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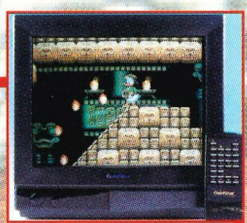

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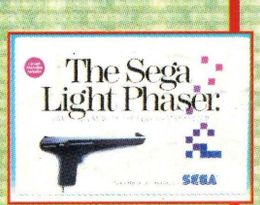

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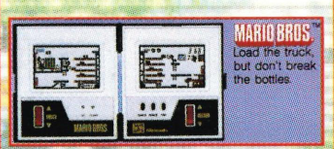

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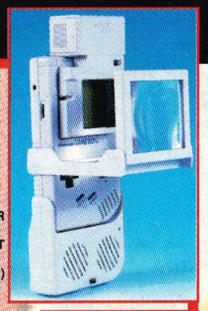

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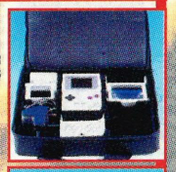

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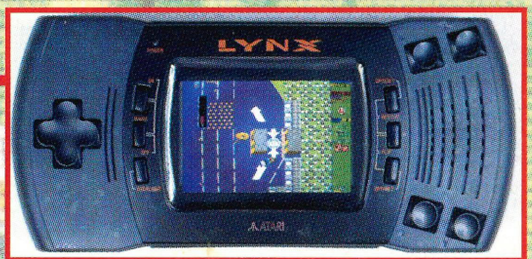

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games list

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

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nes

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super famicom

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pc engine

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neo geo

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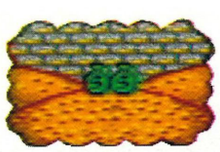
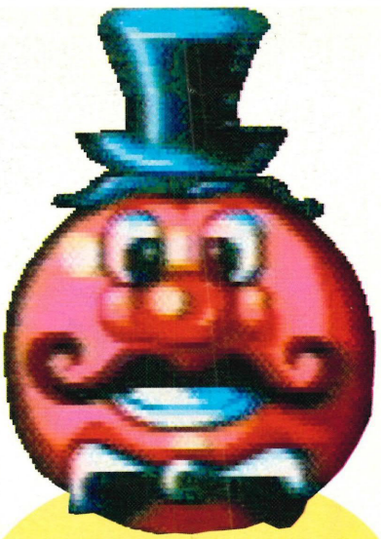
(R) = REVIEW
(P) = PREVIEW

plus! OVER 200 GAMES





ROBOCOD COMPLETE SOLUTION

See pages 66-69.

CES YOSHI

See the CES SHOW report on pages 13-17

WIN!

spot the spine star!

Yes yes yes, we know who it is, you know who it is (unless you're Lawrence Hislop) but we've got to carry on printing our spine star's picture so that by issue six you'll have a full face to display on your shelves. So to keep up your enthusiasm, how about winning yourself a completely fab Waltons video complete with two original full length episodes? (One featuring Sissy Spacek!) Unmissable or what? All you need do is name all seven Walton children and send their names on a postcard to Goody Two Shoes at the Game Zone address.

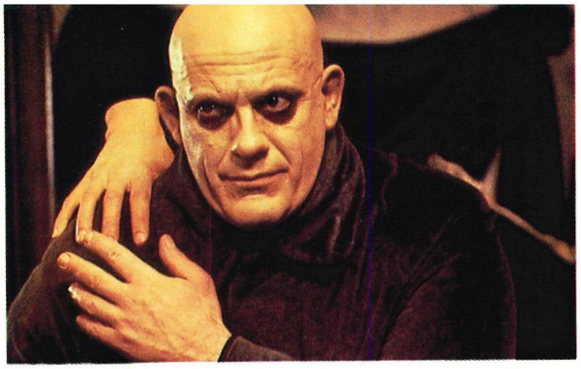
NEO GEO

COMING SOON!

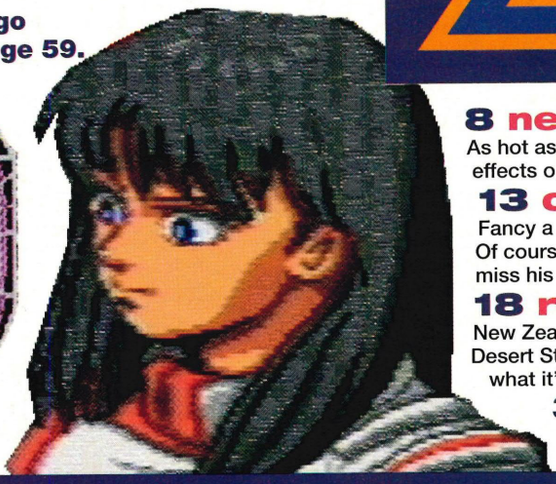
The Neo Geo hits page 9

ISSUE 5 MARCH 1992

GAME ZONE



▲ The Addams Family go spooky and ooky on page 59.



8 news
As hot as a vindaloo but without the s effects on your botty.

13 ces report
Fancy a flutter with Jeremy Daldry? Of course you don't, but you shouldr miss his Las Vegas show report.

18 reviews
New Zealand Story, Rainbow Islands, Desert Strike and Lemmings. This is what it's all about.

37 compo
Prove to the world that you're the Super Kick Off Champ and win some fab goodies along the way.

54 handhelds
Sonic on the Game Gear, Marble Madness on the Game Boy and a whole host of other small but perfectly formed games.

62 compo
It's the great Atari/Game Zone compo. Be king of the Lynx and win the holiday of a lifetime into the bargain.

64 pg tips
A hot brew of hints and tips from the slightly potty Daniel Pemberton plus a complete solution to Robocod and the chance to win £50!

75 compo
Win a smart midi hi-fi courtesy of those fiery dudes at Elite.

WIN!

A hi-fi, a Disney holiday and a day out at US Gold!

MEGA CD

So are the games any good? Earnest Evans and Sol Faeces *(that's Sol Feace actually. Ed.)* reviewed inside.

76 zone 7
How many cans of cola can hip popster Jeremy Daldry drink before he's violently sick all over the office? Not many apparently.

79 geez
Let the world know what you think for the cost of no more than a stamp and a substantial part of the South American rainforest.

82 console countdown
Six pages crammed with reviews of currently available games.

89 tba
The future is another country but Game Zone's got a passport to check out Arcade Classics, Pit Fighter et al.

92 subs
Save time, money and effort by subscribing to Game Zone.

94 soled out
Free ads. What a bargain!

96 twilight zone
The lunatics have taken over the asylum and the last three pages of our magazine!

