freddy has the rather useful ability to become invincible at the drop of a hat (or the click on a mask icon to be precise.) Very useful for the bits... well, for the bits you're crap at to be honest.





verdict

A slick, addictive little number. Excellent gameplay outweighs slightly wobbly graphics.



impossible

Since even making a cup of coffee without spilling boiling water is mission very difficult for *Lord Paul Lakin* we didn't think he'd stand a chance with *Mission: Impossible*. He didn't.

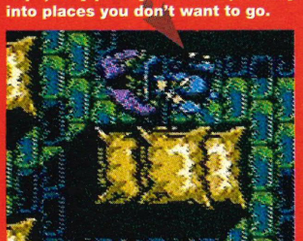
bottle throwers

Scattered throughout the game but never more dangerous than when they're balancing on a barrel. One hit from these boys and it's goodbye yellow brick road, hello local crematorium.



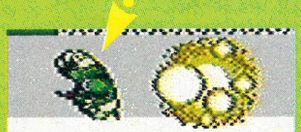
policemen

If you want to know the time ask a policeman. If you want to be pushed into the sewer you could try the same thing. No damage from guns or anything but these guys are true cops, they push you around, usually into places you don't want to go.



rod

[illegible] mean with a machine gun [illegible] no fool when it comes to [illegible] bombs either. Rod is your heavy artillery. If the problem is violence then Rod has the answer. Some doors or drains can't be opened without him and his explosive box of tricks.



jane

[illegible] but don't be put [illegible] (s)he punches [illegible] shooting, well that's up [illegible] and it's still pretty effective. Better still, the special weapon of a stun grenade means Jane can paralyse foes and then have a free punch at them. Very useful for dealing with clusters of baddies.





Hide and seek with bullets.

people, pick up clues and pick up bonuses. However it's tough on the streets – there's no end of gangsters and grannies (I kid you not) out to nobble you. There's also no telling when a friendly chat in the bar can lead to capture. (Strange really, most friendly chats I have in bars... oh never mind.)

Having a choice of three characters, each with his own special skills is hardly the most original idea. You've seen it a thousand times before, but you've probably not often seen it done as well as it is here. Accessing all the characters is straightforward and the different combinations you use can really affect how far you get in the game. (*Insert joke about old people's underwear. Ed.*)

The whole thing is packaged very neatly, complete with *Mission:Impossible* theme music, identity cards of three of the characters and even the self-destructing tape – although this is a bit of a damp squib (much like it was on the telly). All in all this is a challenging little number, well put together and well addictive. There's only one serious problem and that's where's Spock? Surely Leonard "I am a serious actor' Nimoy was in *Mission:Impossible* even if he didn't have his pointy ears. E

END ZONE

Graphics

Sound

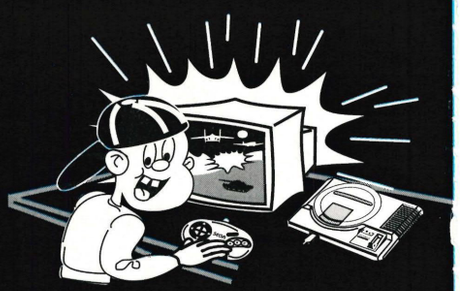
Addictiveness

Playability

OVERALL 85

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All games subject to availability

raiden trad

How to write a *Game Zone* review. Take one game, *Raiden Trad*, for example. Add one fresh reviewer, *Jeremy Daldry* preferably, but any cut of prime meat will do. Lightly season and cook at gas mark 4 for forty minutes. Serve piping hot with spring vegetables and a sprig of Ubi Soft.



Come Dancing's Raiden Revellers from Luton line up for the Military Two Step.

I wish I had paid more attention at school. If in my German lessons I had given more thought to German irregular verbs rather than how to get Bridget Jones into bed I would, no doubt, be a wiser man today. Why am I telling you this? (*Yes, my thoughts exactly. Why are you telling us this? Ed.*) I am telling you this because, if I had been more attentive to Mr Fritzberg instead of Bridget's double A junior Playtex then I might be able to reveal that 'Raiden Trad' is a rough translation from the German for 'multi-level, vertically viewed space age shoot 'em up with power-ups galore and things that go bang'. (*Methinks you do make it up too much. Ed.*)

what's new pussycat?

Okay, check this one out. The 'story' in the instruction manual for *Raiden Trad* starts, 'A.D. 2090... Suddenly, the world is attacked by aliens from outer space.' I mean, come on. We don't expect anything worthy of Martin Amis but it would be nice if the 'story' was vaguely plausible. They make it sound as if the world being attacked by aliens is an everyday occurrence. Get up, brush your teeth, go to work, dodge intergalactic pre-emptive strike, happens to me all the time.

And of course, as is the way with unexpected alien attacks, you are the only person in the whole world who can fly the brand new space fighter plane capable of combating these planet-grabbing nasties. Okay, the plot sucks, but does that really surprise anyone? (*No, not really. Ed.*) And, to be honest, who the hell reads the instructions anyway? The most important thing is how does this mother play?

slow hand

A shoot 'em up stands or falls on its speed. What makes *R-Type* so brill and *Raiden Trad* so, erm... *Raiden Trad*-ish, is the speed. All the sprites are colourful, the animation is smooth and the sound is pleasantly splatty, but the speed, oh dear me, the speed. *Raiden Trad* is sluggishly slow, it's so slow that a major civilisation could rise and fall in the time it takes to scroll through one screen. It's *that* slow folks!

Maybe I am being a little harsh. *Raiden Trad* is an okay kinda game – far better than the awful Famicom version of the same name. A bit slow maybe, a bit clichéd maybe, a bit old hat maybe, even a bit crap. But on the whole *Raiden Trad* is a game that you would be happy to get if you haven't got any other shoot 'em ups for your Mega Drive. If you have, well... E

pills, thrills and belly aches*

***well power-ups actually**

What would a shoot 'em up be without power-ups?
a boring
b dull
c Norman Lamont*
*delete where appropriate and send to the Department Of Agriculture and Fisheries, Westminster, London. Not forgetting to mark your envelope *Raiden Trad*.



laser
Kill-o-splat laser cannon. This can be used to blow pretty much anything in the field of alien nastiness into next week. The more times you collect it, the more powerful you get.



wide shot
Maximum destruction is guaranteed with this little beauty. Gives a screen-wide destructive reach, well worth checking out.



nuclear missiles
A nuclear missile for all seasons. Guaranteed to clear a spaceship-wide path through any marauding hoard of not very pleasant bad guys.



homing missiles
Very powerful, very useful. These dudes home in on any target anywhere on the screen. Get this in conjunction with the wide shot and you are laughing.



b bomb
Very powerful super bomb which will blow everything that is on the screen, off it. Save for end-of-level nasties and moments of panic.



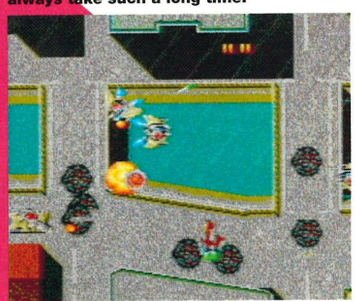
power
The best of the bunch. Pick up this little blighter and the next power-up you collect will go automatically to full strength. Pray for this dudey.



I haven't seen the tank on the left but he hasn't seen my homing missile either.



Blimey, no wonder all those roadworks always take such a long time.



Ooh look down there, I can see some grass. So that's what it looks like.

verdict

Nothing new, rather slow and not particularly addictive. More fun could be had from a trip to the dentist.

END ZONE

Graphics
Sound
Addictiveness
Playability

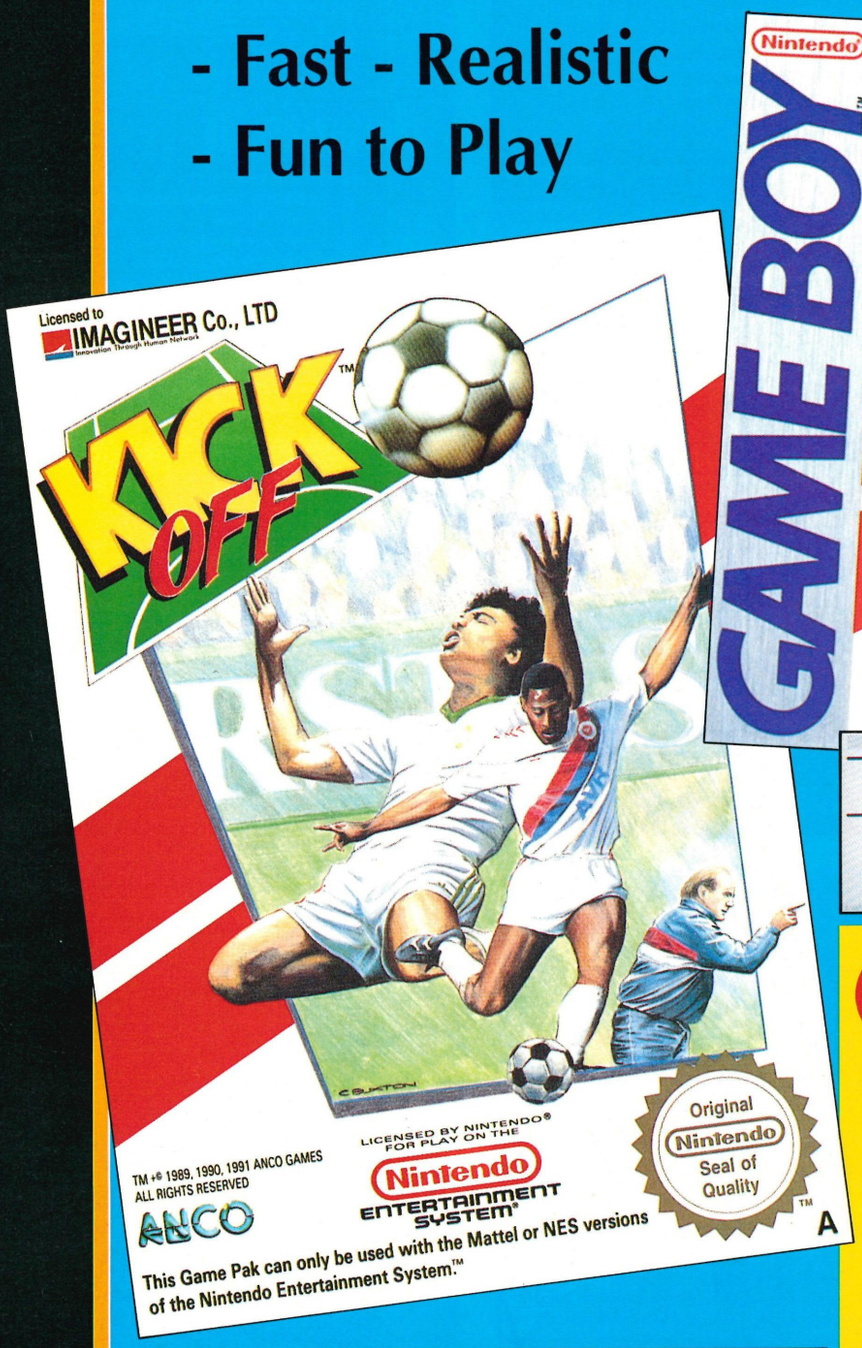
OVERALL 78

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Publisher: Ubi Soft

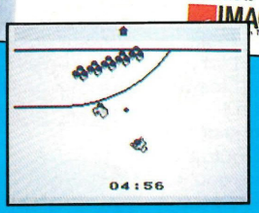
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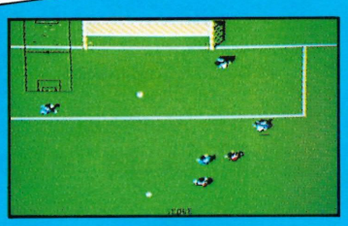
SOCCER AT IT's BEST.

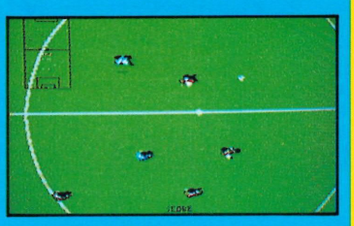
- Fast - Realistic
- Fun to Play











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"I've been on the piste!" shouted *Jeremy Daldry* as he staggered into the *Game Zone* office with a traffic cone under one arm, a condom on his head and stinking of booze. "Good," quipped Lord Paul, "you'll be ideal to review *The Games: Winter Challenge* then."

Winter Sports sims usually suck. Let's face it, if you think of the likes of *Ski Or Die,* the first thing that crops into your mind is a pile of steaming dog do. There's something about ski games, that just doesn't seem to work. So, it was with some trepidation that I bunged in this latest ski cart for the Mega Drive. "Oh no," I thought, "hours of boring, mindless gameplay which will be slightly less fun than an internal examination."

love on the slopes

However after mere minutes of gameplay I realised that I had found something different, something special, something that makes you go all dewy-eyed. Then it dawned on me, I was in love. At last I had found the game of my dreams, a game that could whisk me away from the hum-drum of every day life, a game that would look into my eyes and tell me it cared, a game that would be tender yet in control, a game... *(Steady on old chap. Stiff upper lip and all that. Ed.)* Sorry, all that I am saying is, from the moment I loaded up this cart, playability screamed out at me, and, let's face it – that is the last thing you'd expect to happen when you load up a ski cart.

tell me why?

There might be nothing new in the format; eight assorted sports ranging from alpine to nordic events, from giant slalom to bobsleigh. However where *Winter Challenge* scores hand above fist over every single ski game before it, is the playability. It is so brillo pad, you want to take it home for a one night stand that turns into a long standing relationship before you both decide to set the date for a small, but intimate, wedding in a little Suffolk village. *(Have you been drinking, Daldry? Ed.)* It really is that good.

For a start, everything is really simple to get to grips with. Take downhill skiing for a kick-off. Push your joypad forward and you crouch and go down the hill quickly, pull back and you stand up and slow down. Easy? In theory, but when you are bombing down a hill at over 100 kph nothing seems all that simple.

Another thing that makes you go, "Oh I am glad I spent lots of money on this cart," is the fact that while some events are piste easy and can be completed on your first go, like the cross country skiing, others aren't. A

the games

Feel like dashing down the piste? Or shooting round an ice tube? Well this is where you pays your money and takes your choice. Whether competing in a tournament, or just practising for a laugh, you can do the events in any order that takes your fancy.



luge

I'm sorry but this is a tea tray, and you have got to be stark staring mad to shoot down a tunnel of ice at 80kph on a tea tray. Fortunately if you play *Winter Challenge* then it doesn't hurt if you fall off, or shoot over the lip of the ice tube and end up as the first luger in space. It's best to a) stick to the outside of each turn as this allows you to get a fair thrawking speed out of the turn, b) hang on for grim death, and c) have a spare pair of trousers ready.



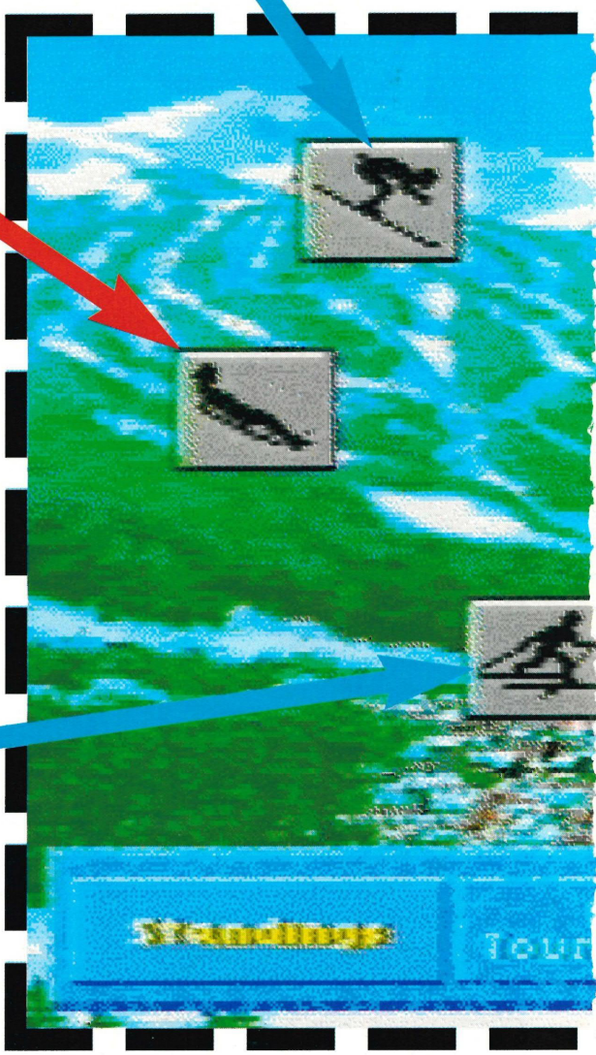
cross country

Not unlike that horrible form of torture that all schools inflict, the cross country run, except that it's on snow. Deceptively easy to complete, but really quite difficult to do in a reasonable time. Great laugh 'cos in the bottom right of the screen is both an energy bar showing you how much, erm... energy you have. *(You don't say. Ed.)* And your heart beat. This means that, if you run too much, and ski not enough, you have a heart attack and fall over. Rather like George Bush.



downhill

A rather disappointing lack of cow bells and mad Swiss men shouting "Yar, yar, yar" on the soundtrack is more than made up for by the sheer speed of this downhill sim. All you have to do is make your way down the hill, in between the marker flags, *without* ending up as a bloody mess of broken bones and displaced organs. Easy? Well if this game is easy, I am Nancy Sinatra. I'm not, it isn't and your vital organs almost always end up stuck half way up some mountain fir tree.



the games: winter



bobsled

Not unlike the luge, but instead of a tea tray you have jumped into a fridge with the door ripped off. Can you credit it? It must be something to do with the mountain air, that makes all these Swiss do such daft things. Unlike the tea tray sim, the fridge sim goes almost twice as fast. So now you can try and kill yourself at 140kph.





giant slalom

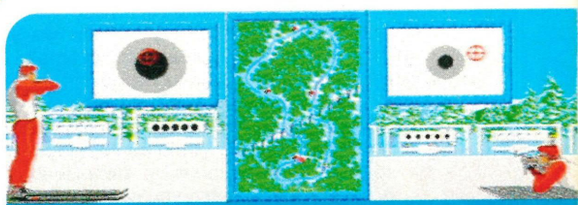
Imagine how difficult downhill skiing is, pretty difficult right? Right! Now imagine, as you are belting down the slope at nearly 180 kph, that you have to work your way around a large number of gates that are placed at, annoyingly, difficult positions. That would be *really* difficult, wouldn't it? Yup, that's slalom. Possibly the most difficult of all the sims, Giant Slalom will take you an age just to finish, let alone get a decent time on. Really fast, and, if you fall off, really very dangerous.



ski jump

Any jump over six feet seems to owe as much to luck as to judgement. Almost as much fun for the spectacular cock-ups as for the really good jumps, this is the most throw away of the sims, but at the same time the one that generates the most laughs. Despite the high element of luck that is involved, jumps over around 98 metres are possible. Eddie the Eagle has nothing on some of the stunts that can be pulled in this section.





biathalon

The biathalon is meant to be the hardest sport in the world. All you have to do is ski across very hilly countryside and at various positions on the course get a rifle out and take a pot shot at five targets. If you miss the bull on any target you get massive time penalties. Easy, I don't think, but surprisingly, one of the most enjoyable sims that involves all the stonking bits of normal cross country (George Bush sim included), but with the added bonus of four different firing ranges. Cleverly your aim is directly affected by your pulse. So if your heart is pounding like a lovesick adolescent, your cross hairs are all over the place. Hang on until your pulse slows and your aim improves, but then time ticks away!



speed skating

Wearing nothing more than a skin tight PVC body suit, an embarrassed smile and a large bulge, you set off to try and belt round a huge ice oval as quickly as possible. Propelling yourself by hitting the B button on your joy pad as often and as fast as possible, you tend to end up with both a very knackered forefinger and a joypad that comes in two pieces. Great fun and a nifty outfit makes speed skating, like cross country, easy to complete but a beggar to master.

challenge

MEGA ZONE



The **essential piece of ski equipment that this chappie sadly lacks is the kapok-stuffed Rearguard™ cushion.**

downhill, for example, will take many hours of play just to finish.

"Hold on though," I hear you cry. "Surely this is a bit crap, if you can do some events first time? Where is the long-term playing appeal in that?" Well, for a start, yes I did say you could complete some events on your first go, but I didn't say you'd be any good at them. Besides there are three levels to choose from when you're in tournament mode; amateur, professional and world class, and at any one time you will be up against nine talented computer controlled dudes. (Unless you choose the multi-player option in which case you'll be up against nine inept *Game Zone/Zero* journalists.)



Easy then? Don't make me laugh! It takes just as long to get good at cross country as it does to be brill at the luge. But, short of some bast in the crowd blowing your knee caps away with a hunting rifle, you are bound to finish your merry cross country jaunt straight off. "Great," you cry, "that means this game is instantly accessible while at the same time having enough balls to mean you'll come back time after time." Good grief, I wondered when it was finally going to click.

chillin'

Okay, but what about the graphics? It's no good if the whole thing is really playable but the graphics are really block-o-vision and the animation sucks. Lucky then that both vectored and non-vectored graphics are animated together so well that, unless you were a smarty pants computer journalist, you wouldn't be able to tell the difference. And, surprisingly for a console ski game, the snow on screen actually looks really like the wet fluffy stuff that falls from the sky in mid-January. *(Well what would you expect it to look like? Strawberry jam? Ed.)* It also comes in loads of different shades of grey, rather than just one solid block of white, and the reflections and shadows that are cast are so realistic you feel as if there is a nasty chill in the air and that maybe you should be wearing an extra jumper.

The musak? Ah yes. Well it would be kind to say that it's basic, and it would be mean to say it's annoying and crap. The musak is annoying and crap. But I guess it's only a slight moan when you think what a brill cart the whole thing is, and besides how often have you heard musak half way up a mountain side?

verdict

One of the best reasons to buy a Mega Drive yet. Brillo graphics and playability make this game a true classic. It's the biz.

little bits

The Games: Winter Challenge is obviously not entirely unconnected with that competition with the five rings insignia. *(I think he means the Olympics. Ed.)* Hence there are some nice touches such as the opening and closing ceremonies. In fact the game is littered with nice touches *(No comment. Ed.)* such as the way your skier's leg jolts against ruts in the snow and the way the crowd either claps or "Ooohs" depending on your performance. All things that aren't essential to the game, but they show that the cart has been put together with a little bit of thought and care.

Moans? Well, in a perfect game it's all too easy to over-criticise, but the one thing that would have been really spiffing, and I'm a bit gob-smacked to see hasn't been included, is split times showing how up, or much more likely, down you are on the leader at each checkpoint.

However that doesn't stop *Winter Challenge* being by far the best ski game around, with graphics that are the dog's and a playability factor that is way above anything you could expect from a sports sim. It's the best thing I've seen on the Mega Drive for quite a while. *The Games: Summer Challenge* please Ballistic. E



everyone's a winner



Brucie plays his cards right and is in with a chance.



Nice to see you, to see you, but where's Brucie?



Pipped by record-breaker P. Picovitch and Lord who?



you handsome devil

***The Games: Winter Challenge* is at its best in multi-player mode, there's no denying it. And, rather cleverly, there is the ability for up to ten of your chums to play at any one time. By entering your pals' names, choosing the country they wish to represent (anywhere from Sweden to Spain) and even the face they want, everybody can play together. All very cosy. But what is even more stonking is that if you want to have a crafty practice while your buddies are out of the way, but still want some competition, you can program the computer to play all the other ten players itself. Smaaart!**

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 93

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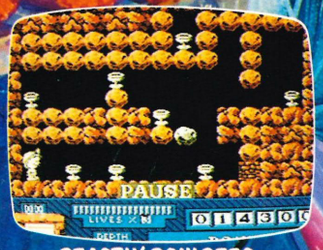
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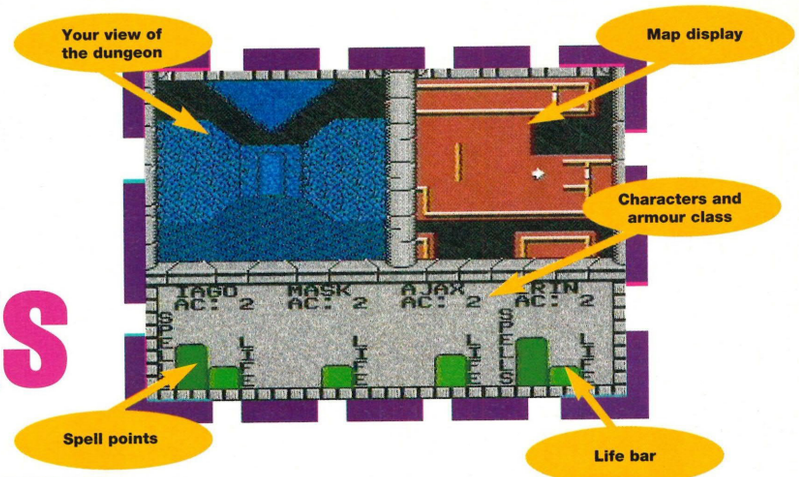


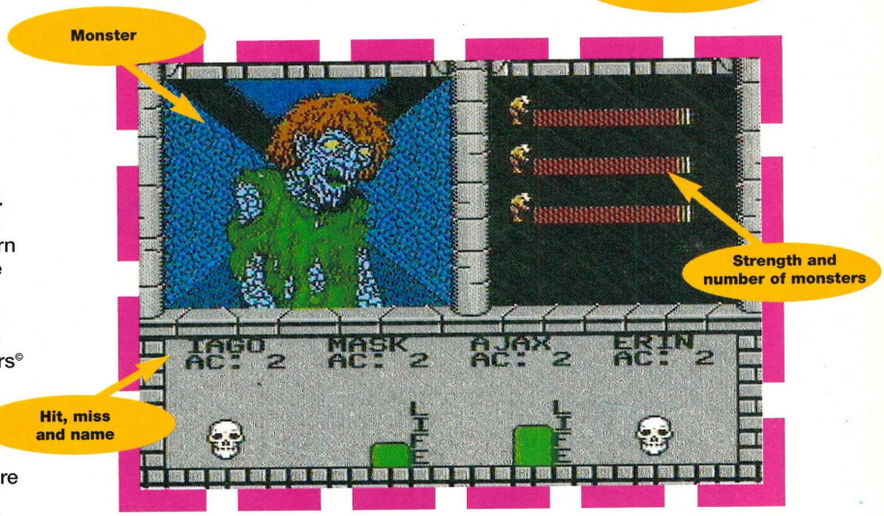
MAD MOSQUITOES



Gurn as the wind changes and you too could look like me!

swords and serpents



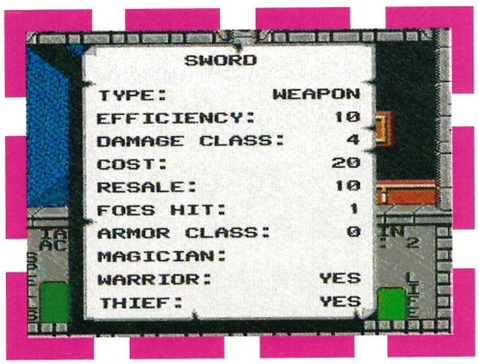


Famous for once wrestling a grass-snake to death, fearless reviewer *Ian Ross* was confident he'd be more than a match for Acclaim's *Swords And Serpents*.

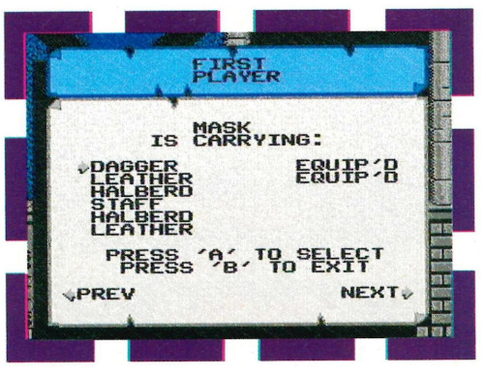
We've had *Dungeons And Dragons*, we've had *Tunnels And Trolls;* now the latest in the Awful Alliteration Series© subjects us to *Swords And Serpents.* What's their problem? Why can't they think up some decent God-fearing names for Adventure/RPGs? Are any of the *Mario* games called *Platforms And Plumbers*? No. Is there a racing game called *Roads And Racers*? Or *Bikes And By Ways*? Of course not. Do we revel in that classic flight sim *Pilots And Planes*. I think not. Do we... *(I think we've got the idea. Ed.)*

Swords And Serpents is a role-playing adventure in which a party of four Colourful Characters© must make their way through 16 levels of Dangerous Dungeons© with the aim of searching out and Slaying The Serpent© *(That's enough©. Ed.)* which has been responsible for many Abominable Acts© *(Careful. Ed.)* such as Arsenal winning the league and Phil Collins being born with a larynx. Clearly this is a foe which must be stopped.

En route to old slimy features, (the serpent not Phil Collins) you come across Millions Of Monsters© like bats, spiders and zombies who are out to either kill you or worse sell you cheap artifacts with 'Kiss Me Quick' stamped on the side. There are also the usual collection of spells, keys, shops, temples and even some old geezer offering Words Of Wisdom© such as 'Don't Vote For Gyles'. On defeating monsters you'll be rewarded with gold, experience points, weapons (sometimes) and if you're really lucky, one of the seven ruby artifacts left behind when the legendary martyr, The Ruby Warrior (Great Grandfather of The Ruby Wax) got his arse kicked. These are essential pieces of kit for the final confrontation with the Venomous Viper.



Who're you calling a thief, you cotton-picking console?



A halberd is a: a) chinny beard, b) duck or c) 15C sword?

In fact what you've got here are all the components of a D&D game; you've seen it all before and obviously know by now whether you love it or hate it. A first person perspective is used to view the tunnels – in similar style to the Classic Capers in *Dungeon Master* and *Eye Of The Beholder.* As with these games mapping your route is fairly essential, although a handy auto-mapping feature hastens progress significantly. Exploration and discovery are the order of the day, interrupted mostly by a call to arms. Combat is a simple affair – attack with the weapon you're carrying or get a magic user to cast a spell. Damage can be monitored by watching your own and the enemy's life bar.

verdict

A well structured adventure with plenty to offer gamesplayers of all ilks. A great achievement on the old grey toaster.

Healing spells are pretty Essential and Easily Executable.

Attributes (eg. agility, strength, intelligence) and inventory can all be examined. Life points and spell points are always on display. As your experience level rises, it increases the maximum level of your health and spell points. You didn't read it here first.

It is possible to swap items you are carrying (up to six) among the party members to ensure that all characters have the best possible protection and are using the best weapons. However the four player option is a con as only one player controls the party's movement – other players can only trade or participate in combat.

As far as drawbacks go I can only find a couple of minor irritations. Firstly, during combat it would have been nice to actually see your blows falling on your adversary. As it is, you only hear a 'thwack' and see his life decrease. Secondly, there is a distinct dearth of detail in the dungeon – being able to see etchings on the walls would enhance the atmosphere.

Music is basic but atmospheric and relates to the foul, dark dungeon you are in. There are some excellent spot effects when you meet an enemy, during combat and when your foe is killed.

And the difficulty level is set about right, so newcomers to RPGs won't be put off by an inability to progress and bearded hippy types should find plenty to keep them on their sandled toes.

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 82

Out: Now **Price:** £34.99
Publisher: Acclaim

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what a year!

Well that was the year that was, and what a year it was for Electronic Arts. With hits like *EA Hockey*, *James Pond II*, *F-22 Interceptor* and *John Madden '92* they proved that not only do they have something of an obsession with the number two, but they also have a rather amazing catalogue of Mega Drive games. Of course to own all those games you'd have to be more than a little rich. Rich? You'd have to have dosh pouring out of your hands like balls through Luton's defence.

It's such a shame too. All that money that you spent at Christmas with nothing left to spend on yourself. Fortunate then that Electronic Arts has taken pity on you. In a spirit of post Christmas conviviality (*Conviviwhatity? Ed.*) those generous bods at EA are giving away their company. Well, not quite but just take a look at these prizes.



Someone's about to start flying without wings in *F22-Interceptor*.

first prize

The winner of this amazing compo will receive every single Mega Drive game that Electronic Arts has released. That's 25 great games, worth between £30 and £40 each. Of course that oh so lucky winner will need something to play them on and EA have thought of that. The winner will also win a fab Mega Drive console. In fact it was all we could do to stop EA giving away a personal slave to play the games for you and a free pair of eyes to watch the graphics.



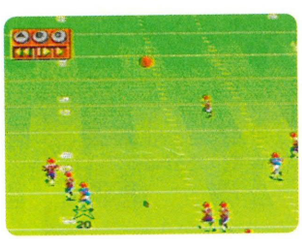
Square dancing on ice? Nope it's gonnad crushing *EA Hockey*. Fab!

second prize

Coming second can be a bit disappointing but not this time. The lucky almost winner will get a Mega Drive plus the Electronic Arts game of their choice. That's a fantastic console and a fantastic game, not bad for not winning.

runners up

Even the runners up can afford to catch their breath and grin from ear to ear or alternatively from 'ere to 'ere (*Or even there. Ed.*) Ten lucky didn't come first, didn't come second but still did pretty well readers will receive an EA goody bag complete with T-shirts, badges and games!



Bigger, better and brawnier than the original, it's *John Madden '92*.

what a to do

Now if we're going to give you all those goodies you're going to have to earn them. Not with money – we were going to accept offers from the highest bidder but a short, sharp phone call from our solicitors Starter, Maincourse And Mints put us off this idea. So instead of stretching your wallet we're going to stretch your brain with a question.

Which of these sports hasn't been turned into an EA Mega Drive game?

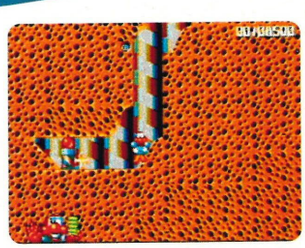
A) American Football B) Golf C) Ten Pin Bowling D) Ice Hockey

Reckon you know the answer? Of course you do, it's... (*Snip. Ed.*) Okay then hurry on to the next section.

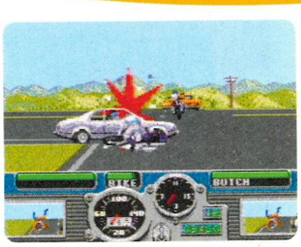
what a to do next

Once you've fixed on the answer simply follow our step-by-step guide to winning.

1. Ring 0898 299268.
2. When asked, give the letter of the correct answer. (Ie. If you think EA has never produced a golf game simply say A.)
3. Give your name and address clearly.
4. Hang up and wait patiently for the results. (While waiting you might like to learn a foreign language or study an Ancient Eastern Philosophy.)



Waiter there's a fish in my Crunchie bar. It's no fish, that's a *Robocod*.



Thrilling racing action in *Road Smash*... er... sorry *Road Rash*.

what no rules?

Well, yes there are.

1. Employees of Dennis Publishing or Electronic Arts caught trying to enter will be kicked into touch.
2. Entries received after 10 February will... well they won't be received.
3. Make sure you have the owner's permission before using the phone. Calls are charged at 36p per minute cheap rate and 48p per minute at all other times. (Now you know how the Chairman of BT makes all that dosh.)
4. The Ed's decision is final – don't waste your time arguing, though blatant bribery should not be ruled out.

toki



Toki comes across Large Letter Land.



These spook letters can swim like salmon.

Jeremy: Chicks. They really are more trouble than they are worth aren't they? I mean, it's enough to make you turn into a monk. Especially if you are the hero of, virtually, any console game. They must be the bane of your life, always getting kidnapped by some baddie or other and then relying on you to save their bacon. It's enough to make you say, "Hang them, I'm off to pull at the local youth club." But of course being the goodie-goodie hero that you are, off you trog to save them, probably getting killed on the way. And for what? A quick tongue sarnie at the end. Is it really worth it?

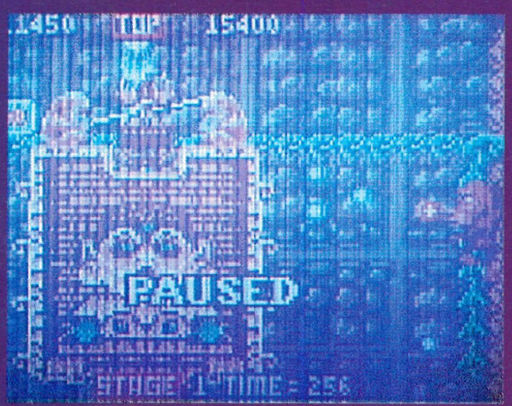
If your name happens to be Toki you are in even more trob. Why? Well not only because you have some dumb ass blonde, by the name of Miho, to rescue but the baddie wizard, who goes by the handle Bashtar, has changed you into a large monkey before you start. Not particularly pleasant behaviour. So off you trog overcoming zombies, vultures and assorted other flying, crawling and jumping things in an attempt to save your sweetheart. And what weapons have you been gifted with, so that you can combat all these rather unpleasant things. Laser pistol, maybe? Or a fusion cannon, or even a Mega Blast Sure-O-Kill Splat gun? Well no, actually you can jump on things and, this is the clever bit, spit at them.

Fortunately for you the baddies don't go a whole lot on monkey spit and tend to die after you have spat at them once or twice. Oh yes, you can also collect assorted power-ups that allow you to spit in different ways. For example a wavy spit power-up, or a triangle shaped spit power-up, which is a neat trick if you can do it.

Toki was, of course, a game of near biblical proportions on the Amiga. A game that was talked about in hushed tones of awed silence. (*Hold on. How can you talk about something in awed silence? Ed.*) A game that has passed into the annals of legend. (*Don't you think you are overdoing this a bit? Ed.*) Alright, alright, let's just say it was very good. But nobody in their right mind ever thought it would make it onto any handheld. It was too big, it was too good, it was just not the kind of game you ever saw on a handheld. Right?

Wrong! Those clever dudes at Atari have somehow managed to squeeze the game onto the Lynx. "But they must have cut great chunks out of it," I hear you cry, and the answer is, nope they ain't. "Well," you expostulate, "it must be very difficult to see everything going on." Nope, easy as falling off a log. The sprites are surprisingly large and well animated with loads of zing. "Okay, okay," you question, "the sound must suck eggs." No way, crystal clear with loads of pings and pongs. Clever or what? And it plays just as well as the original Amiga and arcade game with buckets of onemoregoitis sloshing around and spilling onto your new suede sling backs.

A brillo pad game that highlights the Lynx as, technically, the best handheld around. If Atari can release more games of this quality they should be laughing. Buy this game, it's the mutt's nuts and pretty much the rest of his genitalia as well.



This graffiti problem reallyt isn't getting any better.

OVERALL 91

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

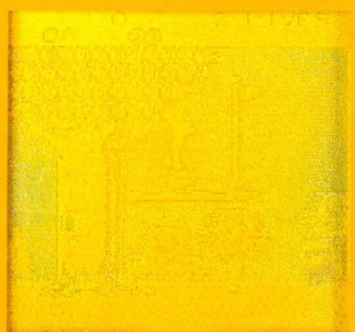
bart simpson's escape from camp deadly

Paul: If you've ever been to a holiday/scout/guide camp you'll understand why Bart is so keen to to do a runner. All those people in shorts insisting on being enthusiastic and healthy. So Bart and Lisa decide to head on out. Even school is better than this.

Escaping the confines of Camp Deadly is not simply a matter of digging a trench under the wire then hitching a lift for the city dressed as an unconvincing French peasant. Bart must take on a whole host of bullies and bees, collect flags and even (in a nod towards trendy enviromentalism) deal with a nuclear power plant. The Great Escape has nothing on this.

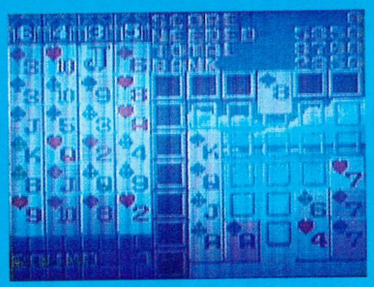
Escape From Camp Deadly mixes shoot 'em up with a bit of puzzle and a tad of arcade adventure. The characters are well drawn and animated and include more than just Bart: Lisa helps out with bonus weapons/tips at the end of certain sections and Nelson and his pals try to stop you getting out.

It's all neatly executed with a pinch of the spice of addictiveness to get you coming back for more. The range of challenges and variety of locations make this a pretty skill number. Licences are more often a bit of a let down, but this is more than a little good. Much more and I might even buy a satellite dish... or perhaps not.


Barty The Cat, up a tree, plots an escape.

OVERALL 84

Out: Easter **Price:** £tba
Publisher: Acciaim



No pig in a poker this, it's a known quantity.

solitaire poker

GAME GEAR

Paul: Great, a solo poker game. A chance to get drunk and take all my clothes off without anyone there to laugh at my lack of a tan (or a body for that matter). Right, so let's dim the lights and get on with it. I'm obviously not going to use the two player option - I'm not having anyone laughing at my knee caps. Hang on a minute, this isn't poker at all – it's flaming patience. What a waste of vodka?

Okay, to be fair, this isn't exactly patience but then it ain't exactly solitaire either. At the start of the game you're faced with a grid to be filled in and five columns of cards to fill them from. Of course you can only see the first card in each column, or the first three if you choose the lemon tea option. You also have a points target - the object of the game is to fill in the grid in such a way that you get the necessary points.

How do you get points? Well that's where the poker bit comes in. Points are awarded for three of a kinds, pairs, straights, flushes and all the other poker hands. These can be achieved diagonally, horizontally or vertically, but never easily.

And that, my friend, is that. There's a sound option that allows you to change the tune you listen to (Why, oh Lord?) but basically this is fairly basic (Ho, ho!). It's well executed and if you're into hair-tearing puzzle games then *Solitaire Poker* will be right up your street. However there's nothing here that you couldn't do with 53 pieces of paper and a coloured crayon. Of course it's portable, but then so's a pack of cards.

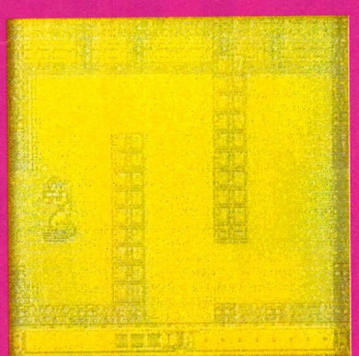
OVERALL 72

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

fortified zone

GAME BOY

Paul: Pity the poor games reviewer. Well, I know you don't and why on earth should you, sitting around playing games all day and calling it work! Money for old rope really. Ah, but when you're faced with yet another isometricy/mazey shoot 'em up on the Game Boy and you must think of something new to say about it, then the job loses its appeal. What is there to say about this game that hasn't been said before? Tuna sandwiches. No-one's said "Tuna Sandwiches' about a game before. Creativity is not dead.



Ohh, giant Yorkie bars. Chocaholistic!

For those of you (ie.all of you) not interested in the agonising search for the right word the review starts here. In *Fortified Zone* you control two tooled-up fighters with the memorable names of Masato Kanz-aki and Mizuki Makimura. One is a bloke and one isn't but they've both got guns and know how to use them – quite useful considering they've got to blast past no end of guards, tanks and whopping great gun emplacements.

You don't control both players at once but after one snuffs it you can use the other. Alternatively you could chuck your Game Boy onto the floor and watch telly instead. If you did that though you'd be wasting a more than good game. The self mapping facility and graphics give this game a cutting edge. Add to that challenging gameplay and some impressively big sprites and you're left a puzzley shoot 'em up that's a little special.

OVERALL 84

Out: Now **Price:** £tba
Publisher: Jaleco

putt & putter

GAME GEAR

Paul: Ah the putting green, home of peace, order and well cut lawns. No better place to relax after a hard week in the city evicting ungrateful pensioners from their family homes.

Bearing this in mind, you'd expect *Putt & Putter* to be a soothing game with bird song and the clink of ice on glass. No such luck. The putting greens are like nothing you've ever seen in Surrey. These have gone mad, with hills, traps and bouncy bollards. It's all rather like the golf club car park late on a Friday night except it's surrounded by water.

Each course is viewed in 3D isometric and, though small, is by no means straightforward. By using the cursor you can view the course and get some idea where the ball will go when hit. Like other golf games you direct the shot with the cursor and use a rising/falling power bar. Each hole has a par and your aim is to get as far under this as possible.

The difference is that to get to the hole you not only need to avoid all sorts of obstacles but also utilise the edges of the course to bounce off and, hopefully, towards the hole. The greens (or reds or blues) get harder, as you only have a limited number of balls (which you lose for going over par). You won't do the whole lot in one go. Yipee for level codes, eh?

These sort of games are a matter of taste... Although quite a neat idea it really didn't light my candle. When I did get the ball in I thought "Big hairy deal" and when I failed I just got irritated. It lacked the "Just one more go" draw that these games thrive on. Well...



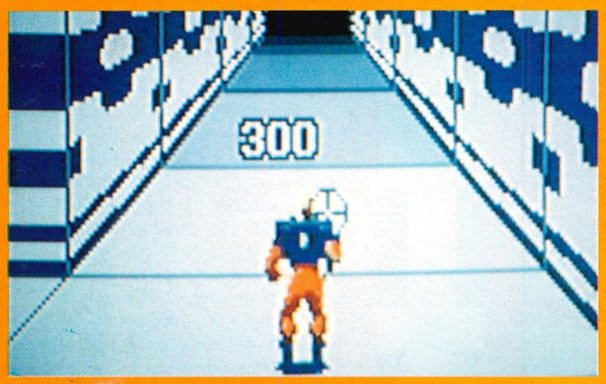
A nasty little putter and no mistake.

OVERALL 75

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



The model bot. "That's the pose luvvy! Flirt with the camera!"



Model bot now poses in the latest designer bum-freezer.

xy bots

Jeremy: Big bots, small bots, firm bots, flabby bots. Smelly bots, clean bots, pert bots, saggy bots, I've seen some bots in my time. (*Really, I am not sure we need to know any of this. What you do in your own time is your business. Ed.*) But *XY Bots* is a new one on me. This is the kind of bot that trogs around a fiercely realistic 3D maze shooting monster thingies in a rather splatty way.

You play a dude with a mission. Your mission is to free the world from a marauding mass of nasty bots. Fortunately for you, but somewhat unfortunately for the bots, you are tooled to the teeth with various pointy gun things that go bang and make bots fall over. Of course at the end of every level you can spend your collected goodies on a massive shopping spree that allows you to collect even fiercer pointy things that make even more bots fall over. And that is basically, that. You don't need a PhD in English to understand this game, oh dear me no.

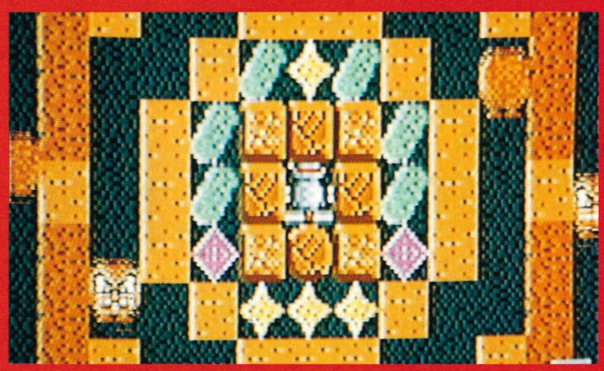
The attraction of *XY Bots* has always been the 3D maze graphics and on the humble Lynx these are reproduced in all their glory, managing to give an accurate 'feel' of solidness. There is also a rather funky soundtrack that had all the members of the *Game Zone* office grooving away all night.

XY Bots is, in many ways, the grand old man of 3D maze beat 'em ups and it looses none of its original appeal in the transition onto the Lynx. Good solid fun, rather than something massively exciting. Worth a look.

OVERALL 79

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

crystal mines II



An aerial shot of the *Game Zone* biscuit tin, only shortbread left. Typical!

Jeremy: The Mini Coupé, the sausage roll and *Boulderdash*. What do they all have in common? And it's not that they all taste very nice covered in brown sauce. Actually they are all really simple ideas that all work really well.

Boulderdash, you know the game, you are a little sprog who runs around collecting diamonds and avoiding the falling rocks. Simple hey? Almost as simple as wrapping a sausage in puff pastry. And guess what? Those sexy people at Atari have updated, not just *Boulderdash* but their rather sweet *Crystal Mines I*, adding lots of extra bits and pieces and mutating the whole shebang into a stonkingly good new version of the old chestnut. So now you can collect your crystals as if there was no tomorrow while avoiding robots who, it seems, have taken a severe dislike to the way you wear your hair. Unreasonable types these robots. Especially as some tend to blow up when you hit them.

So what have you got with *Crystal Mines II*. Well, if I was in a harsh mood I would say that you have nothing new here, and, to be honest, you don't. *Crystal Mines II* is really nothing more than a revamped version of *Boulderdash*. However, it is a pretty nifty version of the old classic. Well updated and retaining all the annoying playability of the original, this cart is full of onemoreplayitis.

OVERALL 78

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

Not so much a crystal mine, more a collection of squares. Ho hum.

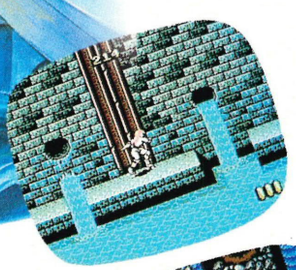


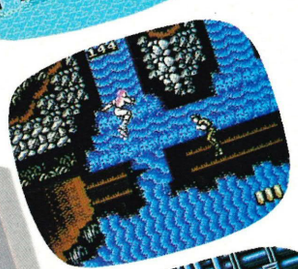
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Don't be nervous but you're now entering the Grey Zone, a world of imports and foreign formats. Games reviewed here have been released in Japan or the States but not the UK. However they are available from 'grey importers'. Some of the games are due for official release later, when we'll give them a more thorough going over.

Imports are obviously a good way of getting your hands on the very latest stuff. At the same time it's worth being careful; some imports may not be compatible with your machine. Some of the instructions may not be compatible with your linguistic skills. Make sure you know what you're buying.

the legend of zelda



There is an awful lot of pot available in the land of Zelda.



Conran decor it ain't but it's home all the same.

SUPER FAMICOM MEGA ZONE

Jeremy: Once upon a time, a long time ago, brave and glorious knights spent their weekends on assorted noble quests. They dashed about the countryside on great white war horses, rescuing beautiful monsters from the clutches of horrible princesses, and generally acting in a knightly way. However after many years of doing good, killing dragons and saving people, they all began to get a bit bored. Their life lacked that essential buzz.

So, en masse, they decided what they really needed was a holiday. Within a matter of weeks all the knights of the land had packed their bags and disappeared on an 18-30 package tour of the Greek Islands.

so long knights

And, as everyone knows, the last thing you want if you live in a land of dragons and princess kidnappers, is for all your knights to bugger off for a fortnight to Corfu. That is unless you happen to have a crusading, if diminutive, green elf who, despite his rather limited taste in clothing (everything is green) and his small stature, has decided to rescue kidnapped princesses and kill dragons like a good 'un. (*Look, this is all very interesting and everything but when are you going to stop waffling and start talking about the game? Ed.*) Well actually, I have just summed up the entire plot of *The Legend Of Zelda* in a rather clever and witty way, so there! (*Oh, modest too. Ed.*)

worth it

So what have you got then when you lash out huge amounts of spondolies for this cart? Well you get one of the most playable graphic adventures I have ever seen in my long life as a live person. "What makes it so very playable?" I hear you cry from the length and breadth of this fair country. Well it's that oh so rare combination of stonking playability and minty fresh graphics. You view the action from the rather bizarre perspective of directly above, which gives a really great sense of depth of field. So when you are balanced high on the castle parapet you really feel dizzy and high up. I mean we are talking vertigo here.

There is also one of the largest playing areas I have seen covered with mountains, castles, lakes and mazes all of which you can venture over in search of your lost princess. And what's more you can, rather handily, pull down a huge map of the land in which you are trogging around. So, in theory you can never get lost. Good stuff hey?

frank

The thing that usually holds these kinds of games back is that they are stonkingly complicated and, to be frank, rather boring. However *Zelda* is rather clever, 'cos it is mind-blowingly simple and easy to use. Even with a Jap cart, and Jap instructions, it has that all so important 'pick-up-and-play' quality that almost every graphic adventure lacks. You run around all over the place picking up some things, using others and carrying them all in a rather clever little bag which you can peek into at any moment. Maybe for some hardened adventurers it's all a bit too arcadey; the combat system for example involves your little hero hitting little baddies over the head with your little sword, which means no hit points, no dex scores or any boring things like that. But if you wanted a complex role-playing adventure you wouldn't be playing a Famicom would you? Oh no.

Legend Of Zelda was a classic game on the NES but on the Famicom it just gets better and better. The intelligent mix of both graphicy arcade bits and complicated adventure bits gives it an edge over pretty much any other game of its sort around. Well worth the hefty cover price, it will keep you playing for hours and hours. Great stuff. Elf go elf.



● **Supplied by Advanced Console Entertainment**

OVERALL 92

Instructions: Japanese
Price: £60 **Publisher:** Nintendo

What can you say about *Legend Of Zelda*? It's not so much a graphic adventure of the highest quality but more an excuse to write very long and dull captions.



Do boil brandy Bungle, got it?

super scrabble

GAME BOY MEGA ZONE

Jackie: *Super Scrabble* eh? What's that? A day at the January sales? That frantic hunt for your last tenner at the front of a ten-mile long queue at Tesco's checkout? Actually it's the newest version of one of the oldest board games around – *Scrabble* – and the more I play it, the more I reckon it's got 'classic' written all over it. No, not literally you clot! Then it would be called *Classic*. No what I mean is it's got all the essential ingredients to be a classic: simplicity of gameplay, various levels of challenge, a new and different game to play every time you load up and of course that all important quality – addictiveness.

Naturally, the usual rules of *Scrabble* apply. You and your opponent pick seven letters at random from a selection of 100, then place them on the game board to form a word. You take it in turns to add to the existing letters to form new words. And as each letter tile is worth a certain number of points, you build up your score by adding together the points of all the tiles you place legitimately on the board.

Nothing new, so why do I love this game to bits? Because it's been so cleverly put together, that's why. All the options available in the real *Scrabble* are here; rearrange the tiles in your rack, dump them if you get stuck or pass on your turn. Plus there's a few new options available too; you can 'zoom' in on the board, play the computer or a friend, choose from five skill levels and even play a new game *Solitaire,* that's *Scrabble* against the clock.

There is one niggle – the game has an American dictionary, which means it's a bit illiterate at times and accepts 'sox' for 'socks'. But there is an override option available, so you can make sure the 'proper' English spelling is acceptable.

Super Scrabble could well be the next *Tetris* of the Game Boy. Unless of course, you're a bit of a crap speller. In which case, it probably won't. Oh dear.

● **Supplied by B & S Electronics**

OVERALL 90

Instructions: English
Price: £25 **Publisher:** MB Games



Palaeolithic man had a really rough time of it. Between giving obedience lessons to large brown dinosaurs and attempting to cultivate the world's first Victorian herb garden, it's any wonder that evolution just didn't give up on him entirely.

joe and mac

SUPER FAMICOM MEGA ZONE

Jackie: Most superheroes come as standard don't they? You know, good job in the city by day, silly costume and super powers by night. So who'd have thought that two prehistoric blokes, dressed in brief mammoth skin togs, with a penchant for fried dinosaur and a poor line in after dinner conversation, would be prime superhero material then? Not many of us that's for sure. But in *Joe And Mac*, the latest Super Famicom game to hit the shelves, Neanderthal man strikes back – and in a rather brilliant arcade adventure to boot.

Joe And Mac is the Super Famicom version of that Data East coin-op *Caveman Ninja*. And seeing as you've no doubt already read our exclusive *In The Pipeline* on the forthcoming NES version of this game earlier in the issue, I shan't need to tell you the plot again. What, you've the memory span of a goldfish! Well, tough. I'm *still* not going to tell you. *(Yes, you are or you're fired! Ed.)* Erm, oh okay then.

Joe And Mac features, unsurprisingly enough, two cavemen called Joe and Mac. Curiously enough for cavemen, the two are best of pals, so when both Neanderthals return home from a hard day's hunting to find their girlies have been captured by other cavemen, they decide to join forces and trundle off in search of them.

To help them in their search they are armed with the usual caveman equipment – the club. They must then battle their way through three four-part stages, plus six bonus stages and six secret stages, fighting off the prehistoric predators either one at a time, (one player game) working as a team (two player game) or trying to work as a team, but sustaining a bit of damage if one accidentally bonks the other on the bonce in the middle of a heated fracas (super two player game).

Whatever game you choose to play, when you set out across the land, you seem to be up against almost the combined original collections of the Natural History Museum, Kew Gardens and the Museum Of Mankind times two, ie. there are tons of dinosaurs, triffids and cavemen to fight past. But as you make your way through the beautifully detailed backgrounds of grassy plains, thick forests, white water rapids and icy caves of each section, you can pick up more useful weapons than your club to fend off the foe. Make an egg-carrying Neanderthal drop his speckled blue, crack it open and you'll be able to pick up bones, boomerangs, stone wheels and fireballs. All useful in protecting your three lives and steadily dwindling energy levels.