NEW ZEALAND STORY

A right rivettin' game on page 20

GAME ZONE

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Dennis

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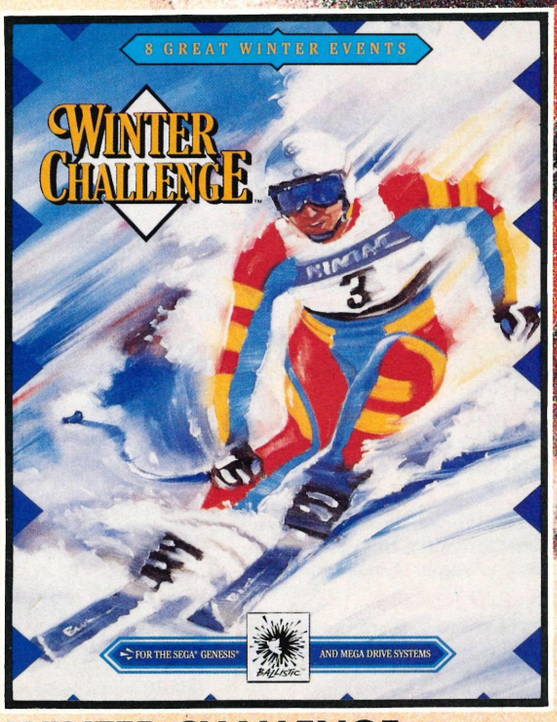
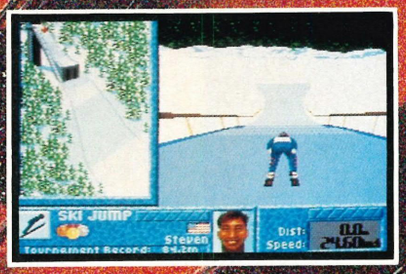


Available on your Mega Drive - February '92



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DOUBLE DRAGON

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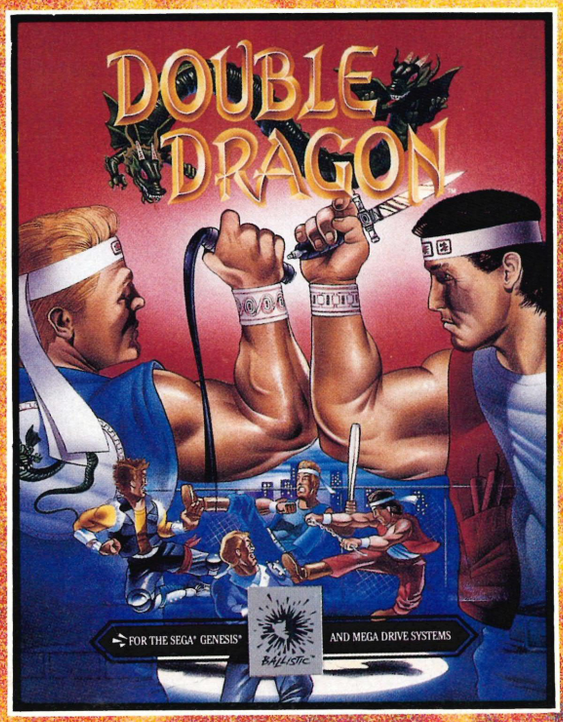

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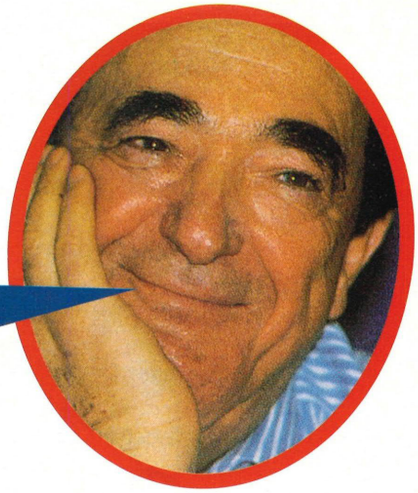
NEWS



Welcome once again to those most suave and sophisticated pages of *Game Zone*, where you can settle back and enjoy the most scintillatingly sensational console gossip, written in the most suffocatingly smooth prose, before moving onto the madness and mayhem that is the rest of *Game Zone*. Ah well.

sonic moves up a gear

That blinkin' Sonic, he gets everywhere doesn't he? He's been available all on his cute little ownsome as a software cartridge for the Mega Drive, Master System and now finally the Game Gear (see our review on page 54). But he's still dissatisfied. So not content with quietly sitting on the shelves of console shops countrywide, he's now decided to attach himself permanently to a piece of hardware too.

Yup, the great blue hope is shortly to be bundled with Sega's Game Gear. So expect *Sonic* Game Gear bundles to be appearing in the shops around April or May. Cost? Around £119.

multi-coloured game boy

Not content with providing the entire cosmoverse with a myriad of multi-coloured, full-colour 8 and 16-bit gaming machines, Nintendo is now rumoured to be turning its colour palette towards the world of the handhelds. Yup, word is that Nintendo is presently working on a colour version of the Game Boy, apparently to be christened the Super Game Boy. Brilliant!

The Super Game Boy, supposedly already so far forward in development that Japanese games players may be able to get their sweaty little mitts on the machine as early as June this year, will have a relatively reasonable price tag of $99, which is around £70. Not only that, but the cuddly, new little handheld is also believed to have backward compatibility with current Game Boy games. Even better.

As for when we can expect to see the arrival of this new machine in the UK, well *Game Zone* News reckons (thinks... counts on fingers... adds up...) erm, Spring 1993 might be the date to look out for. More news as we get it.

going for gold

US Gold has just gone and bagged itself the worldwide rights to one of the hottest games licences of this year – the licence for the 1992 Olympics.

And what's it going to do with this rather spanking new licence? Only produce a rather neat sports sim entitled *Barcelona '92* for the Game Gear, Master System and Mega Drive. You'll be able to try your hand at seven Olympic events including swimming, diving, archery, hammer throwing, 100 metres sprint, 110 metre hurdles and archery. All *without* having to don a shiny tracksuit and trainers. Hoorah!

Watch out for the Birmingham based company's Olympic challengers sometime in June.

MIKE POWELL/ALLSPORT

new o neo

Neo Geo, the console for people with more money than you can shake a stick at, has finally had its official UK launch. The PAL version recently went on sale with a bigger than a big thing price tag of £299! Not only that, but games cost a whacking £99-£149 big ones – a right mound of moolah and no messing. You are getting arcade quality games, sound and graphics for your money of course. But at that price, don't expect to see it on any of those strange Scottish daytime "Well Moira, I made this lovely lampshade from three Quality Street wrappers and a pig's trotter" type programmes.