The beauty of this game though, is that it's a good old arcade adventure with enough variation and difficulty levels to keep you playing for hours and hours and hours. Not only that, but it's stuffed with stonking good graphics, nice humorous touches from the arcade original and fast and furious gameplay. If you own a Super Famicom, get a copy immediately.

● **Supplied by Advanced Console Entertainments**

OVERALL 93

Instructions: Japanese
Price: £60 **Publisher:** Deco

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Bit cobwebby up here.

home alone

Vivienne: As the only child of jolly parents who thought it was fun to toil round the shops every Saturday morning, comparing the price of Baked Beans in Safeway with the price of Baked Beans in Tesco, I used to long to be left at home alone.

Blissful were those occasions when I actually persuaded them that I had masses of homework to do and that of course I would tidy my room. Nodding sagely to all the warnings about opening the door to strangers or Jehovah's Witnesses, I would wave them off and close the door... it was time to party! Crank up that record player, root out the make-up, hair dye etc. and a new look plus several phone calls to friends in Outer Mongolia were achieved before you could say "30p in Kwik Save".

No such fun for Kevin McCallister as Harry and Marv, the dubiously named Wet Bandits, are outta da slammer and out for revenge. Kev must find, collect, then hide his parents' valuables in the laundry chute. By looking in and on the furniture in the rooms, Kevin also gains cash, catapults and water pistols to repel the baddies and can set up traps for them.

A puzzley mazey kinda game, but it's nothing that you won't have seen before. *Home Alone* with Kev and Co.? Naa, Tesco here I come!

● **Supplied by KC's Computers.**

OVERALL 72

Instructions: English
Price: £24 **Publisher:** Capcom

formation armed f

Paul: Well after a succession of *R-Type* rip-offs this is a really refreshing change. It's a *Xenon II* rip-off. Well not so much rip-off as so close to the original that they could be part of one of those amusing tricks with twins that Jeremy Beadle likes to play on unsuspecting friends.

For the two of you who've never seen *Xenon II*, *Formation Armed F* is a vertically scrolling spacey shoot 'em up where you have to face not only wave after wave of deadly ships but also do battle with the scenery that tends to spit and wobble like a *Crossroads* backdrop. To ease the flow of things there are plenty of power-ups and add-ons which you can crash into in order to get them stuck to the side of your own plane. It's all a bit like going into a Shell garage really. Half of what you pick up is crap but some of it's quite useful. Mind you Shell special offers seem to consist largely of glasses and rather crap plastic models whereas in *Armed F* you're more likely to pick up droids and hyper lasers – much more useful, I'm sure you'd agree.

All things considered, this is not a bad piece of shoot 'em up action. Scrolling is smooth and surprisingly fast and the numerous blood-thirsty aliens tend to fly around you rather than oh so helpfully into your line of fire. It's all quite tricky, adequate and unoriginal with some strangely pale graphics. A shoot 'em up of no particular merit and no particular originality. Fine but by no means fantastic. (*That's enough padding. Ed.*)

● **Supplied by Advanced Console Entertainment**

OVERALL 73

Instructions: Mix English/Japanese
Price: £25 **Publisher:** Big Don



Not so much an alien life force, more green blobby things.

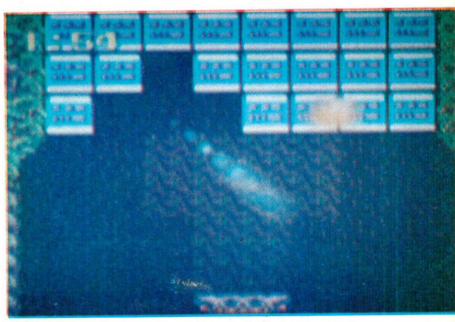
devilish

Paul: Don't be put off by the next sentence. *Devilish* is based on old arcade favourite *Blockout*. It is to *Blockout* what *Devil Crash* is to pinball.

Like *Blockout*, you use a paddle to guide a ball through a series of blocks from which it will rebound at all sorts of odd angles. However this is a nightmare version where the locations are graveyards and visions of hell. There aren't only blocks to destroy, but also people, treasure boxes and fire-spitting demons, even end-of-level nasties.

To add to the skill of the game, your paddle splits into two so you can keep a defence while using the front half to ease the ball forward. This also adds to the danger of an own goal, particularly if you have dodgy co-ordination. To really put your skills to the test though, the corridors that you guide the ball through twist and turn like a twisty turney thing.

Genki have taken classic game-play, added oodles of graphics and variety. The result is a little gem for the Game Gear.



Hammer House meets *Blockout*.

● **Supplied by Advanced Console Entertainment**

OVERALL 90

Instructions: Japanese
Price: £20 **Publisher:** Genki







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AWA cleans up the hood.

battletoads

GAME BOY

MEGA ZONE

Jeremy: My English teacher gave me two pieces of advice when I left school: Never get caught in compromising situations with farmyard animals and try to avoid using the word 'nice'. However when you think of a ninja amphibian that's the word that springs to mind. They are *sooo* horribly squeaky clean. They jump around saving dumb animals and children. How sickly. Never once would you expect to find one say, lying face down in a pool of vomit, pissed out of his brain or in some sleazy downtown bar surrounded by scantily-clad spawn. Oh no.

Until now. The *Battletoads* are hitting the streets and they ain't taking any prisoners.

You play Zitz, who with his best buddies Rash and Pimple, is out to defeat the Dark Queen, whose only crime seems to be wearing a dress several sizes too small. That isn't actually true. You and the guys were hanging out in a seedy bar in some old space port, watching an exotic 'dancer', who turns out to be the Dark Queen herself. Shock, horror! Out she jumps and kidnaps your two pals. No Nobel prize for literature this. Hell, who wants art?

All the action is spread over a number of levels smoothly and evenly in a kind of cottage cheese way. (*Cottage cheese is lumpy. Ed.*) But once you've played *Battletoads* for a couple of minutes you see why it is so fiendishly clever. Each level is a different style of game. On level one you play a beat 'em up, level two a spaceship shoot 'em up (à la *R-Type*), level three a platform game and so on. So clever it makes your socks change colour.

However, no matter how clever a game is, if the graphics aren't up to scratch then it would be more interesting playing solitaire blind man's bluff. Fortunately graphics, sound and animation are all balls-bad. Great scrolling and smooth main sprite animation makes for an addictive gameplay. Gripes? Sometimes the baddies move so quickly that you just can't see them. But that's a bit like saying something is so good, it's bad.

One of the best, if not the best, Game Boy non-strategy game I have seen in some time. Forget the *Ninja Turtles*, *Battletoads* are here.

● **Supplied by Console Magic**

OVERALL 92

Instructions: English
Price: £24 **Publisher:** Trade West

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cyber combat police



In the year 2525, the New Man has to cope with giant sperm falling on his head.

PC ENGINE

Paul: Patience is a virtue, old Ma Riley used to say to me and dead right she was too. (She was right dead too as well two weeks later when the council built a new car park on top of her bungalow, forgetting to tell her in advance.) Of course when old Ma Riley was talking about the virtues of patience, she was thinking about the right way to make Yorkshire Pudding or apply lard to a cat's boils but I still thought of her after three hours of playing *Cyber Combat Police*.

When I saw the title and cover of the game I thought "Fabbo blood and guts beat 'em up". The sort of thing that makes the PC Engine so feared down the Dog And Duck on a Friday night. (After three pints this machine is looking for trouble.) However things did not get off to a good start. Instead of the body armour, laser-toting dude from the cover, I was faced with a nonce in a shell suit kicking his way past some fairly unimpressive baddies. These baddies were rather like New Kids On The Block; there seemed to be loads of them but they were nothing like as tough as they thought they were.

Fortunately the *Game Zone* offices were out of milk as usual or I'd have simply wandered off to make a cup of coffee and forgetten all about it. As it was I stayed and played and found that *Cyber Combat Police* is a heck of a lot better than it first appears. As the levels progress the hero gets tooled up with better armour, better weapons and even a cyber bike that would be the envy of the Bourne Motorbike Club.

Baddies and backgrounds also get a lot better. The game's only serious weakness is its weakness, or rather the weakness of its monsters. Even the end-of-level nasties are a bit of a pushover and when things get at all sticky there's usually an energy bonus round the next corner. Still with plenty of locations, plenty of weapons and loads of monsters to use them on, the game's got a lot going for it. Variety is the spice of life, in which case *Cyber Combat Police* might give you a sneezing fit.

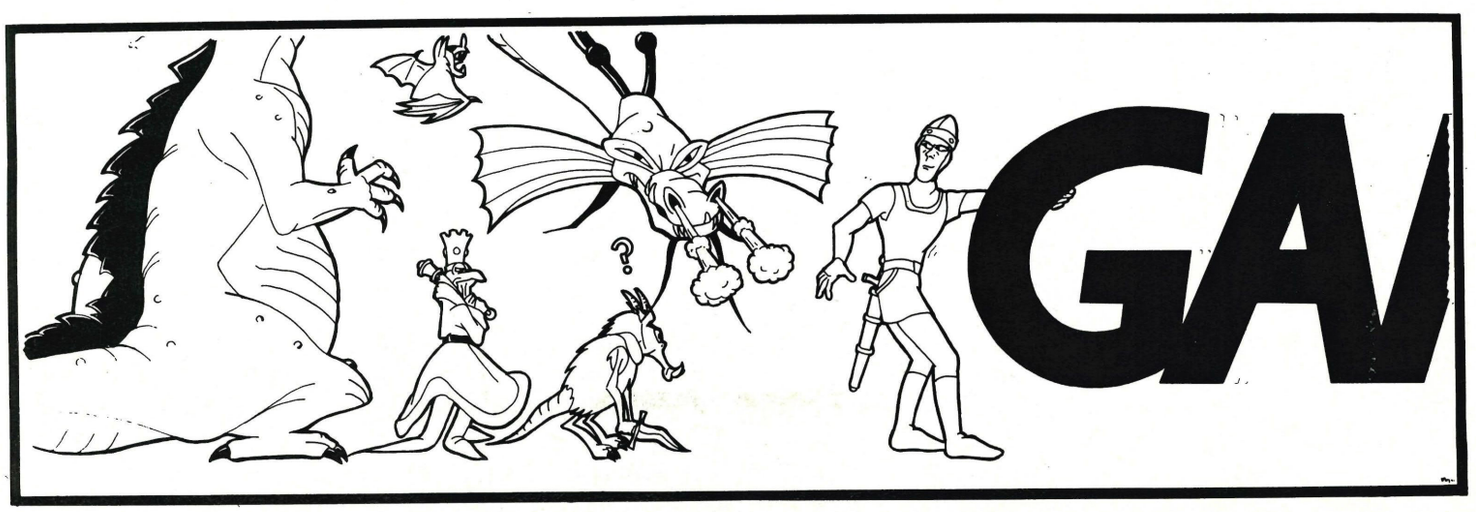


***BMX Bandits* was never like this.**

● **Supplied by Advanced Console Entertainment**

OVERALL 80

Instructions: Mix English/Japanese
Price: £25 **Publisher:** FACE



galaga '91

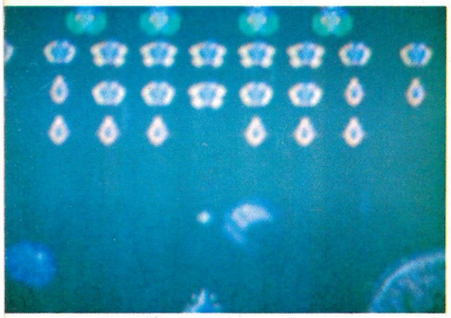
GAME GEAR

ZONE GROAN

Jeremy: As a kid playing all the new games in the arcades, there was a particularly sad, pathetic character who would stand alone in the corner. No-one talked to him partly because he had a flatulence problem but mainly because he was a real prat. He was still into Pink Floyd when everyone else was listening to The Ramones; he was still wearing a parka when everyone else was into leather. Now don't get me wrong, individuality is great, but only if it's cool. I'd be an individualist if I wore a dress, but I would still be a prat.

While we were all into the great new games from the States, he'd be plugging away at *Galaxian*, claiming it was the best thing since sliced bread. It wasn't. Now it's even worse. Even today in the far corner of most arcades, tucked behind the VR machines and *After Burner 360* there is a sad character feeding 10 pees into a *Galaxian* and raving that he has got onto level 12. Sad but true, eh readers?

And guess what? Some clever



Yawnsville, Arizona. Blobs in the house.

dude has repackaged the whole thing for the Game Gear, retitled it *Galaga '91* and released it on an unsuspecting public. An almost exact copy of the arcade original, complete with dive-bombing meanies and a sound track that sounds like The Farm. (Yup, it's that bad.) It all looks a bit dated now, I mean, my granny is more up-to-date. Playability that sucks and a plot that screams 1980 at you. If you want a shoot 'em up for your Game Gear, check out *Halley Wars*, but avoid this like the plague.

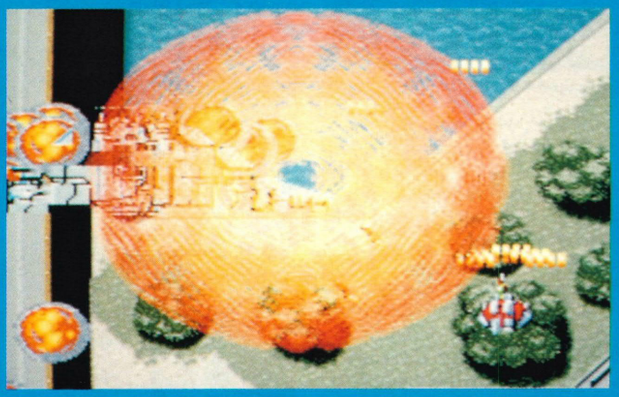
Maybe I'm being harsh; it is an adequate conversion, relatively fast, not bad graphics or animation. But you'd be advised to take your money elsewhere. Totally unoriginal, totally unaddictive, totally awful.

● **Supplied by Console Magic**

OVERALL 20

Instructions: Japanese
Price: £24 **Publisher:** Namcot

raiden densetsu



Large, orange and wobbly. Ain't blancmange a brilliant thing?

SUPER FAMICOM

Paul: Don't be fooled by the name, don't even be tongue-tied by the name because this is in fact *Raiden Trad*, the Mega Drive version of which is reviewed elsewhere in *Game Zone*. The game is a vertically scrolling shoot 'em up in which you pilot a small but perfectly-formed plane crammed full of the latest technology. This is rather fortunate 'cos you have to use this plane to single-handedly clear the planet of its alien invaders. Quite where everyone else is while you're doing battle for their planet is never clear. Probably back at home watching *Blackadder* videos.

At first sight the plane is a bit on the wimpy side being armed only with a rather pathetic gun that wouldn't frighten the shandiest of drinkers. Fortunately there's plenty of extra weaponry to pick up on the way from spread shot, which is essential, to a blue laser which looks nice but is about as much use as a box of matches on a submarine. Best of all are the bombs which wipe out everything on screen except the end-of-level nasties (and you of course).

When (if) you've managed to clear your own planet of the aliens there's no time to put your feet up. Oh dear me no. It's into space for a section that's rather like *Space Invaders* with rocks before taking out a few space stations. Then it's onto the aliens' own planet which looks remarkably similar to your own – except there aren't any roads. Strange really that these aliens have advanced to such a sophisticated level of space travel and combat, yet haven't got round to inventing the road yet. Ah well who needs roads when you've got wings.

Having done all this work you might be expecting a pretty generous reward, at least a multi-colour end-of-level section. Don't hold your breath. All you get is a long message written by someone for whom English is certainly not their first language – they're probably American – and then the credits which include a spooky credit to a Mrs Nagaya.

The game is obviously nothing terribly new, but at least it's crammed full of action with enemy tanks and ships stashed all over the place. The graphics are quite neat. They're a bit blocky but the view from above perspective and use of shadow creates a satisfying 3D effect. This is particularly effective when attacking railway bridges; trains rattle across pleading to be blown straight back into the repair yard while through the sleepers you can see riverboats and loads of scenery. Fab

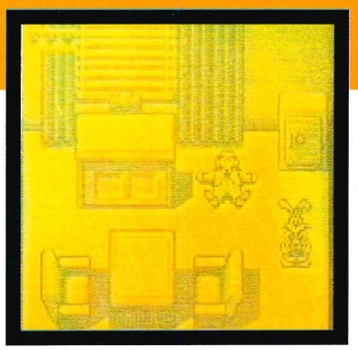
The power-ups are quite well distributed though some people might wish for more variety. There's also a limited customisation option allowing you to set the difficulty level and control the amount of bombs/ships you have. It must be said that even on some of the harder settings *Raiden Densetsu* is not back-breakingly difficult. Jeremy finished it before I'd realised that we were missing Man Utd v Chelsea on TV.

Not out of this world, except in the bizarre titles stakes, *Raiden Densetsu* is still an above average shoot 'em up. It might get a little monotonous after a while but there's plenty of fun to be had beforehand.

● **Supplied by Advanced Console Entertainment**

OVERALL 75

Instructions: Japanese
Price: £50 **Publisher:** Toei



Run rabbit run! Marv's been murdered!

who framed roger rabbit

GAME BOY

Vivienne: What was so special about the film *Who Framed Roger Rabbit*? Correct, the combination of cuddly Bob Hoskins as Eddie Valiant in all his bodiliness transplanted to Toontown where Roger Rabbit is an out-and-out cartoon and his wife, Jessica, is a slinky, smouldering Rita Hayworth lookalike humanoid toon.

And what characterises console games? Yup, the fact that they're all graphics. Bang goes the attraction of the film as Bob in the flesh is conspicuously absent and his graphic pales by comparison.

This graphic adventure sticks to the film's plot. Marvin Acme, owner of Toontown, is shot by a gun mysteriously peeking through the curtains. As the plot thickens, you as Roger are left a) to fulfil his dying wish, which is to get the town's deeds to Jessica, his heir, and b) seriously implicated in his murder.

Toon-hating Judge Doom and his gun-toting sleazy weasel henchmen are on your trail. You must find your kidnapped 'lovebunny'. (Puh-lease!)

Having enlisted Eddie's help, you set out on a quest for information. As you scour the buildings, alleys and bakeries (?) of Toontown, avoid things that move since they are out to get you; stationary characters give you tips and useful power-ups if you speak to them – your speech appears at the top of the screen. Carrots give you extra power.

At the end of each 'scene', you get a password allowing you to access the next level. A good idea but a shame it can't be used within levels, as if you die you have to go through the same motions and conversations time after time.

So how does the stuttering, smackeroonie-threatening floppy-eared one fare? Not bad at all. The idea is much the same as most graphic adventures, but the way the plot builds up and the gags and catch phrases of the film are incorporated makes it that little bit specialer.

● **Supplied by Console Magic**

OVERALL 81

Instructions: English
Price: £24 **Publisher:** Capcom

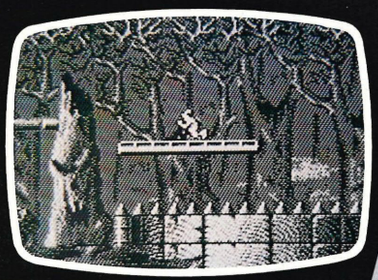
SULLIVAN BLUTH PRESENTS

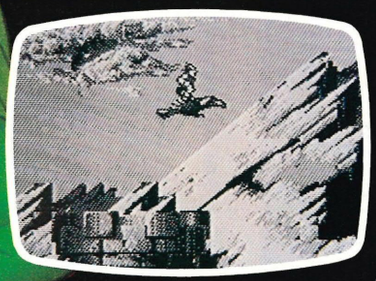
DRAGON'S LAIR

THE LEGEND

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survey you right

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how to enter

1. Fill in the survey by ticking the box/boxes next to your answers.
2. Fill in your name and address if you want to enter the prize draw.
3. Tear out both pages and send them to: Reader Survey, *Game Zone*, Dennis Publishing, 14 Rathbone Place, London W1P1DE.

CLOSING DATE: 29 FEB 1991

*In the event of us being unable to provide a SNES we'll provide a prize of equivalent value.

1. How do you obtain your copy of *Game Zone*?

Newsagent 1 ☐
Subscription 2 ☐
Borrow one 3 ☐
Supermarket 4 ☐
Virgin 5 ☐ **(5)**

2. How many issues of *Game Zone* have you read?

One 1 ☐
Two 2 ☐
Three 3 ☐
Four 4 ☐ **(6)**

3. When did you start reading *Game Zone*?

Issue one 1 ☐
Issue two 2 ☐
Issue three 3 ☐
Issue four 4 ☐ **(7)**

4. How many other people read your copy of *Game Zone*?

None 1 ☐
One 2 ☐
Two 3 ☐
Three 4 ☐
Four or more 5 ☐ **(8)**

5. Which of these other mags do you read regularly?

COMPUTER GAMES:

ACE 1 ☐
C+VG 2 ☐
Club Nintendo 3 ☐
Games X 4 ☐
Mean Machines 5 ☐
Megatech 6 ☐
Sega Force 7 ☐
Sega Power 8 ☐
Sega Pro 9 ☐
Zero 0 ☐ **(9)**

OTHER:

90 Minutes 1 ☐
2000AD 2 ☐
Big 3 ☐
Empire 4 ☐
Hot Metal 5 ☐
Q 6 ☐
Smash Hits 7 ☐
TV Hits 8 ☐
Viz 9 ☐
Zit 0 ☐ **(10)**

6. What free gift would you like to get with *Game Zone*?

Tips Booklet 1 ☐
Badges 2 ☐
Posters 3 ☐
Money Off Vouchers 4 ☐
Stickers 5 ☐
Other *(please state below)* 6 ☐

_____
_____ **(11)**

7. How much do you spend on games per month?

Under £10 _____ 1 ☐
£10-£15 _____ 2 ☐
£16-£20 _____ 3 ☐
£21-£25 _____ 4 ☐
£26-£30 _____ 5 ☐
£31-£50 _____ 6 ☐
More than £50 _____ 7 ☐ **(12)**

8. Where do you buy games?

W.H. Smiths _____ 1 ☐
Woolworths _____ 2 ☐
Menzies _____ 3 ☐
Local Shop _____ 4 ☐
Virgin _____ 5 ☐
Boots _____ 6 ☐
Mail Order _____ 7 ☐
Dixons _____ 8 ☐
Toys R Us _____ 9 ☐
Other *(Please state below)* ___ X ☐

_____
_____
_____ **(13)**

9. Rate the following *Game Zone* sections. Put the letter which stands for your answer in the box:
A=FAB, B=GOOD, C=OKAY, D=DODGY, E=PATHETIC.

News _____ ☐ **(14)**
In The Pipeline _____ ☐ **(15)**
Kill Zone _____ ☐ **(16)**
Features _____ ☐ **(17)**
PG Tips _____ ☐ **(18)**
Compos _____ ☐ **(19)**
Twilight Zone _____ ☐ **(20)**
Soled Out _____ ☐ **(21)**
Reviews _____ ☐ **(22)**
Handhelds _____ ☐ **(23)**
Imports _____ ☐ **(24)**
Zone 7 _____ ☐ **(25)**
tba _____ ☐ **(26)**

10. List your top three games

FIRST:

_____ a **(27-28)**

SECOND:

_____ b **(29-30)**

THIRD:

_____ c **(31-32)**

11. Which type of games do you prefer?

Arcade adventure _____ 1 ☐
Beat 'em ups _____ 2 ☐
Platform _____ 3 ☐
Puzzle _____ 4 ☐
Shoot 'em ups _____ 5 ☐
Simulator _____ 5 ☐
Sports _____ 6 ☐ **(33)**

12. What helps you in choosing a game?

Reviews _____ 1 ☐
Advertising _____ 2 ☐
Packaging _____ 3 ☐
Price _____ 4 ☐
Word Of Mouth _____ 5 ☐
Other *(please state below)* ___ 6 ☐

_____ **(34)**

13. Which machines do you own/plan to buy in the next 12 months?

CURRENTLY OWN:

NES _____ 1 ☐
Master System _____ 2 ☐
Game Boy _____ 3 ☐
Game Gear _____ 4 ☐
Lynx _____ 5 ☐
Mega Drive _____ 6 ☐
Super Famicom _____ 7 ☐
Super NES _____ 8 ☐
PC Engine _____ 9 ☐
Neo Geo _____ 0 ☐
Other _____ X ☐ **(35)**

PLAN TO BUY:

NES _____ 1 ☐
Master System _____ 2 ☐
Game Boy _____ 3 ☐
Game Gear _____ 4 ☐
Lynx _____ 5 ☐
Mega Drive _____ 6 ☐
Super Famicom _____ 7 ☐
Super NES _____ 8 ☐
PC Engine _____ 9 ☐
Neo Geo _____ 0 ☐
Other _____ X ☐ **(36)**

14. Sex.

Male _____ 1 ☐
Female _____ 2 ☐ **(37)**

15. Age.

Under 10 _____ 1 ☐
10-14 _____ 2 ☐
15-19 _____ 3 ☐
20-24 _____ 4 ☐
25-29 _____ 5 ☐
30-wrinklie _____ 6 ☐ **(38)**

16. Do you go to

School _____ 1 ☐
Further Education _____ 2 ☐
Work _____ 3 ☐
Sign On _____ 4 ☐ **(39)**

17. Which bank do you have /plan to have an account with?

HAVE AN ACCOUNT WITH:

Barclays _____ 1 ☐
Lloyds _____ 2 ☐
Midlands _____ 3 ☐
NatWest _____ 4 ☐
Other *(please state below)* ___ 5 ☐

_____
_____ **(40)**

PLAN TO HAVE AN ACCOUNT WITH:

Barclays _____ 1 ☐
Lloyds _____ 2 ☐
Midlands _____ 3 ☐
NatWest _____ 4 ☐
Depends on special offer _____ 5 ☐
Other *(please state below)* ___ 6 ☐

_____ **(41)**

18. Would you vote for Gyles Brandreth?

Yes _____ 1 ☐
No _____ 2 ☐
Don't know _____ 3 ☐
Who's this Gyles Brandreth guy anyway? _____ 4 ☐ **(42)**

There, that wasn't too painful was it? Don't go away though 'cos we still don't know who you are or where you live. Quick, fill in the form below so that if you win we know where to send the junk mail... sorry, prize to.

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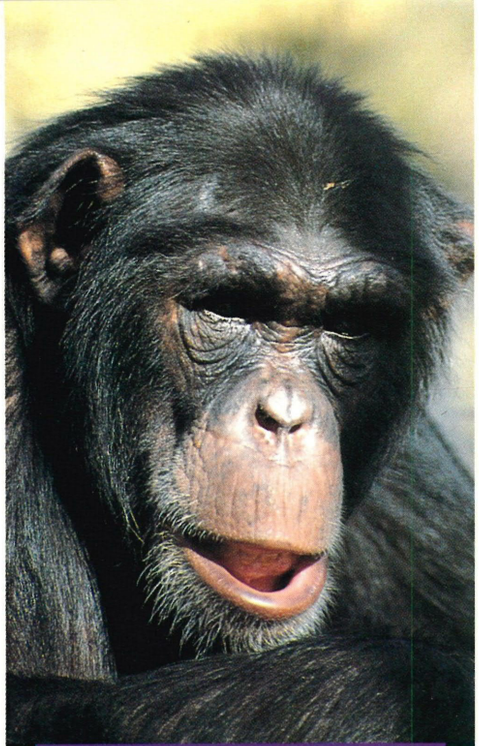
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Salutations herbal tea drinkers of the world. Welcome once more to our gathering of tips, cheats, maps and anything else which is vaguely useful. Once I and my colleagues had drunk from the tea-cup of wisdom we were able to come up with many great cheats. So don't hold back, drink your fill and send me your maps, hints, tips, player's guides and Blankety Blank chequebooks and pens.

If any of your contributions are printed, our great lord will reward you with a super limited edition, 'I'm a PG Tipster' badge which happens to be the grooviest fashion item in heaven since sandals. He will also shine his light of generosity upon the sender of the month's best map, cheat, etc. For they will not only receive the Tea Break Biscuit Of The Month, but also an unearthly £50 in crisp, cool cash. Our lord will also grant them immortality. (*I'm not too sure about that one. Ed.*) So what are you mortals waiting for? Send your maps, player's guides, cheats etc. (after complying with Daniel's Dazzling Dozen rules of course) to:

Don't call me Darjeeling
Game Zone
14 Rathbone Place
London
W1P 1DE

NB The biscuit of the month is 'Boasters' by McVities.

PG tips

Welcome to the land of PG Tips. The place where thousands of herbal tea drinkers from all round the planet converge to listen to their wise master, *Daniel 'Deity' Pemberton*. So is everybody in? Then let the ceremony begin.

castlevania iv

Steven Aspinall has definitely got his rocket boots on 'cos he's managed to tell us that when you start the last level it's possible to gain 99 hearts and loads o' power-ups! When you start the level Steven suggests that you jump LEFT (and keep LEFT pressed on the joypad) into the open space. You should land on an invisible platform! Now keep pressing LEFT and you'll go down some invisible steps and reach the end of the screen where you'll get all your stuff. See the map for more details.



castlevania ii

A ghost walks into a pub and asks for a drink. The barman says to him, "I'm sorry but we don't serve spirits!" Ha! Ha! Well I thought it was funny. **Jonathon Bourne** better do too 'cos I've printed all the level codes for this SPECTRE-acular game. (Ho, ho, ho!)

Crystal Castle **BCHH,** Rock Castle **CHHM,** Plant Castle **CHMM,** Cloud Castle **HHMB,** Dracula's Castle **HMCB**

C: Candle, **M:** Crystal Ball, **H:** Heart, **B:** Blank.

But Jonathon was rudely interrupted by garlic biscuit-eating **Alan Whysall** who not only gave us the sound test mode, but also the password to the second part of Dracula's castle. Now I think I'll tell a few more monster jokes. Why did the skeleton... (*Snip. Ed.*)

Sound Test **HHHH,** Dracula's Castle II **HCMM**

arnold palmer golf

Jimmy May definitely knows his tees from his teas as he's given us a cheat to enter the fantasy zone (phwoarr!) in this great golf game. Firstly start a new game and then take 100 strokes on any hole without putting out on that hole. GAME OVER should soon appear. Now quickly press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT and button A. And hey presto! Robert's your uncle! (Well he's not actually but that doesn't matter. Oh dear.) You will now be in the fantasy game.



Mount Rushmore it ain't, but the rock's got an eye on me.

gates of zendecon

After eating his way through three packets of custard creams **Darren Howden** has managed to produce all the level codes to this blaster. He's also got sore hands to prove it.

1 **BASE** 2 **ZYBX** 3 **NYXX** 4 **ZYRB** 5 **SRYX**
6 **BARE** 7 **XRAY** 8 **RATT** 9 **NYET** 10 **RAZE**
11 **TRYX** 12 **STYX** 13 **YARB** 14 **BREX** 15 **STAB**
16 **BOXX** 17 **TENT** 18 **BROT** 19 **STOB**
20 **XTNT** 21 **BOTZ** 22 **SNAX** 23 **ZETA**

On level 23 (ZETA) on the far right of the screen is an eye. Shoot it twice when it's open and you'll reach the big, bad Zendecon.

daniel's dazzling dozen rules

1 State the machine the tips are for.
2 Use writing that a human can read.
3 Make sure the tip hasn't been printed before.
4 Make sure the tip hasn't been printed before again.
5 Enclose your name and address.
6 State your favourite biscuit.
7 Enclose an enormous sum of money.*
8 Stick all that in an envelope and post it.
9 Er... learn to play the mandolin.*
10 Speak fluent Esperanto to a German cow.*
11 Um... pass.
12 Er... (*That's enough rules. Ed.*)

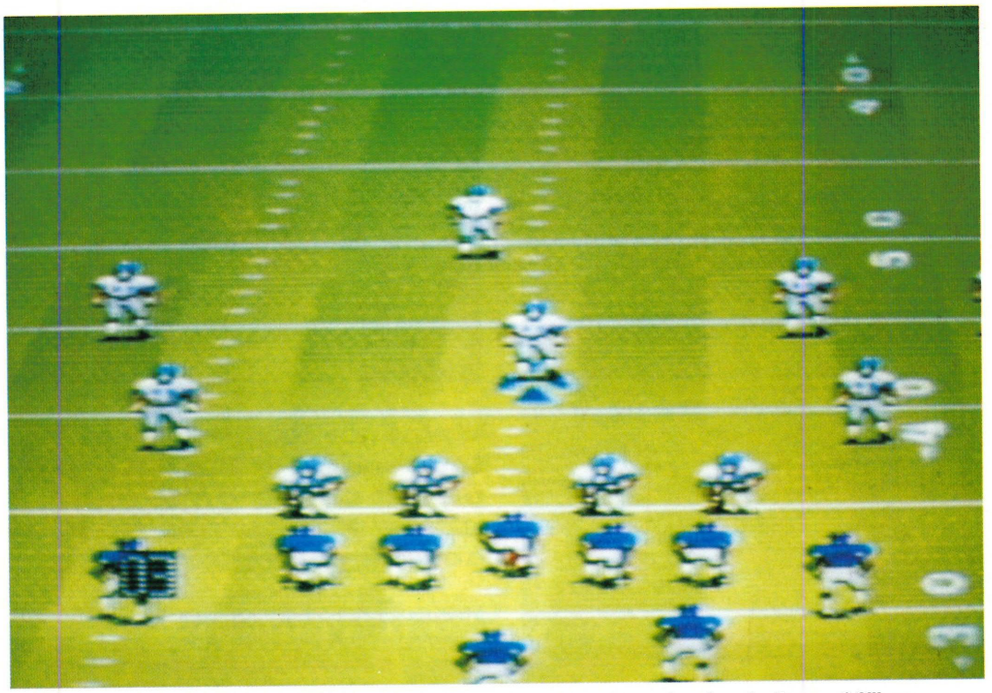
*These are optional.

pg tips



john madden football

Thanks to **Alan Jones** we can provide you with a load of codes for this fab American footie game. 1777777, 4034407, 3002300, 5722500, 777000, 0431000, 1112300, 0535000, 2777777, 5555500, 7102300, 0600100, 4444500.



I thought that playing this American footsie sim would be loads more fun. It's an American *footie* game? Silly me.

battle toads

On the title screen **Sandeep 'Rich Tea' Virdee** suggests that you hold down A, B and DOWN and press START to get five extra lives. Hurrah!

phantasy star ii

Press START to pause the game. Now hold down button B for slow motion mode, for even slower slow motion(?) hit C repeatedly while the game is paused. Thanks to **Alan Jones** for that tip.

mission impossible

Here's a load of level codes to make the impossible, possible. Oh and I'm not going to do any 'This cheat will destruct in 10 seconds' (ha, ha, not much) jokes because they're not funny.
Area 2: **HMPR,** Area 3: **KMVW,** Area 4: **XDGJ,** Area 5: **TVJL,** Area 6: **QBXZ**

teenage mutant ninja turtles

It's possible to take the heroes in a half shell straight to the bonus games. On the configuration screen press A, B and SELECT simultaneously. Next to the '5', a '?' should appear. Select this to enter the games.

mega man 3

To make your enemies stiffer than Lord Lucan, **Jimmy May** suggests that pushing UP and A on controller two will freeze them. You could also 'freeze' them by using 'Iceman'. (*Er, actually you can't. That was Pemberton's idea of a joke. Ed.*)

legendary axe

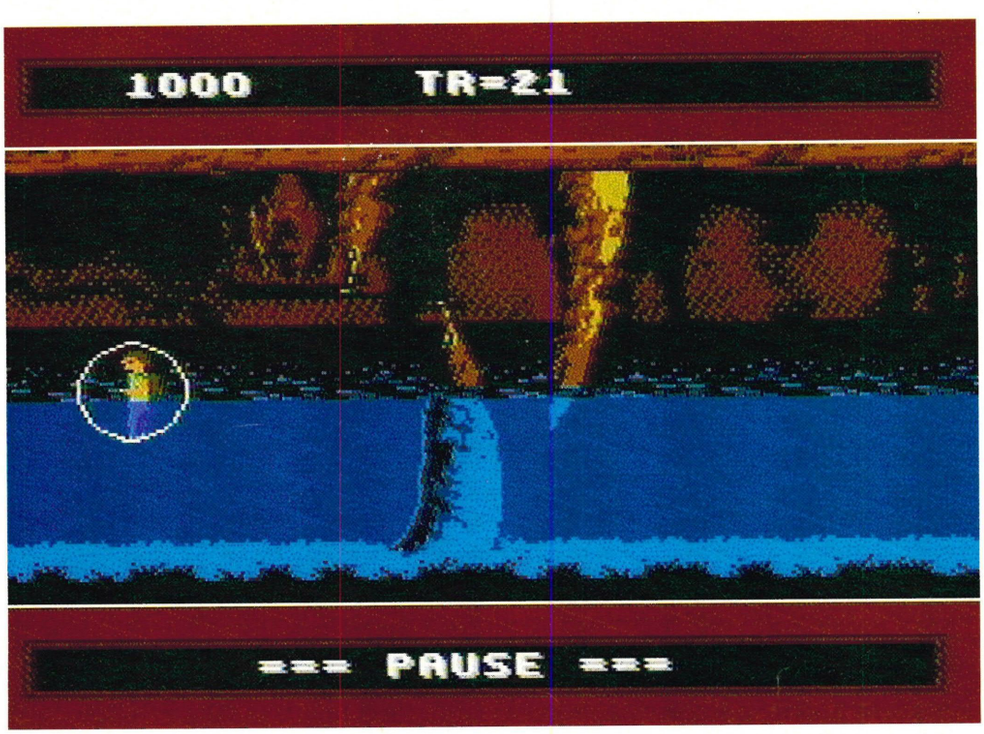
James Heeps seems to think that if you set button one to turbo and SELECT simultaneously as well as press LEFT zillions of times on the GAME OVER screen, you'll get loads of continues.

silver surfer

Top cookie crumbler **Alex Matthew** has given us three fabby passwords which do three fabby things! Hurrah! Anyway to 'bring up' the password screen either stick two fingers down your throat or press UP simultaneously on both controllers. Now enter one of the following: **CKWJT4** – All the weapons. **SJM333** – Unlimited continues. **KJTTJK** – Invincibility.

wonderboy 3

Mellow down and share some of **Richard Rowland's** herbal tea, while he shares some passwords with us:
Mouse man – **9WE5 JH4 AG32 EEN**
Pirhana man – **G1Y4 R60 ERAV 51R**
Lion man – **7CJF JKR 90YN LDG**
Hawk man – **FK8X JY5 DJ52 1VW**



So this is what it's like to be a bubble in a Wispa. Wonder if the pay's good? A boy and his blob must think of the future.

The boy and his blob

Darren 'Daz' Grimstead has sent us a guide to all the jellybeans. The last two though seem a mite suspect!
LICORICE Turns Blob into a ladder.
STRAWBERRY Turns Blob into a bridge.
COCONUT Turns Blob into a coconut.
COLA A bubble protects you from falls and underwater.
BANANA Turns Blob into a wrench.
APPLE Turns Blob into a jack.
TANGERINE Turns Blob into a trampoline.
ROOTBEER Turns Blob into an interstellar rocket.
HONEY Turns Blob into a humming-bird.
VANILLA Turns Blob into an umbrella.
KETCHUP Makes Blob catch up with you.
PUNCH Let's you make a hole.
LIME Turns Blob into a key.
MINT Turns Blob into ice.
BAKED BEAN Makes Blob break wind.
GRAVY, CUSTARD and **PICKLE** Makes Blob chuck up everywhere.

blades of steel

Gold Blend gulper **Sunny Singh** tells us that if you hold down A and B on both controllers and press START on controller pad one, you'll start the game with no goalies.

the hunt for red october

Aquatic adventurer **Sandeep Virdee** has sent in a cheat which repairs your sub completely and refills your weapons. To activate it pause the game and press A, B and SELECT five times then press A, B, B, A. Unfortunately it only works once. Swizz!

the hunt for red october

Hang on! We've just printed a cheat for this. Ahh! But this one's for the Game Boy. On the title screen press LEFT, RIGHT, B, SELECT, LEFT, RIGHT, B, SELECT and START. Now pause the game and repeat. You'll now be graced with a level select.

simpsons

In the Krustyland Amusement Park, climb to the top of the ladder and leap on to the sea-saw to rate as a superman and get the three coins. Repeat this for tons of coins and 7-Ups. **Sandeep Virdee** was the provider of that cheat.

hardball

For a special pitch, switch pitches in the game, substitute the pitcher with a player that is not a pitcher. The new player will have a special pitch called "FAT". **Philip Renwick** was the sender of that rather un-useful, but worth seeing once tip.

parasol stars

Parasol Stars? **John Caprani** not only told us that if you hold down option A for about 30 seconds at any point in the game you'll get infinite lives, but he wondered what the PG in PG Tips stands for. Well... er... it stands for either Profoundly Great Tips or Player's Guide and Tips. (Or anything else I can think of.) Corny, eh? Believe it or not but PG TIps is also the name of a well known brand of tea.

super r-type

On the title screen press DOWN, the RIGHT button, RIGHT, DOWN, RIGHT, RIGHT, DOWN, RIGHT, DOWN and DOWN. You'll hear a chime. Start the game. Pause it and hit the RIGHT button, RIGHT, DOWN, Y, DOWN, RIGHT, DOWN, LEFT, RIGHT, DOWN, RIGHT and RIGHT. Phew! After that you'll have a super powered-up ship and a sore hand.

£50 CHEAT

duck tales



How unlucky! Uncle's left his tinsel up.

Tom Powley from Devon should be a very happy man as he's just won £50 for his complete walk-through guide to this fab arcade adventure. You too could achieve the same fame and fortune by writing to the usual address with your maps, cheats etc. Anyway here's the complete run-down.

the moon

RIGHT, UP chain, LEFT, UP chain, RIGHT, UP chain, RIGHT, UP chain, LEFT, jump on the three spikes and go over the wall, get the key, go RIGHT, DOWN chain, RIGHT, collect the Gizmo Duck's remote control, RIGHT, go over animals, jump on wall and Gizmo Duck should appear. Now go DOWN the chain, LEFT and you'll be faced with the end-of-level guardian. Once he's gone it's on to the next level. Hurrah!

the mine

It says 'go to Transylvania'. When there, go RIGHT, into the mirror, collect the key and walk through the left mirror to enter the mine. Once in the mine you should go RIGHT, DOWN the chain, LEFT, DOWN chain, RIGHT, get past the animals, RIGHT, DOWN chain, DOWN, DOWN chain, LEFT, UP chain, RIGHT, get the food from the women and go UP the chain then LEFT. You should now be in front of another bed-wettingly scary end-of-level guardian. Kill him and exit to the next level.

the himalayas

Go RIGHT, DOWN chain, LEFT, DOWN rope, LEFT, UP rope, save your good friend Bubba(!), DOWN rope, RIGHT, UP rope, LEFT, UP rope, LEFT at the top of the rope, UP rope, RIGHT and you'll meet the level's guardian. Destroy him and make your way to the end of the level.

transylvania

Go RIGHT, UP rope, LEFT, go into the mirror, RIGHT, DOWN, LEFT, DOWN, go into the left mirror, destroy the blocks, DOWN, RIGHT, destroy blocks, DOWN, LEFT, kill the guardian et voilà.

Go RIGHT, UP rope, LEFT, go into the mirror, RIGHT, DOWN, LEFT, DOWN, go into the left mirror, destroy the blocks, DOWN, RIGHT, destroy blocks, DOWN, LEFT, kill the guardian et voilà! Fin de level!

the amazon

RIGHT, UP vine, LEFT. Now use launchpad's chopper to get over the gap. LEFT, UP vine, RIGHT, pay the person $300,000 (see *Twin Beaks Tips*). UP vine, LEFT, speak to the duck, go LEFT (but watch out for the apple). Kill the end-of-level thingy and you've finished the Amazon level.

Once all the five levels are done, you'll be told you have to destroy the end-of-game nasty (boo hiss!). To reach him you have to go back through Transylvania. (He's in the same place as the end-of-level guardian.) Once he's killed you're told to locate the treasure. So quickly jump up and press UP. A vine should appear. Climb up it to the end, jump RIGHT and you'll find the treasure. Double hurrah! The game is now completed.

twin beaks tips

So you don't get into a flap (ho, ho, chortle) these tips should come in handy.

- In the Amazon hitting the tree stumps will make diamonds appear.
- The same happens in Transylvania with coffins but ghosts will appear.
- If you hit the mine cart/skip type things on the mine levels you'll get diamonds.
- To get the £300,000 on the Amazon level walk left until the room closes down a bit, walk right, kill the mummy and get the diamond. Repeat this until you have enough cash.
- In the mine, where the woman drops cakes, you can pick up a limited edition scrooge doll (ahh!) by walking right.

When the little duck says, "Kill the treasure keepers with your cane," don't!!! Destroy them with your pogo stick instead.

Well that's it! Oh yeah this duck goes into a chemist and asks for some lipstick. The assistant then asks if she wants it put on her bill. The duck replies that she'll pay for it in cash. Ha, ha! Actually that's a bit crap isn't it? (*Yes. Ed.*)



Snow joke. The cold freezes your tail feathers off.

pg tips

kickle cubicle

Here's a couple of passwords, as supplied by **Andrew Lewis.** Level 10 **ITXG bLCE,** Level 15 **LGDa DBBQ,** Level 20 **NIEh VLBK,** Level 25 **RX5h KKCB,** Level 30 **TJBY EGCe**

gradius

If you're a bit miffed 'cos you've reached level zillion and one but you've just lost your last life, worry no longer because **Scott Buchanan,** who incidentally has the flu (Ahh!) has a cheat to start off where you ended. Just press DOWN, UP, B, A, B, A, B, A, B, A on the GAME OVER screen.

ghost house

Mark Davison tells us that if you punch the lightbulbs you'll freeze all the enemies, (motionless type of freeze, not the Bejam type). Unfortunately this only works three times on each level. Boo hiss.

solar jetman

For all you pathetic herbal tea sippers who can't get anywhere in this game, we have some passwords which were provided by **Mark Longstaff.**

Planet 2 **HLBPHHDBKNGB**
Planet 3 **DNBXPBHBRXHB**
Planet 4 **DBBNBMBBXWHB**
Planet 5 **DLDPDKKBGLHB**
Planet 6 **DGDQGHBBMLHB**
Planet 7 **DNDGPHHBRXHB**
Planet 8 **DDDRBQBBMLHB**
Planet 9 **DMGZNDKBGLHB**
Planet 10 **DQBBMBBMLHB**
Planet 11 **DQGHQBBBRQHB**
Planet 12 **DGGMBDBBXWHB**
Planet 13 **DDHVBQBBGDHB**
Planet 14 **ZHHZQQQQ**



After what they've done to the custard tart, I'm glad the EC haven't got their paws on golf measurements yet.

robosquash

Well, I always thought that *Robosquash* was some type of drink but **Ben Plumstead** proved me wrong. Not only that, he told me that if you've been splatted and you can't see anything, the shadows on the wall will show where the ball is. Simple but effective.

pinbot

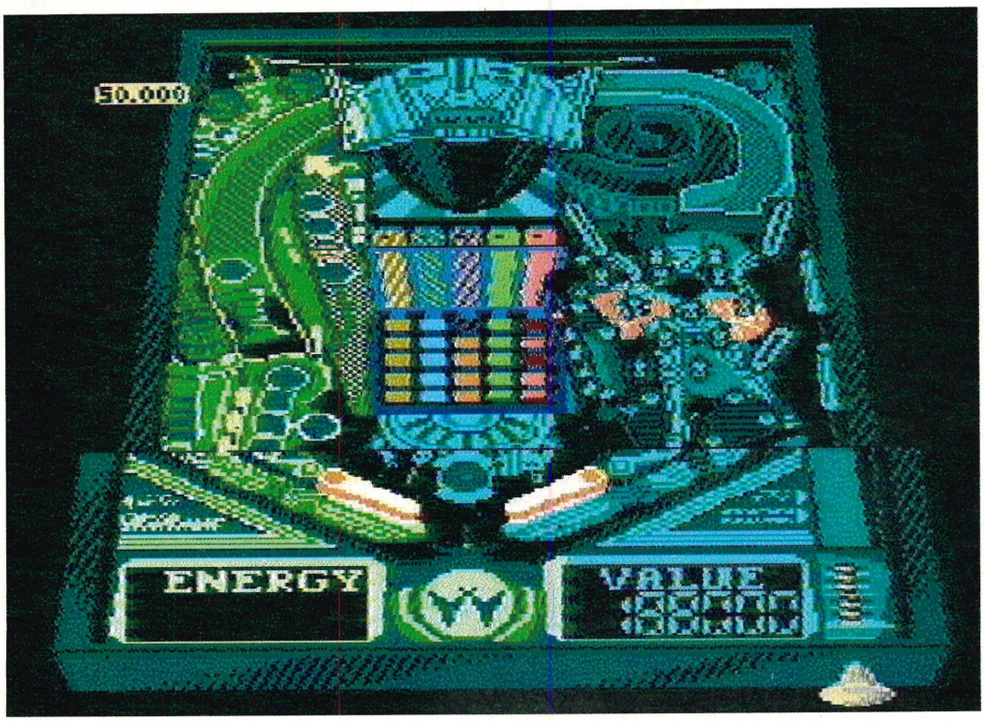
According to **Scott Buchanan** if your ball is swallowed by a monster just press START and SELECT to shake it out of him. But beware of the tilt!

pga tour golf

Here's a tip from **Kieran McNulty** which has the word 'cunning' written all over it. If you want to take your shot again in tournament mode you must do the following before you take it:

1 Push START to pause the game.
2 Push C.
3 Move to the set-up screen.
4 Go to 'SAVE GAME' and press A.

Now if you take a bad shot just repeat the above but instead of going to 'SAVE GAME' go to 'RESTORE GAME'. If you've done a good one just repeat the above before you take the shot.

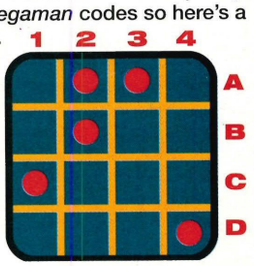


The worst insult for any *Pinbot* monster is to be told that he looks like a Fisher Price activity centre. What if I push?

megaman

rockman world

Right. There's been confusion aplenty on all the *Megaman* codes so here's a quick guide.



Now this code would be **A2, A3, B2, C1, D4.** Got it? Good, so now we'll continue.

Thanks to **Stephen Heal** here's all the Game Boy codes.

Electric man: **A2, A4, B3, D1, D2**
Ice man: **A1, B4, C1, D2, D3**
Dr. Willy: **A2, A3, B4, C2, C3**
To kill **Electric man,** Use **Regular weapon**
To kill **Ice man,** Use **Electric man**
To kill **Fire man,** Use **Ice man**
To kill **Cut man,** Use **Fire man**

maru's mission

If you want to get loads of bubbles continuously, shoot the first tree stump on the first stage. Bubbles should come out after each shot.

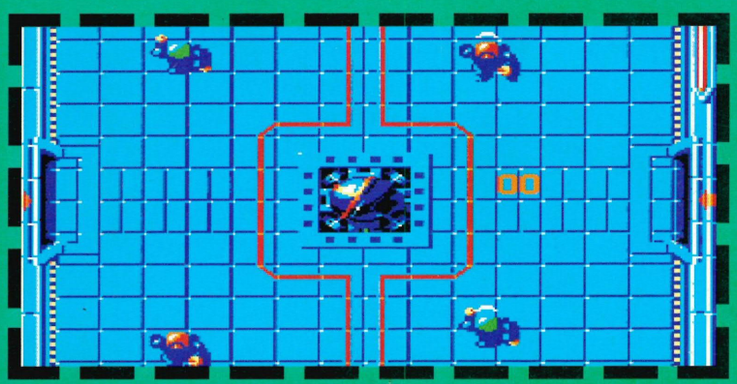
speedball

mega tips

Do you end every game of *Speedball* with half your team in hospital and the scoreboard looking more like something you'd associate with a game of rugby? Fear not 'cos PG Tips is here with a brief player's guide to the game that separates the men from the pantomime dromedaries.

Select Your Team

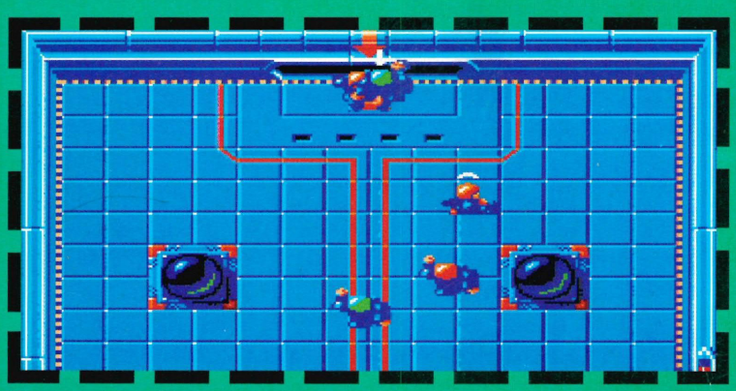
Don't believe any of that nonsense about all teams being much of a muchness. Always pick Lacerta (the team in the middle), they're as hard as nails and twice as sharp. If your opponent chooses this team then turn your Master System off and start again. Also make sure that you always elect to play player one since this means you'll play up the pitch which is what you'll be used to from one player mode. Your final piece of preparation is to make sure you win the kick off. To do this, push your joypad towards the launcher and hammer away at the fire button. This way your player will instantly slide towards the launcher when the ball is released. Now you can get on with attacking the enemy, sorry the opposition. (It's only a game.)



Ooh lovely! A square dance. Patacake polka anyone?

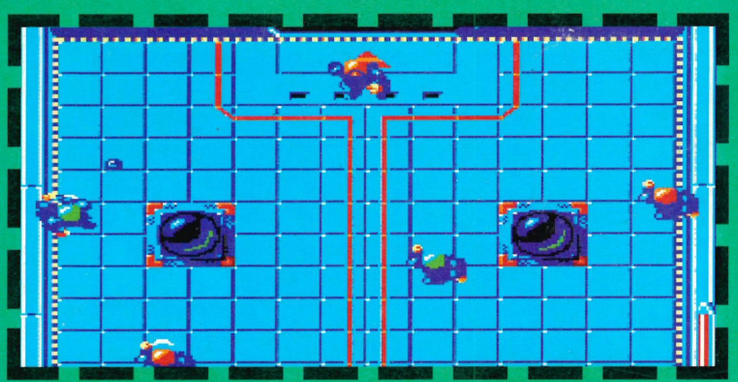
Call us old-fashioned if you like, but we've always felt that the team that, on the day, scores more goals than the other, wins. Or something like that. Here's a few tips on getting to the back of your opponent's goal.

1. **Up, Under And Attack:** Stand in front of the goal but quite a way down the pitch (the exact distance depends on your player's health). Hold down fire to lob the ball into the air and hack it forward to wipe out your opponent's goalie (he'll probably be midway through leaping up to catch the ball). A few smacks in the marth and he'll give you the ball and a clear shot at goal. Very sensible of him.



Funny how big goalkeepers look close up.

2. **The Near Certainty:** For the nearest thing to a certain goal, run diagonally from the centre (having just won the kick off) until you run into the wall. Keep bouncing off the wall until you're in the right spot (usually level with the domes). Tap the fire button so that you hurl the ball at waist height. The shot will be on target and virtually unstoppable. A great way to start the game.



Essential *Speedball* equipment – the protractor.

3. **Knobbling The Keeper:** The only good keeper is a dead one. Dead keepers don't stop goals – in fact keepers who are being given a good pummeling don't stop goals either. Don't pass up any opportunity to physically distract your opponent's keeper.

Of course you've got to stop your opponent scoring while you're making a mess of his goal, so here's a guide to defensive play from the company who brought you "Scottish Goalkeepers, They're Quite Good Really".

1. **Keepers** - don't dive at the first sign of trouble, you're a goalkeeper not a Spanish centre forward. The time taken to recover from a dive is time when your opponent has a clear shot on goal.
2. **Keep keepers central** – whenever your goalie isn't actually moving in for the kill make sure he's standing in the centre of the goal. It's a bit tragic if you glance back and see that he's relieving himself against the right side of the goal as your opponent's shot hammers into the left.
3. **Waste time** – why risk losing possession by fancy passing, creative attacks and aggressive shooting when simply running round in circles will keep your opponents well away from the ball? Mind you the player who adopts this approach before he's actually got possession is as daft as a very daft brush.

Spend Spend Spend

What are you going to do with all the dosh at the end of the game eh? Well you could all nip down the Lame Vixen for a celebration booze-up. Chances are you'll be wiped all over the rink in the next match but hell, what a party!

If your puritan upbringing means you turn your back on strong liquor then you'd be best off investing in your team's stamina (to a maximum of 59 points) then using any left over money to reduce the stamina of your opponent.