For more information contact your local console dealer or give De Gale marketing a ring on 081 965 8199.

so ferrari, so goodie

Acclaim has gone and done it yet again. Done what you may ask? Done a runner? Done a bunk? Nah. Done another nifty licensing deal that's what.

It's managed to pick up the NES and Game Boy rights to the rather fast and fab Ferrari licence. Watch out for screenshots and release details in our preview section soon. And expect the games to be hitting your local console shop sometime in the Summer.

an apology

In the November 1991 issue of *Game Zone* we carried a full page advertisement for *Zero Hour*, a radio show to be presented by *Zero* and Radio Luxembourg. The advertisement featured a photograph of Bill Beaumont and also one purportedly of his mother. Various quotes were attributed to Mr. Beaumont and his mother.

We wish to make it clear that the photograph alongside the words attributed to Bill Beaumont's mother was in fact not of her, and that neither Bill Beaumont nor his mother had authorised this use of their likeness and reputation, or were in any way involved in the promotion and were not consulted about the text.

We wish to apologise to both Mrs. Beaumont and Bill Beaumont for any annoyance or embarrassment caused to either of them.

toys for hyperboys

Are your Mega Drive and Nintendo owning buddies ashamed of being seen with you and your Game Boy. Do you suffer from having sand kicked in your face by Lynx wielding beach bums? Well fear no more – Konami has just come to the rescue with this little gadget – the Hyperboy!

The Hyperboy is a new peripheral for the Game Boy currently wowing gamesters in Japan. Tank-like in appearance, but smart-like in use, this jolly groovesome piece of hardware combines an excellent joystick, magnifier, sound booster and light, all of which can then be used in conjunction with your Game Boy. How? By simply slotting your Game Boy into the custom built space at the back of the Hyperboy that's how, which then instantly attaches you to the joystick, magnifier, sound boosters and light.

Japanese Game Boy owners can pick up this rather brilliant accessory for the equivalent of around just £40. Trouble is, it makes their Game Boys so big, soon they'll be needing planning permission for them!

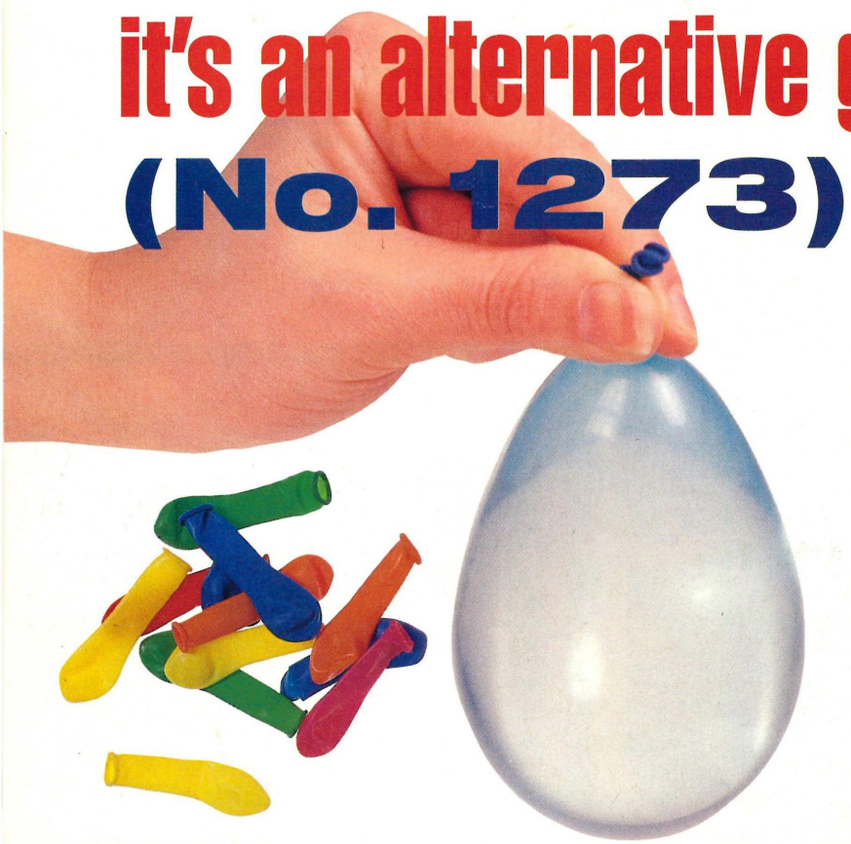
hand in glove

Damaged digits and crushed cuticles eh? What a prob. There you are whaming your way through secret level 93 of *Sonic,* when all of a sudden your thumb decides it's had enough of this button mashing malarkey and starts to throb uncontrollably. Major bummer or what? But not any more. Why? Because thanks to US glove manufacturer Champion, there's a solution at hand. (Hand, glove, get it, get it? No? Oh, never mind.) At least for our American cousins there is.

Champion has invented these funky new designer digit wrappers which come in various flashy colours and feature the likes of Turbo Grafx's Bonk, Sega Genesis, Batman – oooh and loads of other triff characters. Each pair has a specially designed set of padded palms and thumbs to take the strain out of Game Boy grinding, Mega Drive mashing and um... something that begins with N and goes with Nintendo.

The gloves were on show at the CES show in America and although they are not available over here in Blighty yet, Champion hopes to make them available to all us finger throbbing gamesters in the not too distant future. Hoorah!

it's an alternative giveaway (No. 1273)



They're small, they're discreet, they're made of very thin and stretchy rubber, they come in all the colours of the rainbow and they're FREE to readers of *Game Zone*. What are they? *Game Zone* water bombs that's what!

Yes, strapped firmly to the front of this very issue of *Game Zone* is your FREE packet of *Game Zone* water bombs. Just stretch the neck of each bomb over a tap, turn on the water and it's bombs away!

Are we good to you or what? Not only do we give you the best ever multi-format console magazine in the entire cosmoverse each and every month, but we chuck in a smart little gift for nought pee too.

Oh, and in case you were wondering, on the front cover of next month's issue of *Game Zone* will be that brilliant Lynx badge we promised you last month. (Ahem.) So make sure you don't miss issue six of *Game Zone*. Out Friday 20 March. Get down to your friendly neighbourhood newsies pronto.

mario or marxism?