Using money to bribe officials is very very naughty. Worse still, it's about as reliable as Bruce Grobelaar's goal keeping. It's occasionally worth buying some extra time if you're doing badly. Apart from that, stick to improving your team or sabotaging the opposition. If you've still got some dosh left after all this... well one little drinkie isn't going to do any harm is it?

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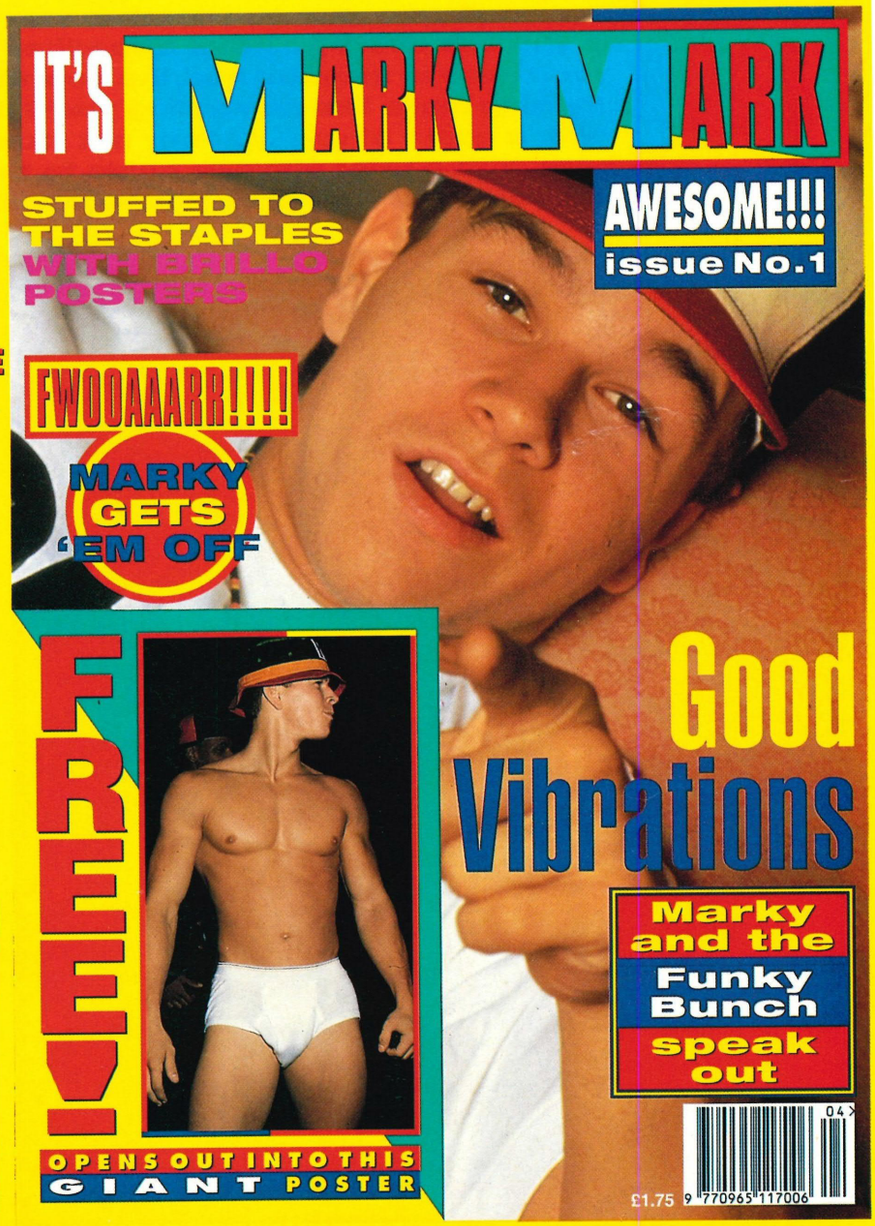
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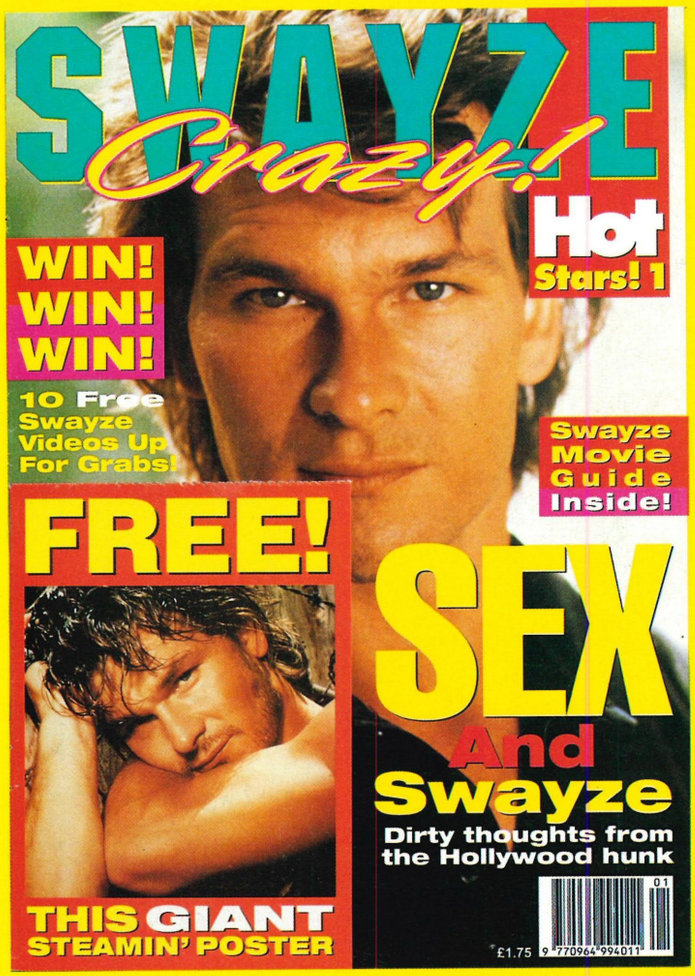
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Available at most branches of WH Smiths, Menzies and all good newsagents!



console counsel

Greetings duckies, it's your caring, problem-sharing, all round nice guy. Yes it's me your Console Counsellor. I'm sure there are many of you out there who have pulled out their last strands of hair over a game but you don't want to write to me in fear of embarrassment. Well don't fret, I'm as trustworthy as... er... a Sun reporter.

So don't worry, try your best and send your problems, blank cheques etc. to Console Counsel, *Game Zone*, 14 Rathbone Place, London. W1P 1DE. And remember, a problem shared is a problem cut up into lots of tiny, winy little pieces. Hurrah!

Dear Console Counsel,
You recently printed a cheat for the great Mega Drive game *Ghouls 'N' Ghosts*. I've tried it hundreds of times but it doesn't seem to do anything. I got so frustrated that I almost ripped it out of my machine and tried to sell it for a fiver, but instead I wrote this letter to you asking for another cheat.
Andy D.J. Gillett.

Err... oops... erm... Well spotted Andy! That cheat wasn't actually meant to work, you see the Sports Council told us that console players weren't getting enough exercise so I printed the cheat so people like you would try it tons of times but to no avail. This, believe it or not, gave your hand great exercise. Wow! Are we kind to you or what? Well to make up for it those kind chaps, namely Elliot Kenyon, Gary Saunders and Joe Mourant have provided you with a cheat that should work. Okay, here goes:

On the title screen press UP, DOWN, LEFT, RIGHT. You should now hear a harp play and if you press one of the following you'll start at the designated level:
A+START= level one (second half)
UP+START+A+B = level two
DOWN+START+A+B = level three
LEFT+START+A+B = level four
RIGHT +START+A+B = level five
DOWN< RIGHT+START+A+B = Final boss, Loki

PS However nice your Console Counsellor is I'm afraid he can't respond individually. Even with SAEs.

skate or die: tour de thrash

Here's two level codes as supplied by tea time tipster **Craig Dobson. GNBF** and **MTGP.**

slime world

Proposer for the chocolate biscuit as the biscuit of the month is **Luke Pearce.** Not only that, he's sent a load of level codes for this game. In fact he's sent so many that I'll just pick a few, so here they are: 078BC1, 8FOBCB, DOIA24, 7IEIEI, CEE565, BA64A8, FF61D6, 236516, A7A358.

rocketeer

I don't know if you've seen the fab film of the same name but how does the Rocketeer prevent his trousers from catching alight? Well **Paul Bush** doesn't know, but he does know some passwords for the game.
Level 2: **492629312,** Level 3: **435765818,** Level 4: **7755454215**

rastan saga

Oh dear! Here's a cheat from **Asa Plant** for a very, very sad game. Anyway on the GAME OVER screen, hold UP and START and a continue will be yours.

low-g-man

Enter the password SHOT for tons and tons of stuff. **Ben Speed** was the provider of that jolly simple cheat.

jackie chan's action kung-fu

China eh? Well that's definitely what ace map drawer **Calvin Faife** drinks his herbal tea from, because he's given us a level select cheat. Hurrah! Before starting press UP, UP, DOWN, DOWN, UP, DOWN, B, A on the first controller, then B on the second controller. Now press START on controller one for a stage select screen. Double hurrah!

wonderboy 3

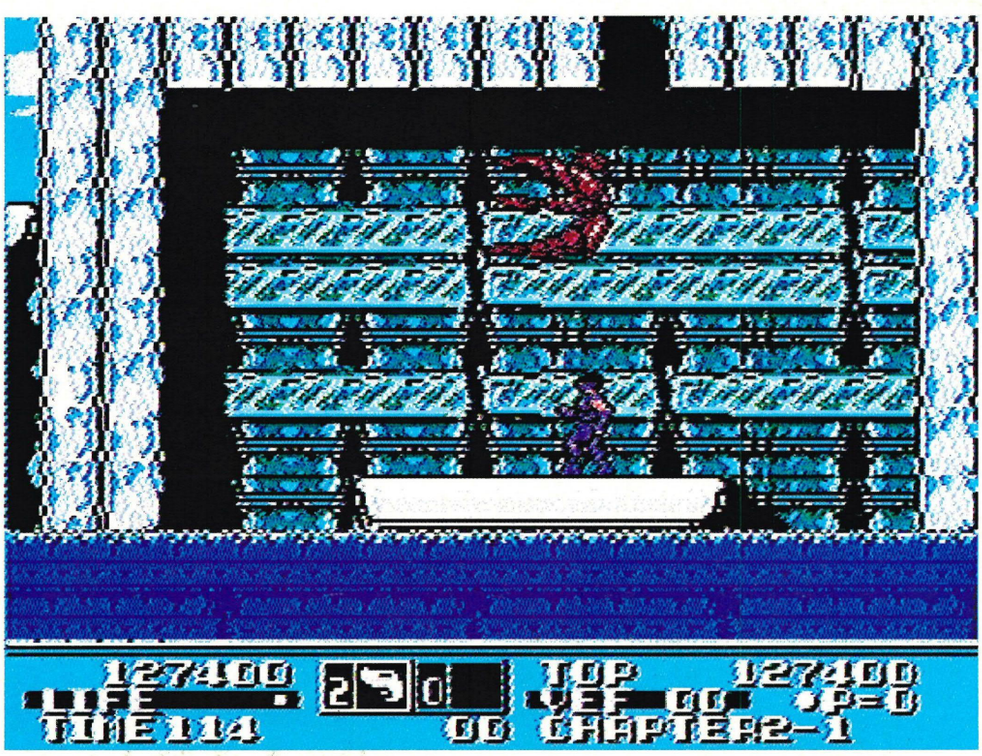
Are you human man? Hey mellow down 'cos **Tom Judd** has given us a codeword which turns you into human man. This means you have loads of everything (weapons, money etc.).
WE5T ONE 0000 000

gargoyle's quest

Gordon Johnstone has provided us with a half-eaten jammy dodger and a load of passwords for *Gargoyle's Quest* on the Game Boy. Seeing as I ate the biscuit, you'd better have a butcher's at the codes.
Town 1: **BIVF JPD8,** Town 2: **8QRC KE4M,** Town 3: **9H6S RATQ,** Town 4: **TOHT KZEQ,** Town 5: **5XX5 UBCS,** Town 6: **WXXD UBGR**

snake, rattle and roll

M. Young has found a fab level skip. When the game begins go as fast as you can to the next level. When you see the rocket, jump on it and you'll be transported to level eight. Blimey!



Try really hard and you can imagine you're on a gondola, not an ice floe. Then have yourself 'Just one Cornetto'.

kill ZONE

Jingle Bells, Jingle Bells, Jingle... Wait a minute!? It's too late for Santa... And those aren't bells jingling, oh no siree. It's *David 'Jangley Pants' Wilson* and his trousers stuffed with ten pees. This can only mean one thing - yup, it's time to go to the Electrocoin arcade and check out the latest in coin-ops.



Sigh, there are times in life when you can't see the wood for the trees.

major title

Bit of an oldie this one but a goodie nevertheless. It's a golf game from the makers of *R-Type*, Irem, and it seems to do a roaring trade. Anyone who's ever played a golf sim on any machine will be familiar with the format, but *Major Title* is still a corking example of the genre. There's single or two player and full tournament options. The computer players are cleverly named to be reminiscent of famous golfers – see if you can guess who they are – I. Ouisnam, S. Baletero and T. Keite.

Once you've had fun with this, it's straight into the game proper. Here it's the familiar club selection, power and spin meter, aim and wind strength but all embellished with state of the art sound and graphics. Okay, so it's hard to make a golf game sound any more interesting than the last one, since they're all just variations on a successful theme. Still, if you're going to play any golf game, you may as well play *Major Title* because it's rather top notch.

● **Publisher: Irem**

SCORE 

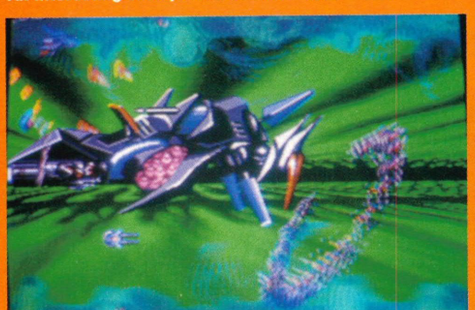
Controversial photograph of lunar surface proving that not only is the moon a funny shape but it's green too.



xerex



An interesting example of Picasso's 'Blue' Period.



And this is Picasso's 'Blue With Lots Of Green' Period.



And the 'On Second Thoughts I Prefer Just Blue' Period.

We've all been bored to tears with *R-Type* clones, but *Xerex* is different. More sort of *R-Type* inspired, than *R-Type* rip-off. It all appears to be set in a sort of Benetton planet – no, not a world of over priced knitwear, but one of the most colourful coin-op settings ever. We are talking primaries here, a sort of lovely pop art environment of bright blue, red and yellow spheres, spikey things and molecular structures. Anyway, in the middle of this, your craft has to wade through hordes of airborne critters, nasty things running along the floor and ceiling and sprites big enough to frighten the bravest of blighters.

As well as packing a mean laser, you'll also find yourself equipped with a doopha (the equivalent of the *R-Type* drone) that you can shoot ahead of you and recall at the press of a button. This comes in handy when you find your path obstructed by a solid wall. Yep, it's got those 'Look-out-my-path-is-blocked-by-a-solid-wall-I've-got-to-blow-a-hole-in-it-before-the-screen-scrolls-inexorably-onward-and-I-get-squashed-against-it' bits. Don't panic, simply fire your drone ahead of you to clear the road.

Hurrah! There are myriad bonus power-ups to collect along the way and you can even get a high powered laser bolt for maximum devastation (er... it's a bit like *R-Type* really). And that is *Xerex* in a nutshell. A large variety of huge and varied graphics, blasting action by the bucketload and a rousing soundtrack that'll keep you coming back for more. Go on, give it a go.

● **Publisher: Konami**

SCORE 

rim rockin' basketball



Ignore the happy faces, this is UFO land.

Yowser! Strata have produced here the *Kick Off* of basketball and it's called – wait for it – *Rim Rockin' Basketball*. It's got three difficulty levels and the more difficult the game, the more players you have in your team. Ignoring the three-a-side, I plonked for an intermediate five-a-side bout.

When you get the ball, you mainly control passing or shooting at the basket; when an opponent's in control then blocking, intercepting the ball, or tackling is the name of the game. Despite knowing nothing of the rules of basketball, I soon found myself getting to grips with the game and even came within six points of beating the computer. Score and the crowd goes wild. There's a commentator naming your players and commenting on their action, and occasionally you'll see a big digitised picture of the player and an animated digitised cheerleader sequence.

Where the game really comes into its own, of course is in two player mode. Yep, with no sneaky computer pulling off the most incredible slam dunks, *Rim Rockin' Basketball* really becomes fun, fun, fun.

Maybe a bit obscure to be successful in the UK, and as with *Euro Football Champ* and the like you'll have to keep feeding the machine in order to play out a full matchy, but nevertheless I thought *Rim Rockin' Basketball* was brilliant.

● **Publisher: Strata**

SCORE



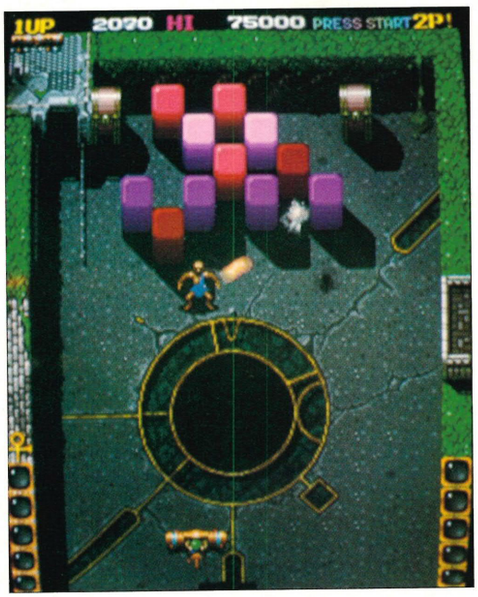
That's a corn circle or I'm an astronomer.



Hmm, strange alien drawings I'll warrant.



Now a spooky mystic dance – all very weird.



After all these years I've found the secret Chewitt store.

ghox

Golly *Ghox*, it looks like the people responsible for thinking up the names of coin-ops are suffering from a bit of a creative block this month. What with *Xerex* and *Ghox*... Anyway, *Ghox* is actually rather good. Remember *Devil Crash* on the Mega Drive? The rather neat pinball game with a *Dungeons And Dragons* twist? Well, *Ghox* is basically *Devil Crash* but based on arcade favourite *Arkanoid* instead of pinball.

Starting with two balls that spring from your bat and bounce up the screen, you've got to clear away all the coloured tiles. You'll demolish them all by bouncing the ball(s) off them and then you're onto the next level. Miss both balls on their return trip down the screen and you'll lose a life. That's the *Arkanoid* bit. The *D&D* slant comes in the form of various nasties who lurk in the upper half of the screen. Ball contact kills these but beware, this may provide an awkward return. Treasure chest and skulls pop up and demolishing these releases various power-ups and cash bonuses that tumble downscreen and can be collected by your bat.

It's all rather neat, relying as it does on a tried and tested classic. Mind you, I don't remember the original *Arkanoid* or *Blockout* having the control of this cabinet. It features a single knob reminiscent of a radio tuning dial that you twist left and right to move the bat. There are also fire buttons, one of which releases the super weapon which multiplies the number of balls you have on screen, oooh, about tenfold. Well handy if you're on a tricky level with only one ball remaining. And there you have it, and why not? It's rather good actually.

● **Publisher: Toaplan**

SCORE

oo-er

"Hang on," you may well cry, "but wasn't there a review of this *Ghox* thing in the last issue?" Well, yes there was, but a) it wasn't the final version of the game and b) we printed the wrong piccy. Soz. (Grovel, grovel.)



But I don't want one more chance. I wont to go home and have a cup of hot cocoa.



Strangely none of these people have ever appeared in a classical Russian ballet.

fatal fury

Whack! Smack! Biff! Kerunch! Yup, it's one on one beat 'em up time again in the latest title to grace SNK's Neo Geo doopha. *Fatal Fury* is very much in the *Street Fighter* mould and pits you as one of three hunky heroic yobbo types against a variety of equally unpleasant ruffians intent on duffing you up. The main problem being that all your opponents seem to be related to the Jolly Green Giant – ie. they're all exceptionally large.

Anyway, you've got to knock the stuffing out of your opponent twice – watch his energy level plummet – to win a round. It's the best of three rounds to move onto the next opponent. You're up against the usual kung fu and boxer types but they get meaner and employ more dastardly tricks as you progress. Exotic locations provide the backdrop to the violence, but there's no time for sightseeing when Tyson lookalike Michael Max is throwing his 'tornado uppercut' at you.

Interesting crowd sounds, even a strange oriental band playing for one bout, but apart from this *Fatal Fury* is just *Street Fighter* by another name. Good but not that good.

● **Publisher: SNK**

SCORE

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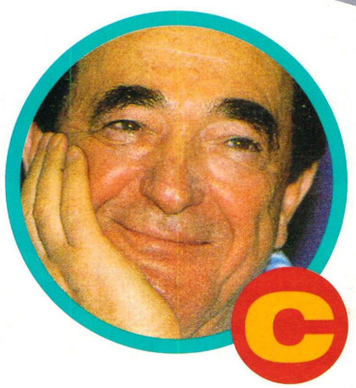
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a miracle keyboard + an nes

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tickle those ivories

So how can you turn yourself into a buddin' Liberace? All you have to do is follow these steps to answer a question that is so simple it makes you go, "Cor blimey that is sooo simple".

1 Pick up the dog and bone and dial 0898 299 266.

2 The phone will ask you this question.

Which of these people is not a famous pianist?

A) Jools Holland
B) Richard Clayderman
C) Robert Maxwell
D) Fats Domino

3 Decide which person isn't famous for tickling the black and whites, and pronounce the letter next to their name in a clear and crisp voice.

4 Leave your name and address and ring off. (Extra credit will be given to people who give their answers in the key of G.)

So simple, a Blu-Tack blob could do it. (Probably.)

the blues scale

Well it's that time again when we bend your ear and tell you what is allowed and what ain't.

- Get the permission of the owner of the phone before making the call as these calls cost a wee bit more than others. (36p per min cheap rate and 48p at 'That's privatisation for you' rate, to be exact.)
- If a husky voice asks you about your Garden Rake assume the worst and hang up.
- Employees of either Dennis Publishing or Mindscape who are caught entering will be given a weekend at the Maxwell Swimming School.
- The Ed's decision is the key word.

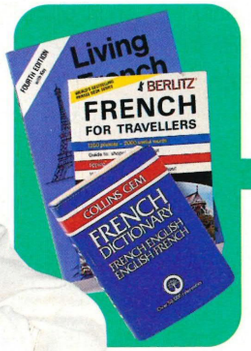
0898 299 266

ZONE 7 get sorted!

GAME BOY



BEFORE:
Bleedin' hippie...





Three wpm if you're lucky.

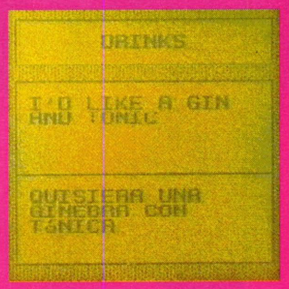


But which one do you use?



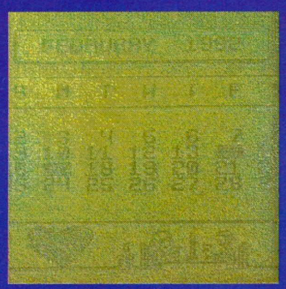


Stuck for a phrase? Then...

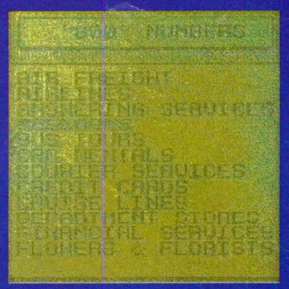


... choose from an extensive list.





Less fun than Pirelli's calendar.



Where's Mme Whiplash's no.?

Known for his swinging life style, we decided that *Jeremy 'I'm so cool you could keep a side of meat on me for a week' Daldry*, would be the ideal man to take a look at the new Game Boy life style carts from Info Genius.



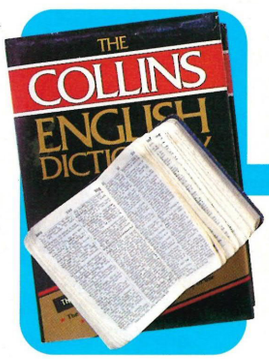


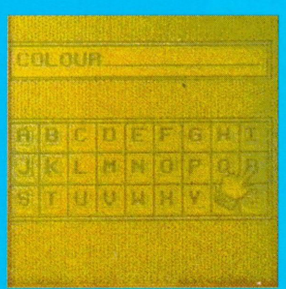
New York, city of nice things...



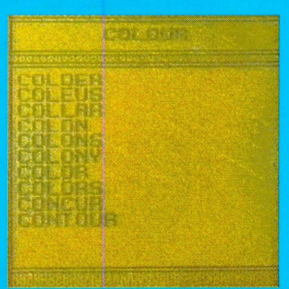
like historic sights. Yipee!

A funny thing happened to me on the way to the office the other day. *(Oh dear, crass joke alert. Ed.)* I trogged out of Tottenham Court Road station and thought, 'Hello, Oxford Street seems a bit empty.' Nothing unusual I suppose, but when I finally made it into the office it was strangely quiet and still. There was none of the laughter and happy gadding about that usually takes place in the *Game Zone* building. Then of course it dawned on me. It was Sunday morning. Silly me. Gosh! Maybe my life does need reorganising, thank heavens for Info Genius. *(What's your middle name? Sincere? Ed.)*





With or without the 'u'?



Those damn Yankies can't spiel.

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berlitz french translator

Picture the scene, a small and yet perfectly formed French bistro. The birds are singing, the sun is out and all is right with the world. Then a small but perfectly formed French waiter approaches your table and says;
WAITER: Vous désirez quelque chose?
YOU: Oh sorry I don't speak French, do you speak English?
WAITER: Merde! Encore un Anglais bête!
YOU: Good job I have my Game Boy, complete with French Translator.

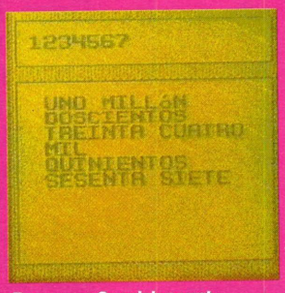
You whip out your Game Boy and frantically start pushing buttons. You quickly look through the pre-set phrase section only to find there is no entry for 'I would like a white coffee, no sugar and a chocolate cake please.' You look up the currency conversion tables and, to your surprise, find that 13 frs equals £1.30 but, to your annoyance, see no mention of chocolate cake. There is nothing for it but to look up each word and jot them all down on your paper napkin.
YOU: 'I,' oh that's easy, 'Je' but do I want perfect or imperfect, masculine or feminine? Oh I don't know, it doesn't matter really, erm...

Sometime later, just as the little French waiter is putting chairs on tables you finally call him over and confidently say:
YOU: Je 'oud likea un blanc coffee, non sugar et a le chocalate cake merci.
WAITER: Merde!





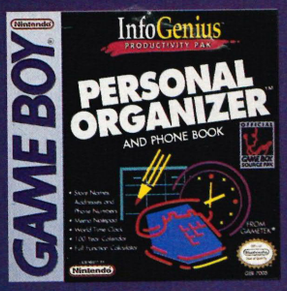
Right word at the right time.



Become a Spanish count.

berlitz spanish translator

Picture the scene, a small and yet perfectly formed Spanish bistro. The birds are singing, the sun is out and all is right with the world... (*Hold on. This seems all strangely familar. Ed.*) Yup you guessed it kids, the Spanish translator is exactly the same as the French translator. Except it's in Spanish, of course. But, it is equally dodgy. Yawn, next...



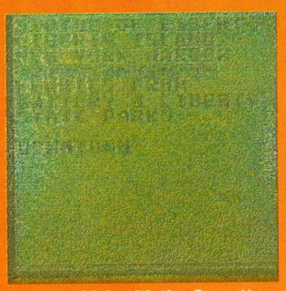
personal organizer

Okay, okay so the Game Boy is the Yuppie handheld. On any bus that passes through Chelsea in the morning, the sound of thirty Game Boys belting out the soundtrack of *Tetris* is deafening. So really it should be no surprise that a personal organiser cart should eventually turn up. And lo, that is exactly what has happened. Info Genius' Personal Organizer is, according to the bumf inside: 'All you need to organize your busy life.' Really?

The whole thing is a menu-driven kinda thing.You can store appointments, telephone numbers and jot notes to yourself as well as accessing 800 'useful' numbers, world time and a calculator. But is all this stuff useful? Every time you load the cart up you have to re-set both time and date exactly, so bang goes the point of having a clock function. Also entering information by an alphabetic keyboard takes ages to access or edit. The length of time it takes to check your chum's phone number is equal to that of a major civilisation rising and falling.

And the 800 useful numbers? There's a list of everything from airlines to florists and their addresses and phone numbers. Pretty nifty, yes? Well, no actually. All the numbers are for the USA and then they are all from one city. Even if the cart was converted into English, a pound to a penny the numbers would be for London companies. Very useful if you live in Manchester. But what about the calender and world time? Well, if you want to know what day your birthday is on in the year 2099 this is your bag. Don't get me wrong, I'm all for information technology, but come on Info Genius. A pen and notebook is twice as useful, quicker and a lot less hassle. 'All you need to organise your life?' Yer about as much as you need a hole in the head.




See the chick with the Cornetto.

frommers travel guide

Almost as useful as the Spell Checker, but not quite. If you happen to be in the States and you want to trog round, say, New York you load up your travel guide, access New York and you can check out hotels, theatres, places of interest and all sorts of interesting stuff. You can even access, for example, all the French restaurants in a certain price bracket. All very useful. In an ideal world, of course, there would be a cart for each city, not for the whole continent, which would allow a little bit of info on each site and maybe even some maps 'n' things as well. Worth checking out for all you city hoppers stateside.

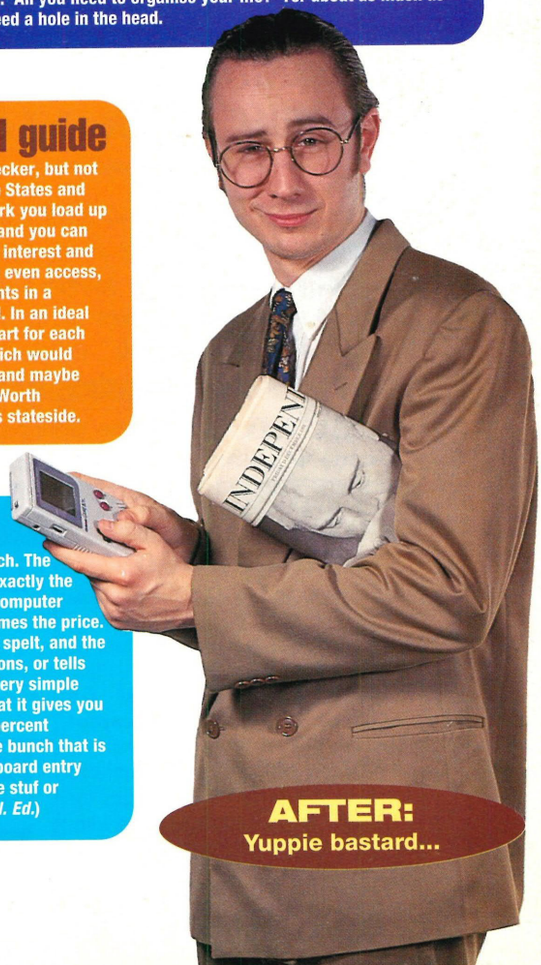




But wanker doesn't start with 'b'.

spell checker

Probably the best cart of the bunch. The whole shaboom works almost exactly the same as the kind of spell checking computer you can buy from Dixons for three times the price. You enter how you think the word is spelt, and the Game Boy spits out its nearest versions, or tells you if you have got the word right. Very simple idea that works very well (except that it gives you American spellings, so it's not 100 percent foolproof). The only cart of the entire bunch that is not held back by the alphabetic keyboard entry system. Good stuff. Or should that be stuf or maybe stught or maybe... (*Very droll. Ed.*)



AFTER:
Yuppie bastard...

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geez!



Send all your thoughts on life to: Geez!, Game Zone, 14 Rathbone Place, London W1P 1DE

Want to write words of wisdom? Want to spurt forth on how you see the world? Want to let rip about anything? Well if you feel the need to expostulate, drop us a line at Geez.

For example, we want to know what animal species you think Keith Chegwin is. We want to know what your worst Crimbo pressie was. Why don't you tell us what you would do with Terry Wogan's three night a week spot on BBC1.

member for hampton

I couldn't help noticing your rather undesirable comment about blue whales in 'Wake Up Time To Die' (*Game Zone* Two). The comment referred to the blue whale's 'whanger' being six foot long. The male blue whale can grow up to one hundred feet long and weigh over 120 tons. The actual comment, re. the whales winky, was grossly inaccurate and the correct length is nearer four feet long and 25cm in circumference. In future please research your facts before printing the magazine.

James Hoseason, Hampton, Middlesex.

● **If you ask me James, such an in-depth knowledge and interest in a whale erm... 'gentleman' is rather strange. It's an odd thing to be an expert on. Tell me, do you have slides, videos and magazines? And if you do, could I borrow them? Ed.**

oh dear

We've got a Game Boy, and he's game for anything, including chains and whips and... (*Snip. Ed.*)

Tony Man, Hornchurch, Essex.

● **I'm not sure we really want to know Tony. Ed.**

bags of fun

Here is my shopping list. I made it recently, before going to the corner shop to do my weekly shop; one sack of spuds, three bottles of milk, two carrots, one cabbage, two turnips, two bags of sugar, one big white loaf.

Paul Richardson, Emsworth, Hampshire.

● **That's interesting. This is the kind of intellectual intercourse we expect from our readers. A high level of lateral thought, worthy of De Beauvoir. More shopping lists please, a special prize will be awarded for the most bizarre list each month. Ed.**

guess what?

I expect that you do not know how to operate a Game Boy. Well you just put the cartridge in the hole at the back, then push the knob at the top to the 'on' position. Oh, you must check your batteries as well.

J.L. Heawitt, St Helens, Merseyside.

● **Sad, sad case. Ed.**

dare

Yo! You hip, trendy people at *Game Zone*. Firstly, I want to get one thing straight. If this is crap letter of the month, do not send me a GX4000. It's an insult. Anyway the mag is great, keep it up. (Oo-er.)

P.S. 'Ere R some jokes 4 your amusement. Bet you daren't print them!

Q. What's the definition of a drawing pin?

A. A Smartie with an erect... (*With a big nose. Ed.*)

Q. What's the definition of a macho?

A. Jogging home from your own vasecto... (*From your dentist's appointment. Ed.*)

Alan Chang, Stanmore, Middx.

● **Oh Alan, you should know better than to dare us dudes in the *Game Zone* office to do anything. We were going to send you a GX4000, but as you don't want one, well... Ed.**

praise indeed

Enjoyed the first two issues, a rare sense of humour and a very good layout set you apart. But a few questions.

1 First the celebrity bit (*Game Zone* One). Is Danny Baker having a joke? *Scrabble* on import, surely a bit difficult to get that triple word score with a Z when you are



crap letter corner

Each month the worst letter of the batch gets the dubious pleasure of receiving the outstanding GX4000.

I would like to tell you about my favourite hobby. Nuclear dynamics. The best bit is when Y=Z given that A is the mathematical suggestion to S. Although I do find myself becoming a bit moist, in that special place only little boys know when Z over Y is equal to B minus the square of C. Some of my friends think that A minus the square of R is more cuddly than when Y=Z given that A is the mathematical suggestion to S, but this assumption is as clearly wrong as believing that Y minus the cosine of X squared equals D plus F minus the root of X. Once I asked a friend, "If Y=H and if Z is the equivalent to B then what is C? Given that X is the square of the cosine of X over B. Not forgetting that A minus B over C will always equal the cube root of X minus the procuct of G over Z." It was such a simple question, I mean everyone knows the answer is that Z=S over G minus the cube root of the remainder of C over F, and that B is the cube of X over the square of the cosine of D. Don't you think?

Alistair Goold, Glasgow, Scotland.

● **Well Alistair I would have thought it was obvious that C is the cube of R+A over P. Nuff said? Ed.**

playing in Japanese?

2 Has Jonathon Ross really got all those consoles? It's destroyed my image of him. I though he was such a trendy young guy, always interviewing a famous American person or off clubbing it till 4am every morning. Now we know he's a boring sod just like the rest of us who sits around playing games. It made me weep to see my hero in the cold light of day.
Anon, from somewhere.

● **A mystery letter. Blimey! You see dear Anon, our Danny Baker is a clever old thing with many hidden talents. He isn't just restricted to presenting an afternoon game show, oh no. And what about young Mr Ross? Why should it be boring to play console games? He has such a go-ahead lifestyle that maybe he likes to relax blowing away little aliens. Be more tolerant young Anon, we all live on this world together. Peace. Ed.**

silly billy willie

Why do you print such crap letters? Half of them don't have anything to do with consoles! I think it's silly.
William Holman, Chesham, Bucks.

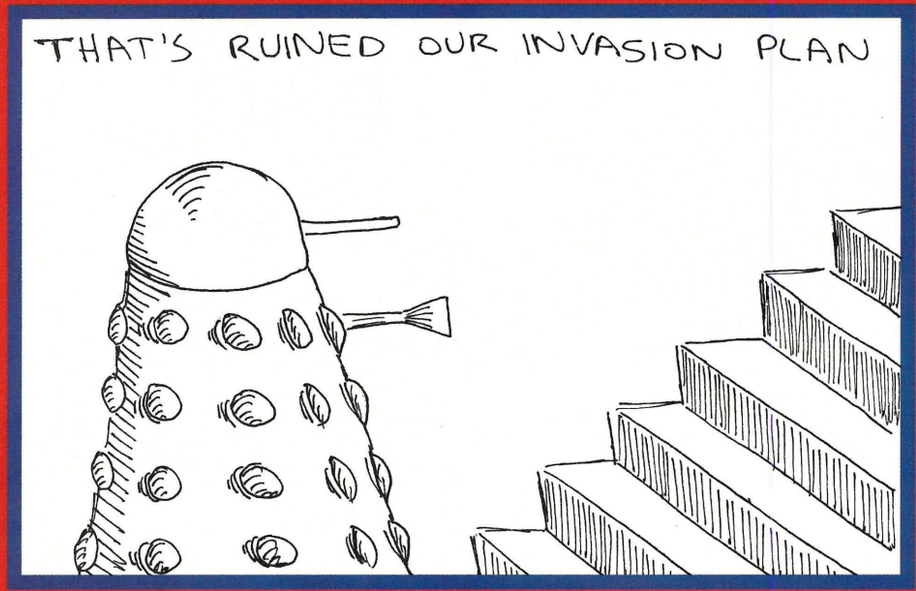
● **Quite, Wills, quite. Your console query was...? Ed.**

alien nation

It may not be apparent to most of your magazine's readers but one in seven people are aliens. I know that hasn't got a lot to do with consoles but I'm sure you'll all find it fascinating.
James, Teddington, Middlesex.

● **Not really, James, not really. Ed.**

doodles



Budding Picasso for this month is Tony Mann of Hornchurch in Essex. No doubt he stopped doing odd things to his Game Boy long enough to draw this rather rib-tickling 'toon. Any other budding Larsons should send their offerings to the usual Geez address.

fan mail

I am writing to ask you which day of the month *Game Zone* comes out, because I go to the local shop every day to see if it has come out. I think it is a really brill magazine.
Scott Houchein, Chineham, Hants.

● **Yup, Scott we think it's pretty brillo too. But what about that all important date? The day of each month when you must fight through hundreds of near hysterical people at your local news vendor so that you can grab your lovely virgin copy of *Game Zone*. Well, it's out on or around the 20th of every month. Remember that date, it could change your life. Ed.**

dippy draught

My hobbies are underwater naked speed chess, pro-celebrity sheep shearing and crocodile wrestling.

Take one semi-repeating hydro-electric, twin blade two-volt razor, six pints of Australian sheep dip, four pints of Welsh sheep dip (the Welsh is stronger). Mix with dessicated coconut and bake for 20 mins. Spread on sheep and cool for 24 hours. Then shear from head to mid-back.
Chris Kettle, Congleton, Cheshire.

Forget the sheep, Chris, it's the best hangover cure I've ever tried. Ed.

kev's kool kode

The man with the bottle green elephant cords is back. More stylish than John Noakes, but not as attractive, Kool Kev will answer all those nagging fashion problems that we all suffer from. Don't forget, if you're still finding it difficult to get that extra special party outfit together, drop Kev a line.



Dear Kev,

I've got a problem of a fairly personal nature. I am going on my first date, with a girl and just don't know what to wear. I obviously want to impress her in a smart, yet casual way. What would you suggest?
Roy Boyle, Manchester.

Well, well, well, Roy, you are in a bit of a tizz aren't you? Of course you want to impress your potential beau with your air of a stylish bon viveur. So I would suggest you wear an outfit that has never failed me yet in the dating game. Begin with a smart pair of slacks, something economical and yet hard wearing. Nylon is a favourite material of mine and brown is a particularly attractive colour especially if there is a faint pinstripe running through the material. On top? Well, yellow complements brown particularly attractively. Especially if over your yellow shirt you wear a nice woollen tank top. Colourful and warm, the tank top could have an attractive design across it, such as a country scene. Remember to pull the collar of your shirt outside your tank top. It is these little touches that the ladies notice! Shoe wise? Of course you can't really go wrong with an attractive yet sensible and faintly erotic pair of sling-backs. Now you're with it, Roy. A complete outfit bound to win over any pretty young thing to your charms. Good luck and remember, it's Kool To Be like Kev.

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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 cornflakes.

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

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.
★★★

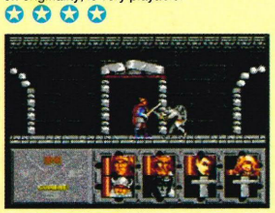
American Baseball
Sega/£29.95 ● One or two player mode available. Standard sports management program plus active play sequences gives you enormous control over your 'team'. One hell of a game.
★★★★★

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

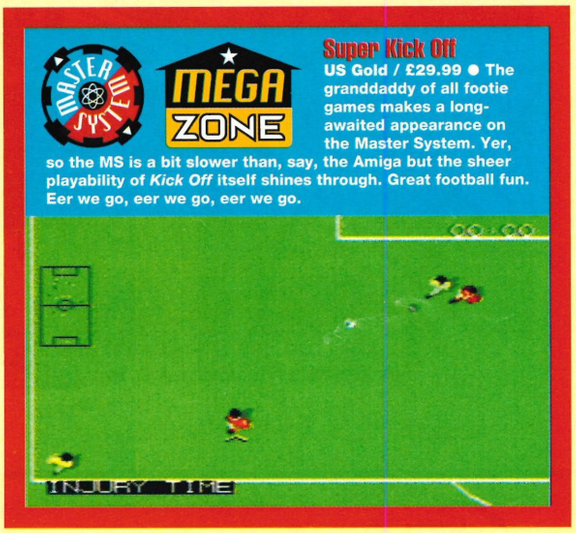
NEW ENTRY Back To The Future II
Image Works/£34.99 ● Oh dear, what a pile of dog do. If I had lashed out £35 on a game and got it home only to realise how awful it was, I would be very annoyed indeed. Collision detection that truly sucks and sprite flicker that gets on your nerves after 30 seconds. Avoid like the plague.
★

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.
★★★★



Heroes Of The Lance (Master System)



Super Kick Off
US Gold / £29.99 ● The granddaddy of all footie games makes a long-awaited appearance on the Master System. Yer, so the MS is a bit slower than, say, the Amiga but the sheer playability of *Kick Off* itself shines through. Great football fun. Eer we go, eer we go, eer we go.

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.
★★★★

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.
★★★★

The Flintstones
Grandslam/£29.95 ● All really rather sad. Pathetically easy and with absolutely no long-lasting appeal. Play *The Flintstones*? I think I'd rather eat my dog.
★

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.
★★★★★

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.
★★★

NEW ENTRY G-Loc
Sega/£29.99 ● Sad graphics and sound, saved by a rather high level of gameplay. Beats *Top Gun* on the NES into the ground. Mind you that isn't hard.
★★★

NEW ENTRY Heroes Of The Lance
US Gold/£34.99 ● Time, once more, to oil up yer muscles, get out your long sword and start hacking. Yup it's graphic adventure time. *Lance* gives you the chance to play an assortment of eight characters, one at a time, who together must quest through deep dark almost very pleasant dungeons. Standard plot, but very well executed.
★★★★

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.
★★★★★

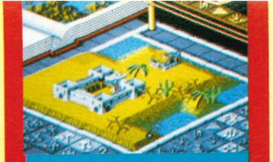
NEW ENTRY Line Of Fire
Sega/£29.99 ● Very poor arcade conversion with little to challenge even the most inexperienced gamesplayer. Average graphics, sound and gameplay does nothing to lift this game in any way. Awful stuff.
★

NEW ENTRY Ms Pac-man
Tengen/£24.99 ● Yawn. Really all rather boring. This is traditional *Pac-man* with nothing new to offer. Yawn. Next...
★

Operation Wolf
Sega/£29.95 ● Traditional kill-or-be-killed action. Six levels of *Operation Wolf* are all well animated and scroll smoothly. Fine if your brain is in your trigger finger.
★★★★

Outrun Europa
US Gold/£29.95 ● *Outrun* but with a subtle, yet sexy, difference. You play an international spy who has had his car stolen. Not the most obvious reason to dash across Europe, except for the top secret files that were left on the parcel shelf. All very careless. So off you dash in a car, on a bike, speedboat and anything you can get your mitts on. Good stuff.
★★★★

Pacmania
MEGA ZONE
Tecmagik/£29.99 ● 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 soundtrack. Playability is unsophisticated but still mega addictive. A supreme arcade conversion.



Populous

Tecmagik/£34.99 ● Fancy wearing a rather natty beard and wings, floating on a cloud all day meddling in the affairs of mortal men? With *Populous* you can meddle to your heart's content, but must provide your own wings and beard! This near legendary game, which has been on more formats than I've had hot dinners, shapes up well on the Master System. Potter around 5,000 worlds and act in a generally godly manner. A superior game and a superior conversion.

Paperboy

US Gold/£29.99 ● Above average conversion of one of the oldest games around. *Worth* adding to your collection!

★★★★

RC Grand Prix

Sega/£29.99 ● A motor racing game with a difference You dash round in a remote controlled car. And what difference does this make to the gameplay? Not a single thing. Not bad for all its bizarreness.

★★★

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.

★★★★

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.

★★★★★

NEW ENTRY Super Space Invaders

Domark/£29.99 ● Fun kinda game, which, surprise, surprise is based on the ancient granddaddy of all computer games. New meanies and end-of-level monsters make for a playable game.

★★★★

Ultima 4

Sega/£39.99 ● Role-playing game in the vein of *D&D*. 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: 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.

★★★★

Xenon II

Image Works/£29.99 ● Potentially a game of greatness, let down by some very ropey collision detection. But for all that, there are some very nifty graphics and sound. If you want a shoot 'em up for your Master System, then you could do worse...

★★★★

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. Dodgy skill levels, in one player mode, make the game either impossible or a walkover. Great game if you've someone to play with.

★★★

California Games

MB Games/£34.99 ● The idea of surfing on the NES is a bit bizarre if you ask me, you couldn't stand up on it for a start. It's got poor graphics, annoying sound and wobbly gameplay, so unless you've nothing else to do with your £35, invest in something else.

★

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 see.

★

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.

★★★★

Digger T Rock

MB Games/£39.99 ● Loveable Digger runs and digs 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.

★★★

NEW ENTRY Dragon's Lair

Elite/£tba ● Classic animated adventure. Very difficult and very complex, with some amazing graphics. However it is all rather slow, but despite that it could give hours of gameplay, as long as you don't mind being wound up.

★★★★★

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,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/£tba ● 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.

★★★★★

Low-G-Man

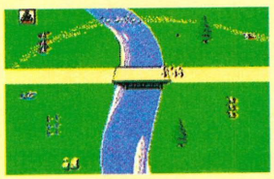
Nintendo/£tba ● An initially unpromising game comes good the more you play it. Pretty standard platform fare, with nothing particularly original. But *Low-G-Man* is relatively fast, well animated and really quite addictive. Not bad stuff at all really.

★★★★

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.

★★★★



North And South (NES)

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.

NEW ENTRY North And South

Infogrames/£tba ● Strategy game with loads of arcade sequences. You get to play one of the sides in the American Civil War and then try and kill the other. Great fun all round. Super game, especially fun in two player mode because then you can try and kill a friend. Ha, ha.

★★★★

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

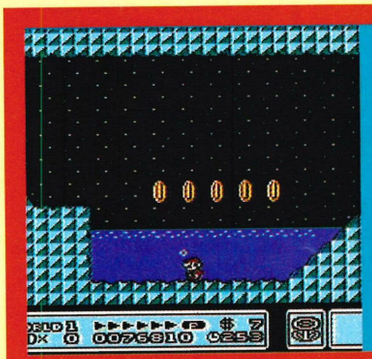
Konami/£34.99 ● After mastering the odd control system this game holds little to challenge any but the most inexperienced games player. Not really worth the price.

★★★

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. Will keep you going for hours.

★★★★★



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.

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. The Iranian embassy is never mentioned but the connection is obvious. 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 doesn't do justice to the film. Poor animation, lousy sound and awful gameplay makes *RoboCop* a real stinker.

★

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.

★★★

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 brill animation.

★★★★

The Simpsons

Acclaim/£34.99 ● The inevitable spin off from the cartoon. A rewarding mix of arcade action and strategy, with a fair splash of humour. Definitely not an underachiever.

★★★★★

Ski or Die

Tengen/£34.99 ● *California Games* on ice. And not much better really. Choose from half a dozen assorted winter sports and let the boredom begin.

★

NEW ENTRY Smash TV

Acclaim/£tba ● Oh dear, oh dear. A very, very poor version of the arcade smash. Truly awful, truly boring. This gets the *Ace Of Aces* award for true crapness.

★

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 happy and occupied for many an hour.

★★★★★

Solar Jetman

Tradewest / £34.99 ● Way back in the mists of computer gaming history lies a game. Half legend, half myth, that game is *Jetpac*. The original Spectrum 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.

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 *Monaco Grand Prix* but still reasonably realistic. A fab game that's worth every penny!

★★★★

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.

★★★★★

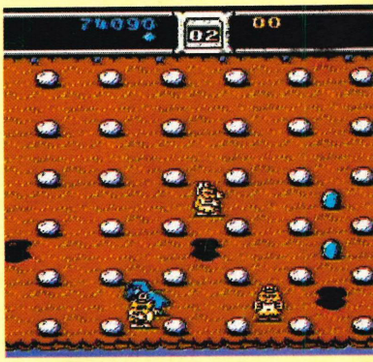
Top Gun: The Second Mission

Konami/£30.64 ● Not so much a flight sim as an uneventful shoot 'em up that tries to look like a flight sim. Neither one thing nor another really.

★

Track And Field 2

Nintendo/£39.99 ● Follow up to the



Trog (NES)

ancient *Track And Field 1* which must be among the oldest games around. It shows its age as well. Not very interesting.

★★

NEW ENTRY Trog

Acclaim/£tba ● Stone age *Pac-man*. Avoid the trogs and collect the eggs. Very simple and really very good. Nice graphics and sound make this one to check out.

★★★★

Wizards And Warriors

Acclaim/£24.99 ● Poor sword and sorcery animated adventure. The graphics and sound are passable but nothing special.

★★

Wrestle Mania

Acclaim/£29.99 ● One of the saddest games I have yet seen. Wrestling games can be great, this is just crap. Awful control system means that pin-downs are a matter of luck rather than skill. Avoid.

★

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

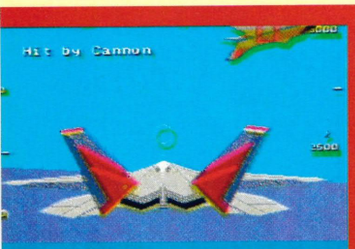
NEW ENTRY Sonic The Hedgehog

Sega/£29.99 ● *Sonic* is back. Better in many respects than the Mega Drive original. Much easier but with a much better playability factor over what feels to be a larger playing area. *Sonic* will sure make a lot of Master System owners very happy and a lot of Mega Drive owners very jealous. And that must be a first. Classic game.



console countdown





MEGA ZONE MEGA DRIVE

F-22 Interceptor

Electronic Arts/£39.99

Yet another classic Mega Drive game from EA. They keep on doing it don't they? The first flight sim of any use on any console anywhere in the world. Loads of action keeps interest alive without sacrificing the graphical quality (the availability of different perspectives allows you to view your demise from a different angle every time). More balls than the entire English Rugby team, *F-22* is simply brill-o. Buy, buy, buy...

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.

★★★

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 fun, but a bit 'samey'.

★★★★

NEW ENTRY **Arcus Odyssey**

Renovation/£44.99 ● An original and highly addictive graphic adventure. Varied enough to ensure that, even in the unlikely event of you finishing the whole thing, each time you play, a different adventure will unfold. Not unlike *Gauntlet* graphically, but requiring much more intelligent play.

★★★★★

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.

★★★★

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.

★★★★

NEW ENTRY **Dark Castle**

Electronic Art/£34.99 ● It's rare for EA to slip up, but boy have they here. This game is bound to become the Mega Drive version of *Ace Of Aces*. It's that bad. All very sad, awful graphics and sound that hurts. You really don't want to buy this one.

★

NEW ENTRY **DecapAttack**

Sega/£34.99 ● Massive and complex graphic adventure. With more than a nod toward the likes of *Sonic* and *Mario*, *Decap* is highly addictive and very well put together. Nice one Sega.

★★★★★

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 in all respects.

★★★

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*.

★★★

Fatal Rewind

Electronic Arts/£34.99 ● An original and clever platform blow 'em away. Nice touches, including an instant replay of your recent destruction which you can take over and play at any point, thus changing your own destiny, make for a superior game.

★★★★★

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.

★★★

Flicky

Sega/£34.99 ● Sometimes the simplest ideas are the best, and sometimes they're just plain boring. *Flicky* is 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.

★★★★

NEW ENTRY **Galaxy Force 2**

CRI/£40.00 ● A lame conversion lacking all the speed and playability of the original. Very certainly not a good buy. More fun could be had from a lightly greased stoat.

★★

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 make *Golden Axe* highly addictive.

★★★★★

NEW ENTRY **Golden Axe II**

Sega/£39.99 ● *Golden Axe*, a bit of a classic game. Both in the arcade and on the consoles, how many of us have thrilled to the adventures of the chick in the leather G-string? And now she's back. Unfortunately II isn't that different from I. So unless you're a



Pitfighter (Mega Drive)

Golden Axe fan, I'd stick with the original.

★★★

Hard Drivin'

Tengen/Domark/£34.9 ● Not so much *Hard Drivin'* as rather easy drivin'. The classic arcade game that was only classic 'cos you had a pneumatic piston jolting up and down on your bum to stimulate, amongst other things, the sensation of driving. Of course you don't get that on the Mega Drive, so it's all a bit crap really.

★★

MEGA ZONE

Ice Hockey

Electronic Arts/£39.99 ● Electronic Arts' *Ice Hockey* is amazing. Ultra-smooth animation and some amazingly detailed graphics coupled with the highly addictive game of ice hockey make 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.

MEGA ZONE

The Immortal

Electronic Arts/£44.99 ● **Despite the fair hefty price tag *The Immortal* is a stonker of a game and worth every penny. The best graphic adventure available on the market, incredibly violent and gory. A true classic. Worth it just for the goblin with the exploding head. I kid you not; save your pennies and buy this game. It's the dog's.**

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.

★★

Jewel Master

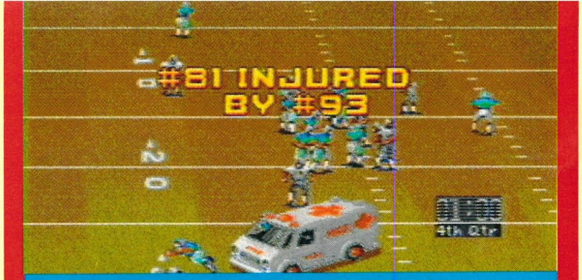
Sega/£tba ● A rather standard fighting fantasy game in which you collect rings to give you extra special powers. Nothing original, pretty pictures and okay muzak.

★★★

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, great sound and intelligent gameplay make this a game not to be missed.

★★★★★



MEGA DRIVE MEGA ZONE

NEW ENTRY **John Madden '92**

Electronic Arts/£39.99 ● **Take all the best bits from the original *John Madden* game, in other words take it all. Improve upon that and you've got *JM* '92. If you have the original, the high cover price may put you off lashing out the major league cash. But if you have yet to get a US footie game for your Mega Drive, go for this one above any other. Excellent stuff.**

King's Bounty

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

★★★★

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.

★★★★★

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 has you in charge of a battle tank in the midst of a Third World War battle zone. Smoothly scrolling 3D action.

★★★★

MEGA ZONE

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. An outstanding game.