Forget your ever so trendy, but dahling that was last year's thing, Russian badges. The only thing to be seen loitering on your lapel this year are these totally excellent American Nintendo pins starring the likes of Mario and Luigi (he's the funny one) as well as Zelda and a few other *Legend* characters. And what makes them even more exclusive is that you can only get them by mail order from Complete Entertainment, 217 London Road, Apsley, Hemel Hempstead, Herts, HP3 9SE. Each badge costs just £1.95 (including package and posting.) So what's it going to be comrade? Lenin or Luigi? Commie or console?

a smart pair of champion video game gloves

Are we good to you or what? You see, even though the day-glo colours of the Champion video game gloves are unlikely to be spotted beaming out from the shelves of your local console dealer for quite some time yet, you can still get hold of some. How? By entering this brilliant competition and winning yourself a pair, that's how.

We managed to persuade Champion to give us two pairs of the hottest gloves in their range – and they're up for grabs. Just tell us the answer to this question:

Which band released the album *Sniff My Glove*?

a) Spinal Tap b) Jason Donovan And The Pinkies or c) Timmy Mallet

Answers on a postcard to "I'll Have Some Pinkie Wrappers Please", *Game Zone*, Dennis Publishing, 14 Rathbone Place, London, W1P 1DE. First two correct entries out of the *Game Zone* compo sack on Friday 20 March will win one of these pairs of well smart gloves.

super famicom CD rom release imminent

Following in the wake of Sega's Mega-CD, which was launched in Japan back in December of last year, (check out our two Mega-CD games reviews on pages 50 and 51) rumour has been rife about when Nintendo in Japan would jump into the CD Rom race with its very own Super Famicom CD Rom machine.

There's already been extensive speculation in the Japanese games press on the design of the new Super Famicom CD peripheral – pictures and drawings showing the new machine as both an add-on and a dedicated system have already been published.

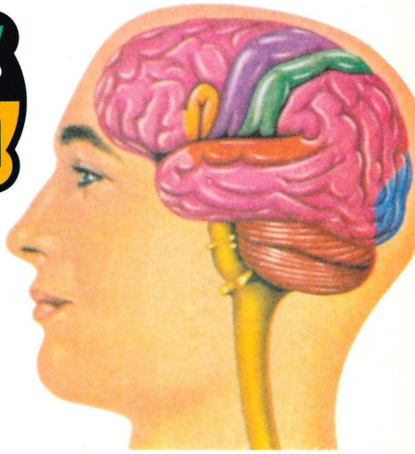
But when will the potentially brilliant new machine hit the streets of Japan? Well our *Game Zone* Japanese newshound reckons on a street date of July or August. We'll keep you informed.

brain box or brain dead?

We all know the sort of stories newspapers love to run about us gamesters – bla bla, game junkies, bla bla, idiots playing video games, bla bla, grow up to be retarded vegetables, bla bla. Well, according to one boffin, Dr Shotton, a psychologist at Nottingham University, it's all rubbish.

She's been studying so-called 'games junkies' for years now and says "The schoolboys I interviewed five years ago are now taking Silicon Valley by storm... Without these dedicated computer junkies we wouldn't have today's modern technology. They are the inventors of tomorrow."

So "Ha!" to everyone, that's what we say. And don't disturb us for a few hours either right? We're just off down the potting shed to invent a portable new wind and solar-powered battery recharger for our Game Boy.



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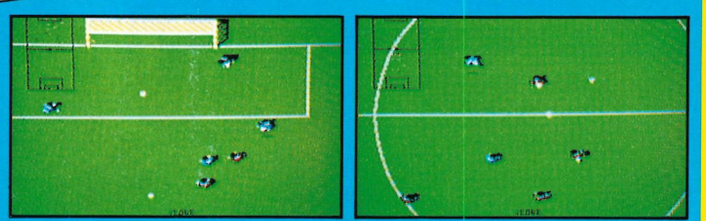

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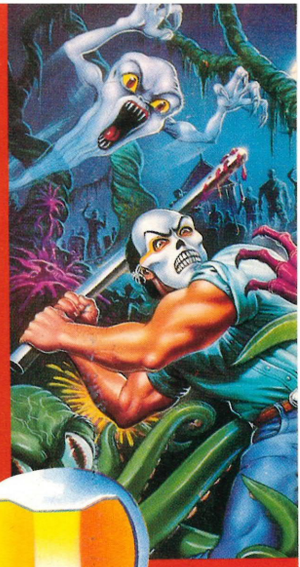
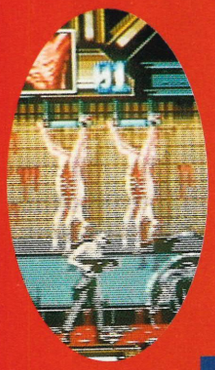
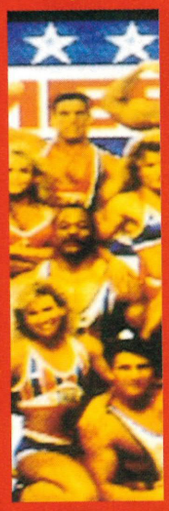
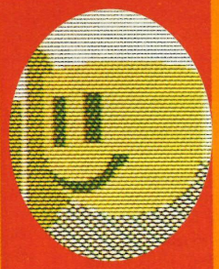
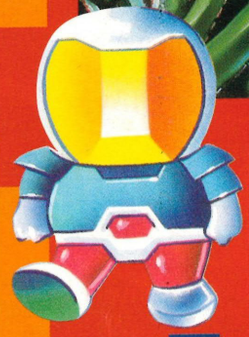


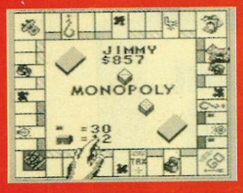




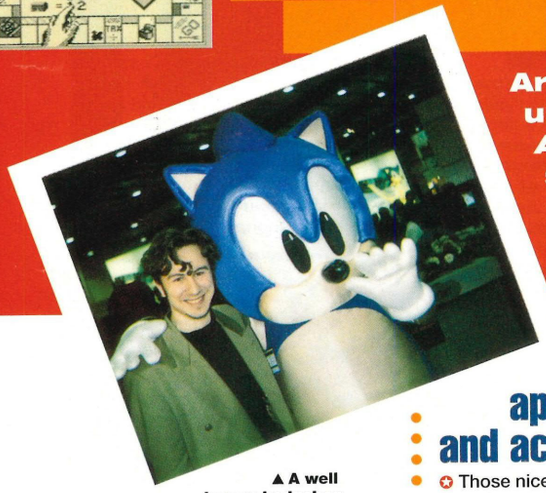




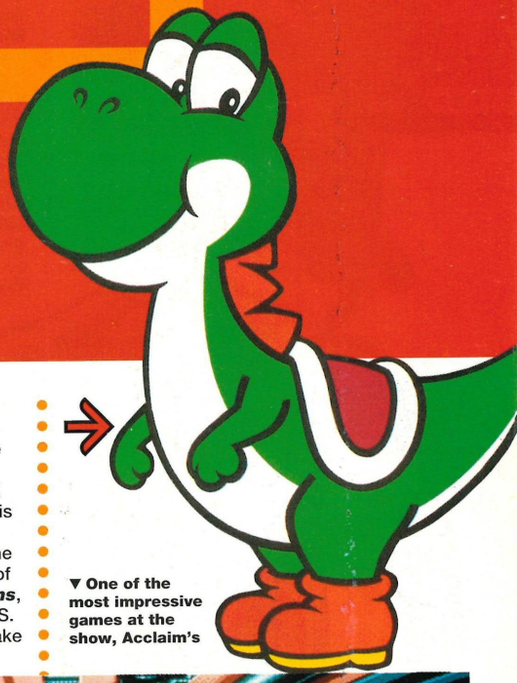
show report



Armed with only a change of clean underwear and a copy of *Fear And Loathing In Las Vegas*, we sent *Jeremy Daldry* out into the deserts of Nevada to cover The 1992 International Winter Consumer Electronics Show.



▲ A well known hedgehog and a lesser spotted Daldry.



▼ One of the most impressive games at the show, Acclaim's

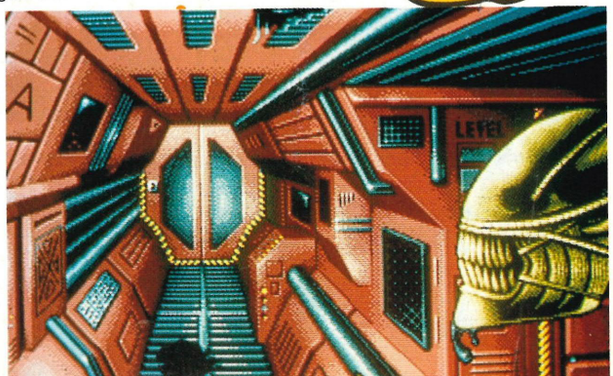
A is for apple, aliens 3 and acclaim.

What can you say about Las Vegas without being rather rude? This city is the world capital of everything tacky, tasteless and crass. So, somehow, it was only fitting that the largest gathering in one place of programmers, software houses and journalists should be held there. This is the city where I was unable to buy a drink yet managed to gamble away *Game Zone's* entire 1992 budget. So totally sober, but broke, I felt it was about time to hit the CES.

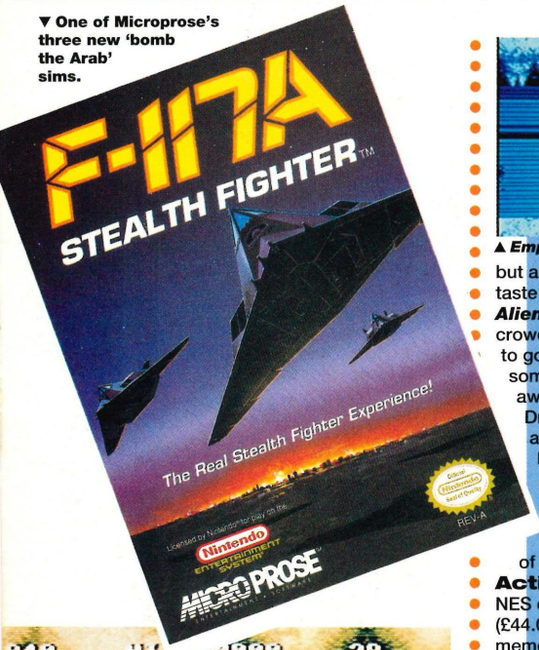
✪ Those nice people at ***Acclaim*** are over the moon after their recent acquisition of the defunct Mirrorsoft since this makes them the largest software distributor in the UK. Consequently ***Acclaim*** will be releasing more games than Uncle Bob had swimming lessons. Watch out for the release of ***Bill And Ted's Excellent Adventure*** for your Game Boy in March along with both ***T2*** and ***Trog*** on the NES shortly after. The merry month of June finds ***Ferrari Grand Prix*** hitting the streets. This promises to be the best motor race game on the NES so far. Also in June the modestly titled ***Bart V The World*** hits both Game Boy and NES. To coincide with the Wembley leg of the WWF world tour **Acclaim** plans to release ***WWF 3*** on the NES. Later on in the year, with the mellow fruitfulness of Autumn before us, the stonking film licence ***Spiderman*** will hit the NES. Shrouded in secrecy, it should be one of the biggest licences of the year.

✪ This year sees the long-awaited UK release of the SNES and **Acclaim** is gonna be right in there with games galore. The end of the Summer and the early Autumn should see the release of ***Smash TV***, ***Populous***, ***The Simpsons***, ***WWF*** and ***The X Men*** all on the SNES. At the same time Acclaim plans to make the break into the Sega 8-bit market with versions of all their major titles on the Master System.

✪ One of the most impressive games at the show was **Acclaim's** up and coming ***Aliens 3***. The game finds Ripley crash landed on a penal colony and having to fight off not just the crazed convicts,



▼ One of Microprose's three new 'bomb the Arab' sims.



▲ *Double Dragon*, Accolade's near-classic arcade conversion for the Mega Drive.

▲ Coming soon to the Game Boy: *The Blues Brothers* from Titus, complete with brill music and jokes (even though it's programmed by French people).

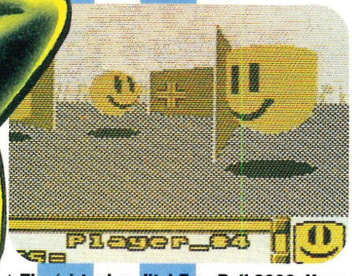
▲ *Empire Strikes Back*, Lucasfilm's new *Star Wars* sequel.

but also those nasty monsters with a taste for tongue sarnies. Watch out for ***Aliens 3***, it's gonna be a good 'un if the crowds it drew at the CES are anything to go by. Also from **Acclaim** sometime in '92, will be the long awaited ***Speedball 2*** for the Mega Drive. More blood and guts smeared across your TV screen. 1992 looks like being the year of **Acclaim.**

✪ I've heard some tall tales in my time, but this one from **Active Enterprises** just about takes the biscuit. In the corner of one of the exhibition halls **Active** launched their ***Action 52***. An NES cart that costs a mere $80.00 (£44.00), it contains a massive 16-bits of memory and 52, yup 52, different games. Accessed via a menu selection process you can play any game in any order. Only one game was on show. As for the other 51 games? We could well be into *Block Out* country here. A Mega Drive version is in production.