Mercs

Sega/£39.99 ● Superior coin-op conversion has you playing the part of the only mercenary on the block who can save the free world. Lots of power-ups and violence, combined with an over the shoulder viewpoint, makes for an addictive shoot 'n' splat game.

★★★★

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.

★★★★

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.

★★

NEW ENTRY **Pac Mania**

Domark/£34.99 ● Classic old arcade game that has been around longer than most gamesplayers. Transferred, revamped and updated onto the Mega Drive. Great graphics, sound and enough of an update to keep gaming interest alive. *Pac* for the 90s.

★★★★

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.

★★★★★

NEW ENTRY **Pitfighter**

Tengen/Domark/£39.99 ● Bare knuckle fighting is very violent, very illegal and very dangerous. It's also a bit of a stonking Mega Drive game. With loads of digitised graphics and sampled sound, you get all the real thing. One of the best single location beat 'em ups around.

★★★★★

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.

★★★★

Phantasy Star 3

Sega/£49.99 ● Bit like *Phantasy Star 2*, in fact almost exactly the same as *Phantasy Star 2*. Rather expensive for a sequel that is so like the original. Worth it? Not really.

★★★

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.

★★★★★

MEGA ZONE

Road Rash

Electronic Arts/£39.99 ● Not an unpleasant skin complaint contracted from too many hours in the saddle, but a rather nifty motorbike racing game. Far superior to just about anything around right now, *Road Rash* is a true 'must buy' for any Mega Drive owner.

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 **Shadow Of The Beast**

Electronic Arts/£44.99 ● Trog around the inside of a really large tree in search of revenge for your mutation from a mild mannered home boy to green slimey thing. Classic game with stunning graphics, let down somewhat by disappointing gameplay. Think hard before splashing the cash.

★★★★

MEGA ZONE

Sonic The Hedgehog

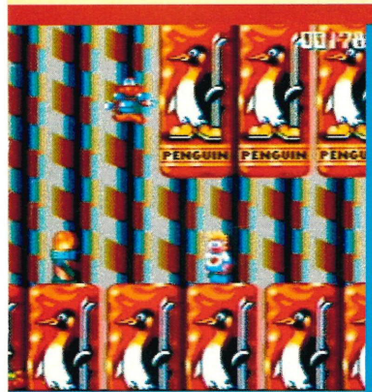
Sega/£34.99 ● One of the best, if not the best, games around, *Sonic* is destined to become as famous as *Pac-man*. Amazing graphics and sound combined with some of the smoothest and fastest animation ever. The gameplay is so addictive, it keeps you gripped for hour after hour after hour. *Sonic The Hedgehog* is a true console classic

Shing In The Darkness

Sega/£49.99 ● Unfortunately for these guys they are being released at the same time as *The Immortal*. An okay kinda graphic adventure but not a patch on *The Imm*. The only way it scores over its better EA partner is that you can save your position within the game. But apart from that, mine's *The Immortal* every time.

★★★

Spider-Man



MEGA DRIVE MEGA ZONE

James Pond II: Codename Robocod

Electronic Art/£39.99 ●**Pond is back in an adventure so festive that it has all but fairy lights hanging off it. Silky smooth graphics and animation as well as an oh so sweet story line. Well worth a look. Measures up to the usual EA standard. Check out last issue for a full review.**

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.

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

Starflight

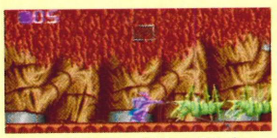
Electronic Arts/£49.99 ● *Starflight* is one of those games that tries to mix a little bit of shoot 'em up, with a little bit of strategy with a little bit of graphic adventure. Usually these kind of games fall flat on their faces, but EA have managed to save *Starflight* from being too boring. Rather complex, but once into it, it proves to be very addictive. Good stuff if you fancy a think rather than a blast.

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.

Strider

Sega/£34.99 ● Above-average horizontal graphic adventure set in the distant future. Sparkling graphics and ear-bending sound



Shadow Of The Beast (Mega Drive)

make this a treat.

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.

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.

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.

Thunderforce 3

Techno Soft/£37.50 ● Kersplat, pow, spagoo. 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.

MEGA ZONE

Toe, Jam and Earl

Sega / £39.99 ● The much vaunted *TJ And E* is a bit like a Sonic house mix. So laid back it's virtually horizontal. Complete with funky tunes, spaced out graphics and some rad sampled speech. Pretty far out stuff. A kinda graphic adventure in which the kickin' brothers wander around collecting things in a side-splitting way. Cooler than cool, *TJ And E* show *Sonic* and *Mario* to be the 70s kickbacks they always were.

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.

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.

NEW ENTRY

Vapor Trail

Ubi Soft/£44.99 ● Yet another arcade shoot 'em up conversion. Fine as far as it goes, it just doesn't go very far at all. Truly dull.

PC ENGINE

NEW ENTRY

Atomic Robokid

UPL/£20 ● Super sweet graphics and a fair touch of cuddly gameplay make this Engine release a bit hard to swallow. Also, a learning curve that bombs along at six cm above the ground until level three and then shoots off in a vertical line to several thousand metres.

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 strategy 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.

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 ● Tired graphic adventure with little long-term appeal You play a monk on a journey of enlightenment. Very poor.

NEW ENTRY

Image Fight

IREM/£25 ● A shoot 'em up that is about as original as a very un-original thing. Trog along, shoot something, collect another thing, shoot some more things. Ho hum.

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'.

Legend Of Hero Tonma

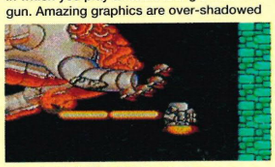
Hucard/£35 ● A cute platform adventure, which, while nothing original, is well put together and highly playable.

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



Atomic Robokid (PC Engine)

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.

SUPER FAMICOM

Actraiser

Enix/£49.99 ● Describing this as *Populous* with arcade sequences gets over the style, but not the game's depth and playability. An unmissable medieval strategy/slash 'em up.

Area 88

Capcom/£50 ● An aerial shoot 'em up with three planes and a multitude of baddies. The scrolling is jerky when the screen's full of action. No mean bundle of fun.

Darius Twin

Taito/£34.99 ● Slick space shoot 'em up with a strangely aquatic feel. Battling across a solar system packed with baddies and power-ups you'll meet some impressive graphics, but little else that's new.
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 ●Take to the air in a biplane, hanglider, parachute, rocket pack or helicopter and come down again. Easy? Not so. It's murder and it's also murderously addictive – the graphics just have to be seen.

Pro Soccer

Imagineer/£45.00 ● Remember the table football games, found in every youth club in the world? You know how unrealistic they are, well *Pro Soccer* is even more unrealistic. A sad day. Famicom footie promised so much and delivered so little. Maybe one day.

Sim City

Imagineer/£45 ● An all-time classic game makes an outstanding appearance on the Super Famicom. Build a city, raise taxes and keep the people happy (and hard working). The Japanese text might be a turn off for people who haven't played *Sim City* before.

MEGA ZONE

Super Ghouls 'N' Ghosts

Capcom / £45.00 ● What do you get if you cross a near classic arcade game with the balls bad graphic ability of the Super Famicom? Well you get *Super Ghouls 'N' Ghosts*, of course. Bloody difficult but incredibly addictive means you come back time and time again. Get your buns down to your local grey importer right now as the word on the grapevine is that it's selling out fast.

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. The price and the difficulty level are somewhat on the high side, but if you're loaded with skill and dosh then *Super R-Type* is a must.

MEGA ZONE

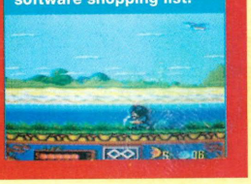
Super Tennis

Tomkin / £45.00 ● The best tennis game ever. 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.

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.



GAME BOY

Alleyway

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

The Amazing Spiderman

Enter Active/£26 ● Good quality beat 'em up has Spiderman out to rescue his kidnapped boss. You must face all Spidey'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.

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

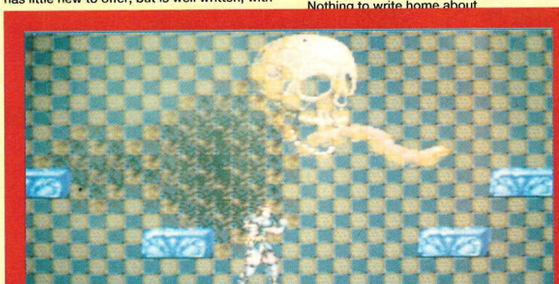
Nintendo/£21 ● Fast paced and addictive this 'collect and avoid' game suffers in conversion to the Game Boy. Move too fast and your character blurs to the point of being annoying.

NEW ENTRY

The Boy And His Blob

The Rescue Of Princess Blobette

Nintendo/£19.99 ● Otherwise known as The Boy And His Nasal Discharge. Following hard upon the success of *The Boy And His Blob* on the NES, here we find the selfsame scenario on the Game Boy. You and your



SUPER FAMICOM MEGA ZONE

NEW ENTRY

Castlevania IV

Konami/£55 ● That dude Simon Belmont is on the hunt for the dude with the teeth, yet again. This time on the Super Famicom.
Loads of really great stuff here, watch out for a stage on level three when the entire room turns through 360 degrees and you can only save yourself by hanging from the ceiling with your whip. Pretty far out stuff.

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console countdown

Bugs Bunny
Kemco/£27 ● A well animated game with 60 levels to complete, *Bugs Bunny* is very playable and destined to become a classic.

Caesar's Palace
Nintendo/£19.99 ● Never really seen the point of gambling on a console. This is okay, but I wouldn't bet on it being a hit. (Ha, ha.)

NEW ENTRY Castlevania II
MEGA ZONE

Konami/£19.99 ● Brillo version of the classic Dracula hunting game. Once again we find Christopher Belmont heading out, whip in hand, to do a dentistry job on the man in black. The little screen and monotone graphics tend to be less of a prob than you might think and the game chugs along at a fair old pace. Good stuff, well worth a serious look.

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.

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*.

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 about.

Dynablaster
Nintendo/£24.99 ● A puzzle-style game. You have to plant loads of time bombs that have an annoying habit of blowing up under your nose. Quite unusual, but the sort of thing that works well on the Game Boy.

Fall Of The Footclan
Konami/£24.99 ● Standard beat 'em up in which you can choose to play any of the green shell-suited heroes. Nothing of any originality to raise it above the norm. Okay as far as it goes.

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.

NEW ENTRY Ghostbusters II
Activision/£21.99 ● Who you gonna call? Well, the plumber, a pizza, Madam Whip-Lash's correction line? No. You are gonna call the Ghostbusters. And a jolly good game it is too. Loads of overhead action in a mazy kinda way. Nothing new, but then again, nothing old either.



Mercenary Force (Game Boy)

Kung Fu Master
Nintendo/£19.99 ● Better than most, this martial arts beat 'em up. The hero has a nice wide range of moves, but it's all a bit easy. Well executed and put together, but seen one, you've seen them all.

NEW ENTRY Mercenary Force
Nintendo/£19.99 ● A kind of oriental version of *Gauntlet*. You slope around the garden of some dude's house killing people. Sounds a bit like Southfields! Quite good but is it brill? Not really.

Mickey Mouse 2
Kemco/£21 ● Yet another format outing for this multi-platform adventure featuring everyone's favourite rodent. And just as on all the other formats, the Game Boy version is well animated and highly playable.

Paperboy
Mindscape/£25 ● This conversion of the arcade classic manages to retain all the original addictiveness of the original by making the most of the Game Boy's snappy sound and graphics.

Parodius
Konami/£25 ● You don't just play *Parodius*. You live it. A weird shoot 'em up in which you face flying pigs, belly dancers and all manner of strange creatures. Bit like *R-Type* meets *Alice in Wonderland*. Weird stuff, but very playable.

Pipe Dream
Bullet Proof/£21 ● One of the best of the many simple but addictive puzzlers. Direct the flow of water through different shaped pipe sections. Simple? Don't you believe it.

Robocop
Ocean/£25.53 ● Pale version of metal man on the Game Boy. The learning curve is set too high to make for a good game. Poor.

R-Type
Nintendo/£19.99 ● The shoot 'em up of Biblical proportions reaches the Game Boy. And it's not bad either. The lack of colour makes for some frustrating moments, but for all that, it's a pretty nifty conversion.

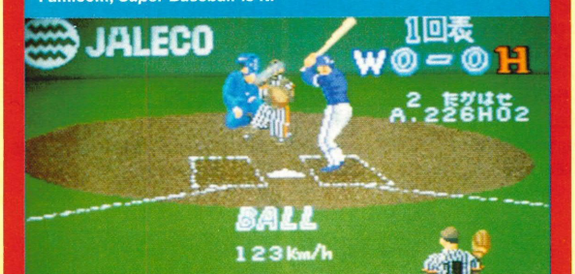
The Simpsons
Acclaim/£19.99 ● Cartoon capers spin-off. Yet another outing for the dude with the jaundice problem. This time he is sent off to summer camp. Very addictive, with nice graphics and sound. Good stuff.

Tennis
Nintendo/£29.99 ● Standard tennis simulation game with above adequate sound and animation. For all that, a basic, functional tennis game with one and two player options.

NEW ENTRY WF Superstars
Acclaim/£19.99 ● Super wrestling game that is so realistic you can almost smell the sweat on the great heaving bodies in the ring. Much better than the awful NES game, this time it's best to stick to the Game Boy. Best in the two player mode, so get a friend to play along.

NEW ENTRY Super Baseball
SUPER FAMICOM MEGA ZONE

Jaleco/£45.99 ● One of the best, if not the best, baseball game ever on any format. Despite some dodgy collision detection at some points, it still beats the pants off everything else. Said it before, say it again. If you want a good reason to buy a Famicom, *Super Baseball* is it.



GAME GEAR

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 pining for 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.

NEW ENTRY Indiana Jones And The Last Crusade
US Gold/£27.99 ● Hold on a second, this used to be on my little ol' Spectrum, didn't it? Yup sure did kiddo. It was incredibly difficult then too. Graphically very nice but the gameplay does lack.

NEW ENTRY Kick Off
US Gold/£27.99 ● Is there any format that *Kick Off* hasn't been on? I doubt it somehow. Can I look forward to playing *Kick Off* on my scientific calculator, my digital watch or maybe my abacus? A brillo pad version of the old faithful game, which, despite the small screen is easily viewed and played.

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.

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 *Pac-man* 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.

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.

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

Woody Pop
Sega/£19.99 ● This is *Breakout* no matter how many little extras you tack on. Not a bad breakout game, but still a breakout game.

World Class Leaderboard
Sega/£tba ● *The* classic golf game. The diddy sprite size is no great problem and the animation is both smooth and functional.One of the better golf handheld games around right now.

ATARI LYNX

Awesome Golf
Atari/£29.99 ● Slightly less serious than *Leaderboard* on the Game Gear but for all that *Awesome Golf* plays as near to the real thing as possible with some pretty amazing graphics and a control system to match.

Bill And Ted's Excellent Adventure
Atari/£29.99 ● How many versions of this cartoon can there be? Loads of really exciting things to do in this game, like collect guitar notes. Nothing special.

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

Electro Cop
Atari/£29.95 ● A 3D shoot and search game after *RoboCop*. An interesting and addictive game with 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 Zendecon
Atari/£29.95 ● Horizontally scrolling shoot 'em up. All action, very fast graphics, there's nothing to beat *Zendecon* on the Lynx.

Hard Drivin'
Atari/£29.99 ● Using the electronic equivalent of a crow bar, Atari has managed, to cram the coin-op classic onto their dinky handheld. Some frustrating moments on the small screen. But all in all, it's not bad stuff.

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 If you are going to buy one game for your Lynx, then make it this one.

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. Saying the learning curve is steep is like saying Bobby Davro is crap.

Rampage
Atari/£34.99 ● Play a classic monster who must chew his way through as much of New York as possible. Pleasantly animated with nice touches of humour.

NEW ENTRY Scrapyard Dog
Atari/£29.99 ● Even cuter, sweeter and more sugar-coated than *Viking Child*. But for all that, not half as much fun. Platforms galore and baddies to be dispatched with tennis balls. I mean, I ask you?

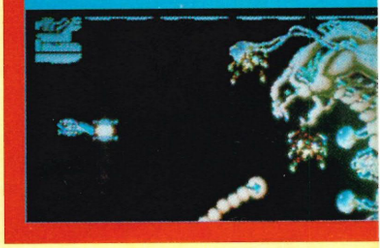
Shanghai
Mediagenic/£29.99 ● Ancient strategy game which isn't high on action or body count, but if you want a brain teaser, you can't get much better than this.

NEW ENTRY STUN Runner
Atari/£29.99 ● What can you say about *STUN Runner*? Well, it's a kinda race game, converted from the arcade. "Good," you think. But oh no. After you have played it all of twice you realise that, without the hydraulic seat that made the arcade so much fun, it's about as addictive as an enema, but not half as fun. Ho hum, pass the funnel someone...

TURBO EXPRESS

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.

MEGA ZONE



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. Not bad, but by no means original.

NEW ENTRY Viking Child
Atari/£29.99 ● Ever come across a Viking called Brian? No neither have I. But this hasn't stopped Atari for Brian is the name of the hero from their latest, cutest platform adventure to date. One of the sweetest games out on the Lynx for some time.

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.

Xenophobe
MEGA ZONE

Atari/£29.99 ● 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.

TURBO EXPRESS

Tale Spin
NEC/£35 ● *A* sort of Disney game without the Disney film. Unfortunately graphics, sound and gameplay are all rather average.

Bonk's Revenge
NEC/£35 ● A titter ye not name, fine graphics and sound rescue this cute adventure from a quagmire of syrup. Familiar but well executed and packaged.

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. Pretty far out.

tba

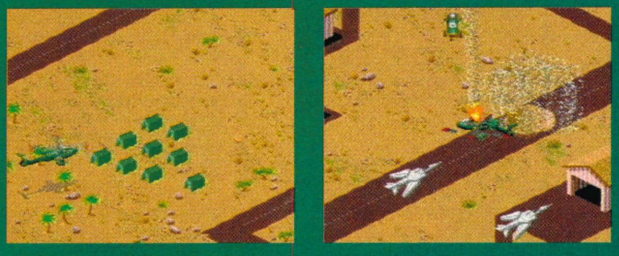
Terrifically Big Artichokes this month features all that is new, blue and covered in goo from that strange and shadowy group of people - the software houses.

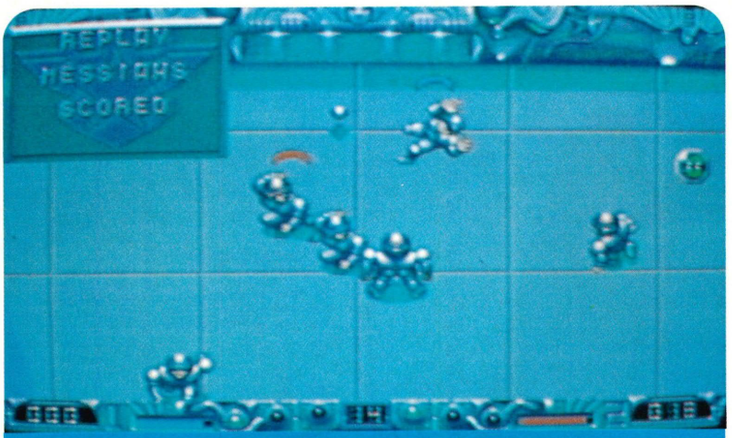
desert strike

Following hot on the heels (*Or should that be wing tips? Ed.*) of *F-22 Interceptor*, Electronic Arts release the second in their much talked about EA Air Force series. Unlike *F-22* where you could chose both your mission and how much of a simulation you wished to play, *Desert Strike* places you firmly back in shoot 'em up land. Set in some mythical middle east country, your mission is to save some poor Western hostages from some heathen Arabs. All good, desert-like, fun. Known to those in the know as the Terry Waite Sim.

● Available from Electronic Arts early this year, price £tba.







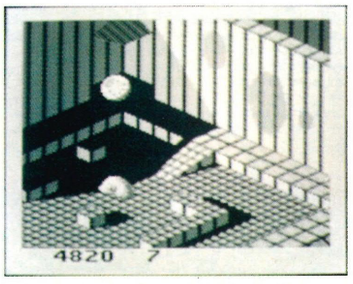
speedball 2

Grunt and shove. Those dudes the Bitmaps, who are almost as cool as Norman Wisdom but not as sexy, really started something when they first coded *Speedball*. Now, and not before time too, *Speedball II* is finally about to make an appearance on the Mega Drive. Full of the violence that we all associate with the original and with some hidden blood-thirsty goodies, the Mega Drive version looks like being minty fresh and cooking. Great stuff, worth the wait.

● Available from Mirrorsoft/Imageworks early '92, price £tba.



marble madness



The Game Boy is really good at this kind of thing. Simple games that drip playability, and, let's face it, you don't get many more soggy games in the playability department than *Marble Madness*. It's the same old thing, you have to guide a little ball round, and over, a series of ramps, ledges and jumps while avoiding lots of mean little things who want to knock you over the edge. Surprisingly, the small screen of the Game Boy is less of a drawback than you would expect. Simple, highly effective with oodles of 'just one more go' appeal that will keep your fingers itching to play and play and play.

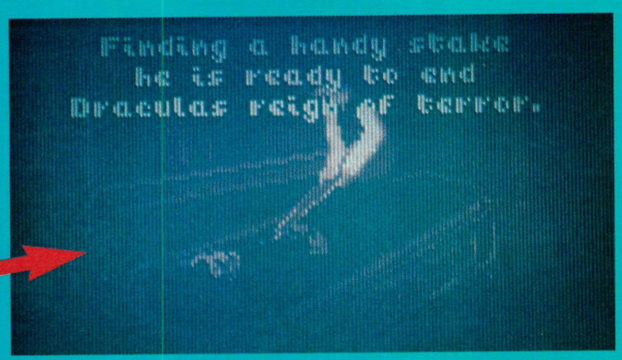
● Available from Mindscape early '92, price £tba.

cool for the cat*

*Lynx, actually.

Everyone knows that the Lynx is probably the sexist handheld around. All that rugged featuring does special things to the naughty bits of even hardened games players, things that should not be discussed in the pages of a family magazine. But one of the Lynx's major drawbacks has always been a lack of cart support. This was partly rectified by a fair stonking release of some 38 carts before the Yuletide binge and will now be completed with yet another mass release of software goodies to celebrate the New Year. A *Game Zone* exclusive now gives you the six best reasons why you should have got a Lynx from Father Crimbo.

the best



dracula

Buy this game. Okay, okay so that might not be terribly subtle or anything, but this is the best game on any handheld, it's that simple. Steal a Lynx to play this game.

Based on the famous Bram Stoker gothic novel, *Dracula* is the best attempt so far, by a long way, to put a useful adventure onto any handheld. With masses of digitised graphics taken directly from Hammer House Of Horror films and animation in sepia tones, the whole the thing drips atmosphere. Utilising a massive two meg cart, this game is bound to be a classic. Despite only seeing a rolling demo, Atari insist that the gameplay will live up to the graphics. Book your cart now, 'cos it's gonna sell out mighty quick.

the rest*

*they're pretty good too



shadow of the beast

The game of near classic proportions on a handheld? No, surely not! But oh yes, those clever dudes at Atari have managed to squeeze the mutant (complete with his blue Y-fronts) onto the tiny screen of the Lynx. And to be honest it's almost the spit of its big brother version on the Amiga. All the puzzles, all the monsters, all the fun.



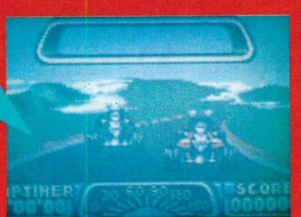
battle zone 2000

Wowser. This cart really shows how brillo pad the Lynx's graphics are. A 3D through-the-window tank shoot 'em up may be nothing new, but to get it onto a handheld and still maintain a sense of speed and solidness, now that's clever enough to make you go, "Gosh, that's clever."



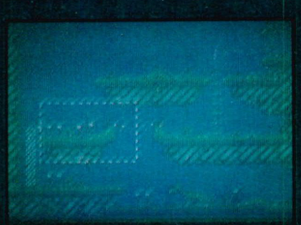
dino's quest

With more than a passing nod to *Lemmings*, this platformy graphicy, adventurey game places you as a rather sweet little caveman who must trog around an assortment of varied landscapes in order to save yer chick. And of course there are more than a few baddies who want to stop you. Arcade-style platform japes.



road riot 4wd

The arcade smash hit, recoded and stuffed lock, stock and crank shaft into the back of the Lynx. How clever? Very I would have said. Not quite *Checkered Flag*, but a good laugh with bags of action and plenty of assorted tracks to trog round.



lemmings

They said it couldn't be done. They said it was impossible, but oh no Psygnosis have managed to cram the entire bulk of *Lemmings* onto the tiny little Lynx. "Hold on," you cry, "How on earth will you see anything on that tiny screen?" Well, there will be a special revamping of the sprites so that they are easily visible to one and all. Hmmm. Believe it when I see it. Even so, it's bound to be brill. What can we expect next, *Populous*?

● All games published by Atari and available by March, price £tba.



blues brothers

Lean, mean, R 'N' B machines. The two swinging guys are back on the streets and do they feel groovy? They certainly do. One of the most long-awaited games for many a moon will finally make an appearance on all Nintendo formats in the New Year, but only on import. Boo, hiss.

Both Jake and Elwood are out to escape from Sing Sing and get their old band back together which means scouring the whole of the city in an attempt to find their lost instruments and once again play the blues. Great stuff, shame it will only be available on import. 'Woke up this morning, felt so blue...'

● Available from Grey Importers everywhere in early '92, price £tba.



xenon II

Xenon II on the Master System was a stonkingly good game, full of that all essential splat-o quality that makes every good shoot 'em up worth its weight in dead aliens. And, surprise, surprise exactly the same is true of the Mega Drive version. With a totally ridiculous plot which revolves around you, single-handedly, having to save your entire world. Silly, yes. But a stonking good game. Breathtaking graphics, hot sound and really rather nifty action should make *Xenon II* a real hot potato. Watch out for it.

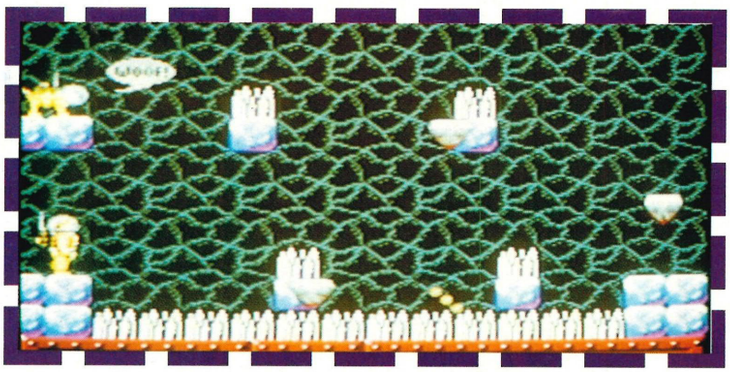
● Available from Mirrorsoft/Imageworks early '92, price £tba.



MEGA DRIVE chart

1	**John Madden '92**	Electronic Arts
2	**Outrun**	Sega
3	**Mercs**	Sega
4	**F-22 Interceptor**	Electronic Arts
5	**Quackshot**	Sega
6	**Fantasia**	Infogrames
7	**Shadow Of The Beast**	Electronic Arts
8	**Moonwalker**	Sega
9	**Klax**	Sega
10	**Afterburner**	Sega

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



tin tin on the moon

The dude with the quiff is about to make his console debut, complete with all his cartoon chums: Captain Haddock, who got his name due to a rather unfortunate personal problem, the Thompson Twins, who are having a break from recording their next album, and Snowy, who is a dog. (*Really? Ed.*) Hergé's hero with the plus fours finds himself embroiled in intrigue on the moon of all places and goes around solving problems, overcoming obstacles and generally acting in a correct and upright manner, despite the drawback of no oxygen or gravity. Tin Tin joins the ever swelling group of cartoon heros to make the crossover to the world of consoles. If yer like your adventures spread over assorted platforms, then this is the one for you.

● Available from Virgin early '92, price £tba.