✪ From **Atlus**, an American development company, comes a game based on the Hanna Barbera classic ***Wacky Races***. A pretty standard NES platform game with no current UK release date. Don't hold your breath.

✪ **Accolade**, the South London posse who hang tough at every opportunity, had a stand overflowing with things that go ping. Not only were they showing the excellent ***Winter Games,*** (Rumour has it that the same programming team has been locked away so we can expect ***Summer Games*** to be in the shops by Summer.) they were also airing ***Test Drive 2***, ***Super Off Road*** and ***Double Dragon*** for the first time. All these near-classic arcade conversions are due for release on the Mega Drive within the next few months. Also on show were two classics on their first outing onto the Game Boy. Remember ***Missile Command*** and ***Asteroids***? Yes? You're older than you look, kiddo.



▲ The 'virtual reality' *FaceBall 2000*. Hmm.

B is for ball, bullet proof and brillo pad

✪ ***FaceBall 2000*** was described by **Bullet Proof Software** as the first virtual reality video game. Stretching the truth a little, but it's certainly a brill-o-pad game. Basically an addictive 3D *PacMan* with a 3D heads up display and as many as 4 players. Both Game Boy and SNES versions will soon be released in the US.

C is for cat, codemasters and console

✪ That most English of English software houses, the **Codemasters** has been strangely quiet these past months. They've been busily building their massive **Codemasters** empire in the States under the name of **Camerica**. Now they're ready to return to the English market with a tidal wave of new games. May will bring budget NES games called ***Quattro Carts***. Each cart contains four separate games that can be accessed by a menu. ***Sports Quattro*** includes ***Baseball***, ***Soccer***, ***Pro Tennis*** and a ***BMX Bike Simulator.*** There will also be an ***Adventure Quattro*** made up of ***Linus Spacehead***, ***Boomerang Kid***, ***Super Robin Hood*** and the **Codemasters'** old fave ***Treasure Island Dizzy.*** In June, **Codemasters** get serious and release their ***Gold*** series. Their four best selling American

▼ An old fave crops up once again...

NES games released within one single month! Can we take it? The full price series of games includes ***Bignose The Caveman***, ***The Ultimate Stuntman***, ***The Fantastic Adventures of Dizzy*** (which according to word on the street is a compilation of every single ***Dizzy*** game spliced end to end) and the massive-selling ***Micro-Machines***. This game, **Codemasters'** own brand of overhead racing, sold a staggering 100,000,000 carts in the States.

✪ Masters of the SNES, many people in the know thought **Capcom** had the best game of the show. Despite a very tight media ban, I sneaked a look at the long-awaited ***Street Fighter II*** on the SNES. It certainly lives up to the praise. Amazing graphics and a range of moves that would put Bruce Lee to shame, it really is worth the wait.

D is for duck, data east and dude-like toads

✪ **Data East** are a bunch of pretty smart dudes. Take ***Battletoads***, a brill-o game known the world over. And were there ***Battletoads*** at the CES? Not only was the Game Boy version on show but also the completed NES and a rolling demo of the SNES version. Both versions will be available in late '92. ***Captain America And The Avengers*** and that old fave ***Crystal Quest*** also put in an appearance.

E is for elephant, electronic arts and excellent

✪ **Electronic Arts** had a fair huge stand at the CES, packed full of pretty amazing things. There was no sign of ***Buck Rogers***, but their big show launch was ***Where In Time Is Carmen Sandiago***. A time-jumping detective adventure game, as Carmen you trog through time zones in search of a time thief. On the SNES front ***Electronic Arts Sports Network*** showed SNES versions of both ***John Madden*** and ***PGA Tour Golf***, plus a very exciting rolling demo of SNES ***Rampart***. Turning the game on its head, **EASN** has decided to make the whole game 3D. Watch out for **EA** and **EASN** releases on SNES to coincide with the UK release of the console itself. **EA** has also admitted to being 'heavily' into development on a number of ***Mega Drive CD Rom*** projects, creating both new titles and revamping oldies.

F is for fish, fujisankei and fluck all else

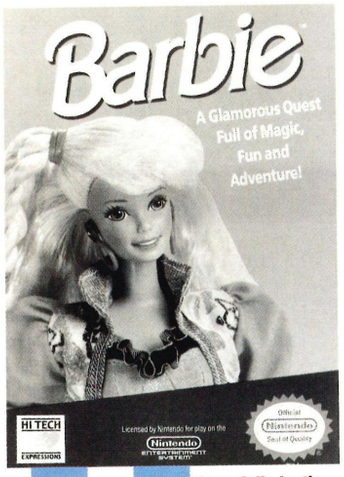
✪ **Fujisankei** is a new(ish) software house from New York. It specialises in role-playing games – many are official ***Dungeon And Dragon*** products. All are for the various **Nintendo** formats, and are horribly complex, with titles such as ***The False Prophet***, ***Pool Of Radiance*** and ***Dragonstrike***. Only for the seriously bearded, available on import.

G is for goat, gametek and gladiator

✪ A word association game. If I said 'style, wit and intelligence' what would be the first two words that would spring into your mind? Yup, ***American Gladiators***. **Gametek** has released a series of games, for both NES and SNES based on American game shows. Including ***American Gladiators*** (A **Nintendo**-sponsored, cult game

▲ Those *American Gladiators* in full. Blimey.

show, shown very late on a Friday night in the UK. A hybrid of **Krypton Factor** and ***It's A Knockout***.) This will be followed by ***Wheel Of Fortune*** (featuring Vanna White), ***Super Jeopardy***, and ***Family Fortunes***, all on the NES. SNES versions of ***American Gladiators*** and ***Wheel Of Fortune*** are in production as are Game Boy versions of ***Jeopardy*** and ***Wheel Of Fortune***. It's unlikely that any of these, except for ***American Gladiators,*** will be released in the UK. So check out your local grey importer.



▲The world's first (and hopefully last) cry-baby dolly sim from Hi Tech. Smart!

H is for house, hi tech and horribly stereotyped

✪ **Hi Tech**, that feminist of the console market, has ruined a previously good record (***Red October*** and ***Chessmaster*** on the Game Boy) with the release of ***Barbie*** for the NES. ***Barbie*** is a 'game that lets girls explore make-believe worlds, such as Shopping World and Soda Shop World so that ***Barbie*** can collect all the fashions and accessories she needs to make her debut at the Royal Ball.' Fortunately, no UK release is planned.

I is for insect, infogrames and invisible*

*Which is what **Infogrames** was at the CES.

J is for jam, jaleco and justifiably good

✪ **Jaleco**, who was responsible for the best baseball game on the SNES, ***Super Bases Loaded***, had a mixed bag at the show. NES versions of ***Rampart*** and ***Super Bases Loaded*** as well as a very popular beat 'em up called ***Shatter Hand*** and ***Cyberball***, a futuristic American football sim. The Game Boy front offered a disappointing selection headed by ***Battle Unit Zeoth***, a robotic beat 'em up and ***Q Bert*** the ancient cube puzzle platform game. On SNES, ***Jaleco*** had nothing new at all. However check out the release of NES ***Rampart*** later this year.

K is for kangaroo, konami and krikey what a lot of games*

(That should be crikey, actually. Ed.)

✪ **Konami**, the inscrutable giant of the ancient Japanese art of the video game, had a humongous stand at the CES. On the SNES front **Konami** follow up the near classic ***Gradius*** and ***Castlevania IV*** games with some big SNES titles between now and late '92/early '93 in the UK. ***The Legend Of The Mystical Ninja*** is a two player beat 'em up over 10 levels where you battle 'psychedelic tigers.' Pretty far out. ***Contra III-The Alien Wars*** is the first Contra game on the SNES and sounds pretty good with loads of 3D animation. Finally the green, pizza-eating genetic freaks are back in ***Teenage Mutant Ninja Turtles IV – Turtles In Time***. The turtles travel through time to save April and the Statue Of Liberty from the evil Krang – the usual Ninja Turtle beat 'em up action.

✪ **Konami** reinforced its position within the NES games field with the US launch of seven new titles, all available early '92 in the US. ***Star Trek*** is an action adventure game in which you play old wrinkly James T. Kirk in a bid to bring peace to the universe. How? In the true American way, by killing anything that disagrees with you. ***Teenage Mutant Ninja Turtles III – The Manhattan Project*** has the awesome foursome in Florida catching some rays when Strider attacks and all hell breaks out. Daft ideas for games usually work rather well, so **Konami** may be on to a winner with ***Monsters In My Pocket***. Guide your team of shrunken monsters through pint-size obstacles. ***King's Quest V*** is a graphic adventure of near legendary reputation where being kind and good will award you points. Yuk. These family values are now available on the NES. ***Nightshade*** follows the antics of a costumed vigilante in downtown Metro City. In ***Bucky O'Hare***, he and his crew battle through eight levels of a platform game that also retains a sense of humour. ***Contra Force*** is a standard NES shoot 'em up. Nothing new.

✪ Game Boy-wise **Konami** open '92 with the strangely titled ***Double Dribble.*** Nothing to do with saliva, it's a pretty neat basketball game. ***Top Gun – Guts And Glory*** is the subtly titled shoot 'em up offering for early Summer. It's a plain old die 'n' fly game. If you're young at heart, ***Tiny Toon Adventure – Babs Big Break*** should be your bag. Fluffy, sugar-coated action. One of the most impressive bits of Game Boy software on display was ***Konami's Ultra Golf***. With this, the Game Boy could be the best caddy you ever wanted. Worth it if you want more than just a sore finger. Available in Spring '92. Also in the offing during the merry month of May are Game Boy versions of ***Gradius*** and ***Star Trek***. They've been tailored somewhat to fit the restrictive capacity of the Game Boy, but both are highly acceptable versions of the

L is for lemon, Lucasfilm and light sabre

✪ A long time ago, in a galaxy far, far away... **Lucasfilm** continues its conversion of the ***Star Wars*** trilogy onto the NES. Following the massive ***Star Wars***, there's now ***Empire Strikes Back***. With gameplay that is almost the same as ***Star Wars***, you attempt to outdo the evil Empire. One noticeable difference is the increased sprite size in ***Empire***. According to the nice people on the **Lucasfilm** stand ***Return Of The Jedi*** is in production, but not due for release for a least a year. The other goodie on show was ***The Defenders Of Dynatron City***. A marvel comic, TV cartoon adaptation, ***Defenders*** is rather sanitised, but good mazey, beat 'em up, kinda fun. Released on the NES in the States round May time, and in the UK sometime after that.

M is for mouse, microprose and mighty realistic

✪ **Micropose**, that simulation master, was showing its new Nintendo carts; ***F-15 Strike Eagle*** and ***F-117A Stealth Fighter*** for the NES and ***Super Strike Eagle*** for the SNES. NES ***F-15*** pits you against some unnamed Middle Eastern force 'in stunning 3D, you get to fly dangerous and exciting missions'. ***F-117A*** is the sequel to ***F-15***. Boasting an even greater sense of 3D and realistic air-to-ground and air-to-air combat it should turn out to be the dogs. Allowing you to fly any number of 'bomb the Arab' type missions we must assume that **Microprose** isn't going for high sales in the Middle East. Available October '92.

✪ Currently only a rolling demo, ***Super Strike Eagle*** on the SNES promises to be the most realistic flight sim on any console so far.

SUPER SCOPE 6™

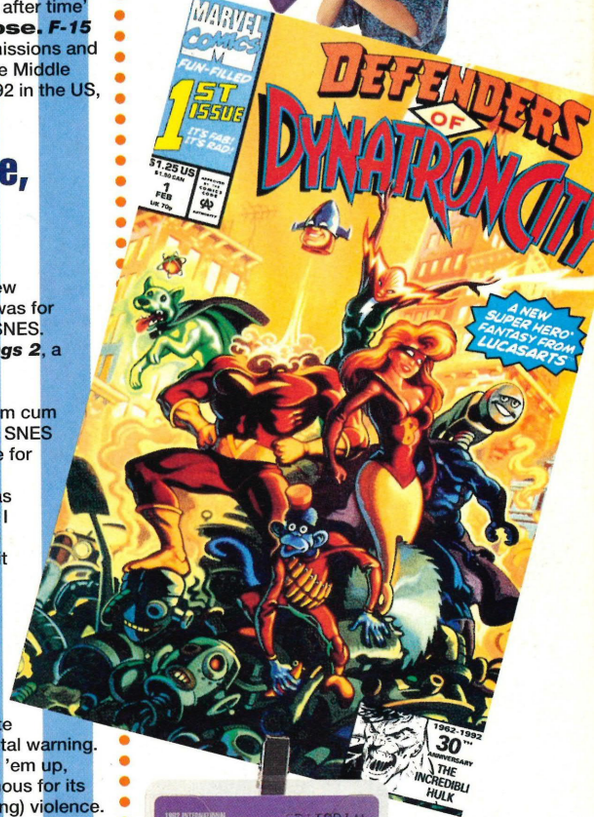
It has an ***F-15*** cockpit and response envelope (stamped, of course) but 'still retaining enough of that hard hitting arcade action to keep you coming back time after time' says **Microprose.** ***F-15*** also offers a wide range of missions and enemies – as long as they are Middle Eastern. Available October '92 in the US, with UK releases to follow.