GAME BOY chart

1	**Bugs Bunny**	Kenco
2	**Navy Seals**	Ocean
3	**Gremlins 2**	Sunsoft
4	**Super Mario Land**	Nintendo
5	**Robocop**	Ocean
6	**Spiderman**	Nintendo
7	**Batman**	Sunsoft
8	**Chase HQ**	Taito
9	**R-Type**	Nintendo
10	**Bad N Rad**	Palcom

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Master System chart

1. **G-Loc** Sega
2. **Xenon II** Mirrorsoft
3. **Running Battle** Sega
4. **Double Dragon** Sega
5. **Alien Storm** Sega
6. **Mercs** Sega
7. **R-Type** Sega
8. **Super Monaco GP** Sega
9. **Rambo 3** Sega
10. **Spiderman** Sega

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Nintendo chart

1. **Duck Tails** Capcom
2. **Swords And Serpents** Acclaim
3. **Gremlins 2** Sunsoft
4. **Megaman 2** Nintendo
5. **Double Dragon 2** Acclaim
6. **Batman** Sunsoft
7. **Robocop** Ocean
8. **Turbo Racing** Nintendo
9. **Defender Of The Crown** Nintendo
10. **Super Mario 2** Nintendo

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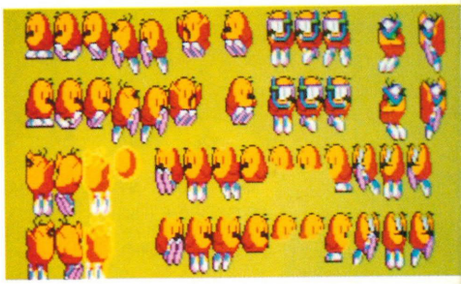
new zealand story

We all know about some of the more unusual heroes of console cart land, such as plumbers, punk hedgehogs and even marbles, but, at long last, the cutest of the lot, the Kiwi is about to make an appearance.

New Zealand Story the classic arcade game, the classic 16-bit game, the classic Speccy game. *New Zealand Story*, a bit of a classic all round really. Now the Master System is about to be conquered by one of the all-time great platform games. Brillo graphics and the kind of animation that screams playability, the Master System re-code could well be the best version so far. What can you say about this game? It's not just the mutt's nuts but pretty much the rest of his wedding tackle as well.

Available from Tecmagik in April, price £tba.







buck rogers

It's good to have goals in your life, something to aim for. Now most people have achievable goals, like raising a family, but Buck Rogers, he wants to aim higher; he wants to save the Universe from Ming the Merciless. Well we can all dream can't we? A graphic adventure based on the old 1940s comic book had to be on the cards really, and fortunately EA has turned out a well smart version. In the style of *Dungeons And Dragons*, *Buck Rogers* is def a minty role-playing game, with loads of goodies to collect and baddies to overcome. The chance to save the world without getting out of your chair.

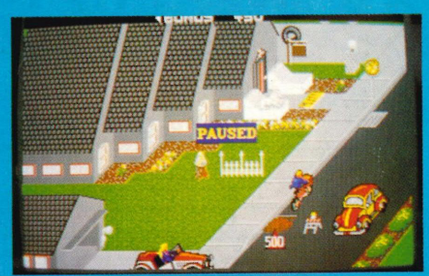
Published by Electronic Arts Available early '92, price £tba.



paper boy

Who would want to be a paper boy? God, they get hassle. Just imagine having to get up at the crack of dawn every day to ward off monster dogs and grumpy old basts who constantly complain about their lack of papers. No thank you very much. Fortunately for all you budding paper boys out there you can now play the near classic game in the comfort of your own room on the Mega Drive. All the Mega Drive's glorious colour and graphics are used to the full and when *Paper Boy* finally appears it should prove to be a bit of a stonker.

Available from Domark early '92, price £tba.

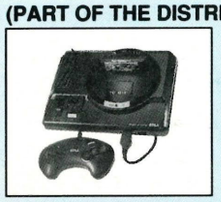
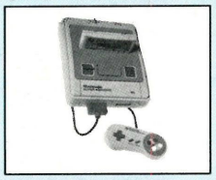
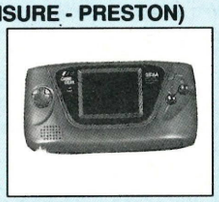


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soled out

We're here with another helpful column filled, as ever, with your attempts to flog your unwanted Nintendos, dirty underwear or whatever else takes your fancy! So whatever you happen to be looking for, whether it be love, pen pals or just to get your name in print, this is the column for you.

hard ZONE

✪ **PC Engine** and five joypads plus18 games, worth £600+, sell for just £270. CD Rom and interface unit and four games, worth £400+, sell for just £160. Sell everything for £400. Prices negotiable. Contact J.P.Carbonnier,.phone (081) 947 0150.

✪ **Nintendo** NES, two joypads, five games including *Super Mario 2, Turtles* and *Life Force*. Only nine months old, vgc. £100.ono. Phone (0784) 252037. Also includes Nintendo mags. Contact James after 4pm.

✪ **NES Deluxe** pack, gun, rob joystick, five games, two pads, cost £280 new, accept £180, also four piece drum kit (valuable) and two Tamiya R.C. cars. Phone Andy on (0869) 241 362. Weekdays at 6-10pm.

✪ **Game Boy** with two games, carry all and Gamelight, excellent condition £65. Ring Luke on (061) 4341647.

✪ **Master System** still boxed with instructions inc. RPU plus seven games, most boxed with instructions inc. *Golden Axe, California Games, A.K In Miracle World.* Worth £266 will sell for £100. Bargain! Ring Suresh (021) 551 2355.

✪ **For Sale** Nintendo NES and two joypads, all leads and three socket AV/TV lead includes NES hit *Double Dragon 2*. Excellent condition, sell for £59.99. Phone Sam on (0937) 573663.

✪ **Atari Lynx** for sale! Plus seven games *(A.P.B., Xenophobe, Gauntlet,* etc. AC adaptor manuals + everything. Sell for £300 only. Phone (081) 882 7309 + ask for Bulent. 6-8pm.

✪ **Mega Drive** for sale, ten games like: *Sonic, J.M Football, Strider, Wardner, Budokan, King's Bounty, Midnight Resistance,* etc. Eleven months old. £300 ono. Interested? Ring Jerry on (071) 263 7043.

✪ **Sega Master System** with light phaser and two control pads. Six games including *Golden Axe and Ghosthouse.* Worth £160, sell for £120 with instructions and original box. Ring Tim (0246) 204143.

✪ **Game Boy** with seven games worth over £200, sell for £150 ono. Phone Will on (081) 668 2595.

soft ZONE

✪ **Phone** to get your Christmas specials on Sega Mega Drive, Famicom etc. Phone for prices hurry!! Unwanted Birthday gifts, saving up for CD ROM. Phone Chris on 02993 4570 now!!

✪ **Sega Games** for sale. *Enduroracer, S' command, Zillion 2* £7 each. *Golden Axe, D' Dux, G'force, S'Harrier,* £13 each. If interested send a cheque to Andy Chan, 54 Garguel Rd, Milngavie, Glasgow. G62 7JD.P.S. £1 p&p or just phone (041) 9656118.

✪ **Mega Drive,** swop my *Mickey* for your decent games pref. *Golden Axe, Strider, Spider-Man.* Or any other decent games. Most games considered. Contact Gary on (0536) 62332.

✪ **Game Boy** games for sale. *Fortress Of Fear* £12, Contra £12 Nintendo *World Cup* £15, all boxed as new. Including instructions. If interested phone (0794) 523596 and just ask for Scott.

✪ **Eight bit** Sega, *Sonic, Pacmania* £10. Nintendo *Mario 3, Grems 2* £10, UK Mega Drive games, *G+Ghosts, Monaco GP* £10, *S-O-Rage, Mercs, R.Rash* £15. All boxed. Mr N. Slothern 12, King Street, Kirkby, Ashfield Notts. NG1 78AG.

✪ **Sega Mega Drive** and Game Boy games for sale. Many new titles. Examples *Sonic, Street Smart, Alien Storm, R-Type, Mario Land* and many more. Call Trevor after 5.30pm on (0266) 871170.

✪ **Does anyone** want to swap *Mario* on Game Boy for *Spider-Man, Duck Tales* or any good platform games? Still boxed with instructions vgc. Phone (0978) 290645 after 6pm. Ask for Daniel.

✪ **Master System** games! *Gauntlet* mint condition £25 *Double Dragon v.g.c.* £15-£17, *Transbot* £5, all 3 for £45 ono inquire from 7pm. (0371) 872900. Ask for Jo, phone now!

✪ **Will swap** my *Pacmania* for your *Sonic* or *Leaderboard,* on Master System, also swap *Bugs Bunny, Double Dragon* on Game Boy. Call Paul on (0284) 753619. After 5pm.

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✪ **Game Boy** owners. Buy *MIckey Mouse* (Japanese) and my Nuby Screen Magnifier for a measly £30. Phone Richard on (0227) 792769 or write to 3 Laxton Way, Chesterfield, Kent. CT 3JL.

✪ **Nintendo** Power Glove works on Japanese/English/American. Brand new boxed with instructions. Sell for £40 Ring Simon on (0589) 847732.

want ZONE

✪ **Wanted:** Your unwanted Japanese console magazines or comics. Any age, amount or condition. Must be free I am poor! Send them to Danny Alfano, 5 Acorn Close, South Chingford, London. E4.

✪ **Wanted:** Amiga with games will swap Nintendo and Lynx both with six games. Phone(0384) 636872 and ask for Karl. Everything is worth £530.00. Thank you!

✪ **Wanted** box and instructions for *Hole In One Golf* on Super Famicon will pay £5. Phone George on (051) 547 4310.

✪ **Wanted** Sega Game Gear. Will pay between £60-£80 with at least one game if possible with batteries and charger, must be in the London area. Ring (071) 987 4269 or (071) 515 5574 after 4pm and ask for Rakesh.

✪ **Wanted** cheap Game Boy games in good condition. Please send your list of games with prices to: Mike Brooks, 89 Broomfield Avenue, Worthing, West Sussex, BN14 7SD. I also have games to swap.

✪ **Super Famicon** (pal) wanted with *Final Fight* will sell or swap Mega Drive with five games. Five weeks old, all boxed. *Sonic, Alien Breed, Shinobi, Thunder Force 2 and Altered Beast.* Call Alistair 0259 721129.

✪ **Used Mega Drive** wanted!! Must be in good condition and under £100! Also used games wanted. Contact Bill McCabe 120 Bishops Brae, Downpatrick,Co. Down, N. Ireland, BT 306QN. Or just phone (0396) 615249. Thanks.

✪ **Mega Drive** games. New owner will buy used or unwanted games. Must be reasonable prices. Write to:Mark Pendergast, 16 Herbert Street, Denton, Manchester, M34 3DD.

✪ **Wanted** for Sega Master System: *Altered Beast, World Class Leaderboard, California Games, Shinobi, Pro Wrestling, Great Basketball* for around £10 each. *Aztec Adventure* for £6. Call Matthew Woods 0473 327050.

✪ **Wanted:** Game Boy games. Good prices paid. Call Steven on 0892 654709.

✪ **To swap.** I have a Sega Mega Drive with approx £200 worth of games. I want a Commodore Amiga in good condition. Telephone Andy (081) 890 7062. After 6.30pm.

✪ **Is there anyone** in the Aberdeen area wanting to swap, buy or sell Famicon games? If you are interested, phone me on 0224 6422852 and ask for Scott.

✪ **Wanted** Mega Drive games boxed with instructions. Will pay £15-£20. Phone Alex on 0293 522375 between 6-8pm. I'm interested in *Sonic, Wrestle War, James Pond* and *Spider-Man.*

love ZONE

✪ **Nick B** (Doncaster) remember me from Alton Towers on 2 November ????? If you do and want to contact me, do so through this column. Love from Sam H. (London) xxx.

✪ **Are you game** enough to play with my eight inches on a train?! To any sexy gals out there. Send piccy to Rob, 199 Sprotbrough Road, Doncaster, South Yorkshire. NOW !!!

✪ **Good-looking** Boy with fast receding hairline seeks affectionate girl who doesn't mind being seen with a 'baldie'. Please write to Andy anytime at: 48 Nab Wood Cr. Shipley. West Yorks.

✪ **Hey Girls!** I'm a rather cute Heavy Metal freak looking for friends for pubs and gigs. If you're female, sexy, into metal and Mega Drives then write to me at 75 Wickham Chase, West Wickham, Kent. BR4 OBG. My name's Andrew.

✪ **Lonesome** Leeds Loiner (male 22) seeks broad-minded chums into Rocky Horror, Jaffa Cakes and spray cream for lurid letter writing etc. Preferably 18-30s. West Yorks or anywhere. Dominic Bull, 17 Marshall Street, Leeds.

fan ZONE

✪ **Atari Lynx** User – The Regular Fanzine for the Lynx reviews, competitions, news, etc. Send 85p including p+p or 50p & sae to: Lynx User, 11 Montgomery Drive, Spencers Wood, Reading. RG7 1BQ.

thing ZONE

✪ **CartSwap.** All cart formats. Send £1 to register on data base. We will then send a list of swaps for £1. John Huss, 5 Brock-hill, Badger Brow, Logger Heads. TF9 4ED.

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THE TWILIGHT ZONE

Hello. Welcome for the fourth time to The Twilight Zone.

WHAT DO YOU MEAN? FOR THE FOURTH TIME?

This is issue four – we've been through this whole Twilight Zone lark three times already. Are you thick or what?

LOOK, DON'T YOU GET ALL PREVIOUS WITH ME... I'VE NEVER SEEN THE TWILIGHT ZONE BEFORE AND I DON'T KNOW WHAT IT IS. I'M NOT THICK AT ALL.

Oh, sorry... so you're, er, a new reader then?

YES, I AM A NEW READER, AND I'M NOT TOO SURE IF I LIKED YOUR TONE OF VOICE BACK THERE. I DIDN'T BUY YOUR MAGAZINE SO YOU COULD INSULT ME AS IF I WAS SOME KIND OF – I DON'T KNOW – SOME KIND OF MORON OR SOMETHING... I'M FLABBERGASTED, FRANKLY. I'VE NEVER EXPERIENCED ANYTHING QUITE AS RUDE AS THAT BEFORE. IN FACT I THINK I MAY GO NOW, I MAY GO AND READ A BOOK! OR GO OUT!

POETRY PLEASE*

We didn't actually ask for any poems (they're always crap), but **Steve 'World's Top Artist' Bush** of Grantham, Lincs, sent us one anyway. "My mum **Maureen** was so overjoyed by the release of 'Our Tel' that she was moved to pen this verse," he writes. "Perhaps you could print it." Oh, okay then.

TERRY'S THEME

We've had a long wait
For Terry Waite
He's got the courage of a lion
He's a person you can rely on.

THE END

*But preferably not.

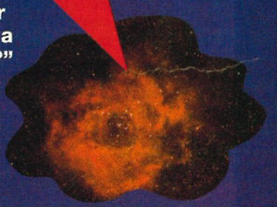
Oh no! We're sorry. We're really, really, really, really, really, really sorry. We really are. Here's what The Twilight Zone is – it's where you send 'stuff'. Read the next few pages and you'll get the idea. You can win *Game Zone* badges and see your name in print. Our address is: 14 RATHBONE PLACE, LONDON W1P 1DE. And we're really sorry about calling you thick back there, honestly, we thought you were a regular reader who was 'trying it on'. Some of them do, you know. (*It's too late for your grovelling, he's already gone. Ed.*)

celebrity phone call corner

We've got a weird old phone and no mistake. It rings, we pick it up, and we often find ourselves speaking to a celebrity... the point here being that they haven't meant to phone us, they've obviously misdialled and are expecting to be connected to a friend or business colleague. If this had happened TWICE then fair enough. Coincidence. But it happens the whole time. Like we said, it's totally weird. Anyway, this is where you come in. To save wasting these brief moments with the stars, we've decided to interview them while they're on our line – all you have to do is furnish us with the questions. This month they came courtesy of **Kai Stafford** of Stoke Mandeville in Bucks. So who phoned up? Who got Kai's questions? Read on and you'll find out, won't you?

TELEPHONE: Ring ring, ring ring, click...
BARRY: Hullo?
T-ZONE: Who's that?
BARRY: It's Barry here. I wondered if...
T-ZONE: Barry? What, Barry Norman?
BARRY: No, Barry Worsfield.
T-ZONE: Brilliant. We've got some questions for you. Have you ever... Wait a minute - you're not famous.
BARRY: Oh, er, I never said I was. I'm phoning about...
T-ZONE: Get off the line. Try again later. (Click.)
FIVE MINUTES LATER
TELEPHONE: Ring ring, ring ring, click...
T-ZONE: Hello?
BARRY: Hello, could you please tell me if...
T-ZONE: Is that Barry again?
BARRY: Yes, I want to know if you could...
T-ZONE: We told you to try again later.
BARRY: But this is later.
T-ZONE: It's only five minutes later. We meant much later than that. Go away - you're spoiling everything. (Click.)
FIVE MINUTES LATER
TELEPHONE: Ring ring, ring rihg, click...
BARRY: Er, it's a bit later now...
T-ZONE: Look, piss off will you?
BARRY: Okay, okay, I can take a hint. (Click.)
TELEPHONE: Ring ring, ring ring, click...
THE QUEEN: Hello, is that Charles?
T-ZONE: (Hoorah!) No, you're through to The Twilight Zone Your Majesty. Here's our first question for you. Have you eaten any curry recently?
THE QUEEN: Goodbye. (Click.)
T-ZONE: Bah!

So we never got to ask her any of Kai's other questions, such as "Have you ever slept in a cardboard box?" or "Is your second name Kev?" Still, she probably wouldn't have answered those either. Hopefully we'll have more luck next month – but we're relying on you for the questions. And don't forget. Free badge.



readers' extremely useless models

Send us models in envelopes, we asked. And you did. But they all seem to be made from Blu-Tack and you know what happens to Blu-Tack when it's spent a couple of days being shunted around by drunken post office workers, don't you? Yup, squisho. Never mind, here's our Crap Model Gallery. Thanks to **Quentin Cook** for the motorbike, **Peter Purpose** for the Eiffel Tower, **Joanna Jenkins** for the giraffe, and **Martin Avery** for the 'stick'. Keep them coming, eh? And you don't have to use Blu-Tack. (Or, if you do, then some sort of wire 'skeleton' might be a good idea). Badgey wadgey for all lucky, lucky sculptors!



making your own things...

THE "DOODLE, DOODLE, GOD I'M SO BORED, DOODLE, DOODLE, OH PLEASE GET OFF THE PHONE" SPOT

We'll probably not be wrong if we say that next to your telephone there lies a pad of paper and a pen. Yes? 95% of you probably agreed with that. So why are we going on about pads and pens and telephones? Simple. When you're on the phone talking to someone, the chances are you'll be doodling. And it's these doodles we're after. So tell us who was on the other end of the phone, exactly how bored you were, and we'll print your 'sketch' to illustrate your point to the nation. Here's what **John Lievesley** of Beerton, Notts. did.



And here's what his letter said:
"Dear Twilight Zone, this is a doodle I did while talking on the phone to a friend of mine called Richard. He is very, very boring and very, very stupid."
...And very, very dead if you had your way. Who needs psychologists to analyse these things? No-one, that's who. More doodles please, and don't forget to give us a brief outline of your conversation and a small description of the person you were talking to. Badgey! B-b-b-b-b-badgey!

no 4: a swiss milk tablet and a model of terry waite

If you want to make something crap then do something silly like watching Blue Peter. If you want to make something smart then do something sensible like reading The Twilight Zone. It's as simple as that. **Thomas Herdman** of Willesden Green in London knows this is the case, because he supplied us with the Terry Waite model. So does **Chris Flynn** of Ampthill in Bedfordshire who (rather stupidly) sent us a recipe. But bear in mind that he gets a badge anyway, even for that. (See how easy it is?) Let's go...



your very own model terry waite

EQUIPMENT:
(1) An old travelcard.
(2) A stapler.
(3) A black pen.

METHOD:
(1) Tear the travel card into four long strips, a rectangle and a square.
(2) Re-arrange the torn pieces of card until they resemble a realistic human shape.
(3) Staple them together. If you're very clever you can make it so the arms and legs actually 'move' a bit.
(4) Using your pen, draw eyes, eyebrows, a nose, a mouth and a fuzzy beard onto the face of your model.
(5) Your own mini Terry Waite is now complete.

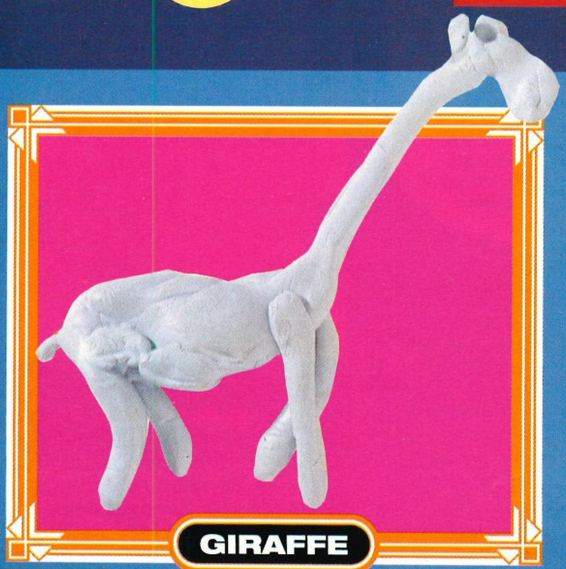
THINGS TO DO WITH YOUR MODEL
(1) Keep it in a box for a few years and then 'let it go'. It's an amazing game the whole family can enjoy.
(2) Stand it in the middle of the dining table during those boring Sunday lunches – it turns a drab time into a fab time.
(3) Make toilet paper clothes for it and give it to a confused and not particularly appreciative neighbour as a 'present'.

the swiss milk tablet

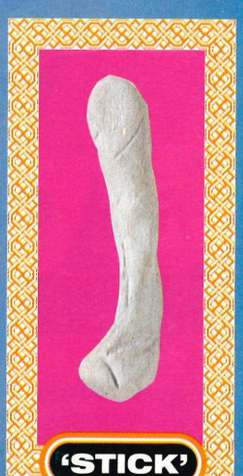
INGREDIENTS:
(a) One cup of milk.
(b) Half a tin of condensed milk.
(c) Two pounds of sugar.
(d) One ounce of butter.

METHOD:
Place the ingredients in a pan. Bring the mixture to the boil, very slowly, until all the sugar has dissolved. Now boil (without stirring) for about 25 minutes. Take off the heat and beat the mix for five to seven minutes. Pour it into a greased tray, and cut it into squares before it hardens. It's lovely if you like sweets, nice if you don't.

Er, well, the Terry Waite is fair enough and we've made two already, but we're not sure about Chris's Milk Tablets. He said they were, "Lovely if you like sweets, nice if you don't," but that doesn't make sense because there's two pounds of dissolved sugar floating about inside. Surely he should have said "Lovely if you like sweets, but absolutely disgusting if you don't." That would be nearer the mark, eh? Still, who are we to argue – we just print your entries and then send you a badge. So what are you waiting for? Do you know how to make a car out of McDonalds' polystyrene cups or something? If so then send, send, send. Blue-prints if you please.

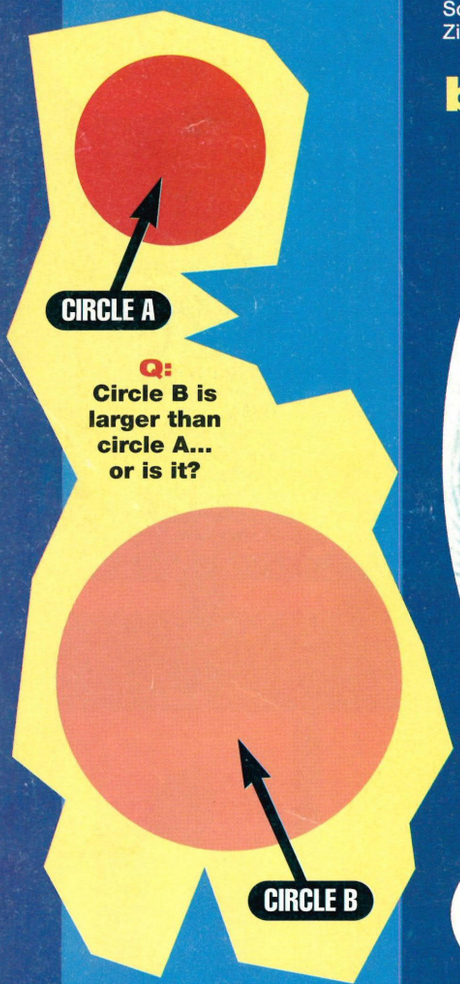

GIRAFFE


MOTORBIKE


'STICK'

don't believe your eyes

Welcome to the Optical Illusion Zone, the part of The Twilight Zone where things aren't always as they appear. Take a look at the diagram below and see what you think is happening, then take a look at our upside-down answer. You may be surprised.



answer

Of course it is. You'd have to be stupid to think it was smaller.

the thumbprint analysis

with bobby zillion

Our resident thumbprint expert is a... er, well we've given it away really, haven't we – he's a thumbprint expert. Give Bobby Zillion a 'dab' and he can tell you the life story of the owner within seconds. It's all rather uncanny actually, which is, of course, why he's got his very own spot here in The Twilight Zone. So who's sent us a thumbprint this month? Aha, it's **Adam Whisker**. We'll show you Adam's letter so you know exactly where he's 'coming from' but we won't show it to Bobby Zillion – after all, he's perfectly capable of working out who Adam is for himself... *"Dear Game Zone, I've enclosed my thumbprint for analysis by Bobby Zillion. Here are my details, so you'll know if he's got it right.*

HEIGHT: *5'10"*
AGE: *16 years and six months.*
STAR SIGN: *Gemini.*
HAIR COLOUR: *Brown.*
EYE COLOUR: *Brown.*
DISTINGUISHING MARKS: *Birth mark on left thigh, scar on right knee, two scars on back.*
TEMPERAMENT: *Easy going, handsome, cool, tall, thin, slightly bossy sometimes.*
NATIONALITY: *Half Maltese, half English.*
LIKES: *Chinese food.*



So there you go. Memorised all of that? Good. Time to consult Bobby Zillion then. Will he work it out? Let's see shall we?

bobby zillion says...



This is the 'Voyage To The Bottom Of The Sea' line. I'm not too sure what it actually means, but it's undeniably pronounced. It's a very bold line indeed. Hmmmm... (*Oh dear. Ed.*)

Ah! Now we're talking. This is the 'Been Around The World But I Can't Find My Baby' line. This says female soul singer to me – it's got Lisa Stansfield stamped all over it. (*Wrong sex, wrong person, totally wrong idea – wrong, wrong, wrong. Ed.*)

Oh... confusing. This is the 'Nice 147 Break, My Lad' line, and it's heavy. Er, maybe it's not Lisa Stansfield after all. It's a snooker player I think – but which one? (*Ho hum. Ed.*)

Ha ha. I've got it now. This is the 'Pot The Pink And Screw All The Way Back Down The Table To A Perfect Position On The Black Ready For Yet Another Outstanding Win' line. Only one person could pull off a shot like that. It's Jimmy White, isn't it? I know I'm right, it's got to be him. (*No it hasn't. Ed.*)

Uh oh. Bobby was just a little bit out with that guess, but it was a near thing, wasn't it? After all, it's very possible that Adam's favourite TV programme is *Voyage To The Bottom Of The Sea*. And who knows, his favourite female vocalist is probably Lisa Stansfield too... and as for the snooker, well, everyone loves snooker, don't they? (*No. And stop making excuses for Bobby Zillion. He's crap. Ed.*) Never mind, there's always next month. As long as you keep sending your thumbprints in, Bobby can show you what he's really capable of (while you, don't forget, will win a badge). So show your thumb to Bobby Zillion without delay. It's a sensible move.

embarrassing passport photos

What is it with passport photo booths? Are they magic or something? There you sit, with a perfectly sensible expression on your face, then flash, flash, flash, flash. No problems. Until the shots are developed, that is: four pictures of a half-baked hound from hell are sticking out of the slot. Nobody knows this better than **Dominic Brookman** of Kenilworth in Warks. Take a look at these passport rejects.



But to be perfectly honest they're not that bad. A bit dodgy, but not total cringe jobs. There are far better examples of what evil photo booths can get up to – and hopefully you've got a couple yourself. Er, so send them to us. Please. Okay, so it'll be a bit embarrassing, but don't forget that these things are like problems: "A naff passport shot shared is a naff passport shot halved," as they say. (Or something like that, anyway.) And you do get a badge for your troubles. Dominic's got one now.

send!

Anything useless to: The Twilight Zone, *Game Zone*, 14 Rathbone Place, London W1P 1DE. Badgey wadgey wadge...

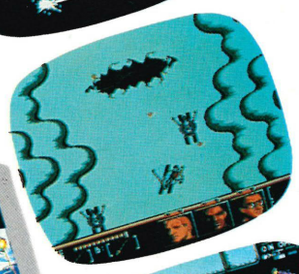
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