▲Nintendo's ***Super Scope 6***, an infra-red plastic drainpipe.

N is for nurse, namco and nightmare

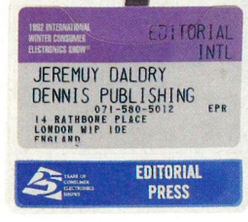
✪ **Namco** revealed two new products at Las Vegas, one was for Mega Drive and one for the SNES. Their SNES offering was ***Wings 2***, a reworking of that old Amiga chestnut, ***Wings.*** *(Surprise, surprise. Ed.)* A WWI flying sim cum shoot 'em up which uses the SNES graphic ability to the full. Due for release in Autumn, the pre-production copy on show was somewhat disappointing but I was assured that lots of little added touches would make it that bit extra special. On the Mega Drive, ***Namco*** has come out with a brilliant version of the old PC Engine smash ***Splatterhouse***. ***Splatterhouse 2*** will be released in the US this Summer and comes complete with blood, guts and a parental warning. Little more than a basic beat 'em up, ***Splatterhouse*** became famous for its pointless (but very entertaining) violence. Watch out for the dead babies that hang from the ceiling and are full of acid. Stuff ***Sonic***, this is what the kids want.

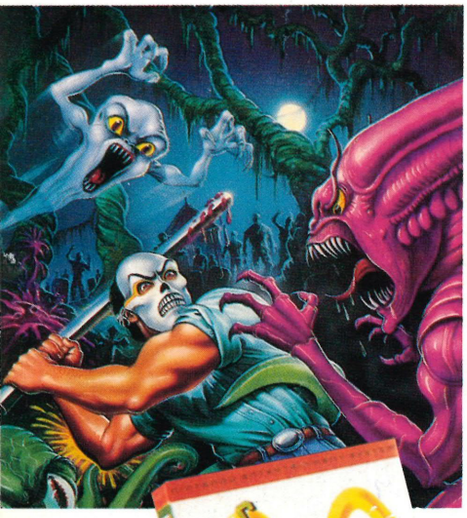
✪ Apparently the Oxford English Dictionary is changing its definition of the phrase 'world domination'. It used to read: 'A desire to conquer large areas of land mass and convert its peoples to your ideology'. It now simply reads



▲ ***The Defenders Of Dynatron City***, a sanitised NES beat-em-up from Lucasfilm.

◀ ***Jeremuy Daldry***, a spelling mistake.



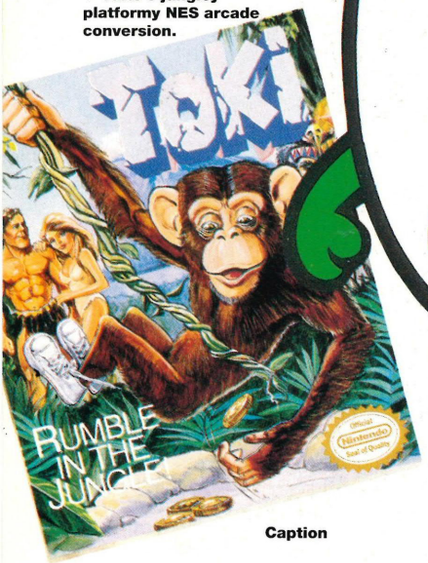


▲ Dead babies full of acid come to the Mega Drive courtesy of Namco's mega-violent *Splatterhouse.*

▶ Wander through McDonaldland in search of the Hamburglar with Virgin's *M.C. Kids.* Then throw up.

▶ Mario's cuddly pet dinosaur, the very wonderful *Yoshi*, now has a Game Boy cart of his own.

▼ Taito's jungley platformy NES arcade conversion.

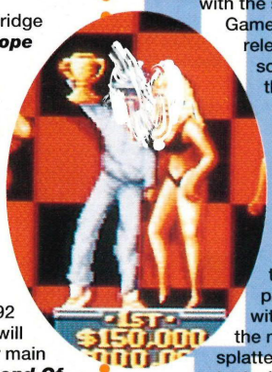


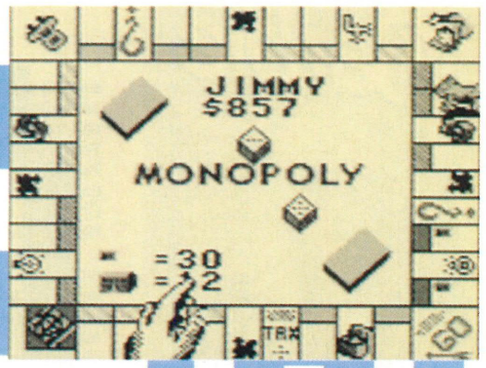
Caption

'**Nintendo**'. **Nintendo** didn't have a stand at CES. Oh no, it had a huge marquee. Over 150ft in length and almost as wide, with some of the weirdest decorations and a half hourly stage show, complete with magician and show girls. Subtle. NES-wise **Nintendo**, unofficially, is winding down its worldwide domination operation and farming out the major software titles to third party developers. The big NES news, however, is the up and coming bundling of the NES with ***Super Mario 3*** under the title of ***The Challenge Set***. This, says **Nintendo** will filter through to the UK in 'due course'. The **Nintendo** hall was quite literally creaking under the weight of new SNES product. Hardware-wise **Nintendo** chose the CES to launch their oddly named bazooka-style ***Super Scope 6*** the 'most advanced game firing device ever developed for any video game system'. Superior to the old, and wildly inaccurate, light gun because of a revolutionary infa-red light sensor. The pack, which will retail State side for $59.95 (or £33.00) and comes complete with a six game cartridge (hence the '6' bit of ***Super Scope 6***) made up of va[illegible] missile command kinda [illegible] and a ***Tetris*** rip off. Sadly no matter how accurate the thing is you can never really forget you've got a plastic drainpipe on your shoulder, and that, dear reader, makes you feel a right burk.

Software-wise [illegible], 1992 SNES product will be lead by four main titles. ***The Legend Of Zelda – A Link To The Past***, an import fave for many months, had its first American showing. Already reviewed widely in the UK press (check out ***Game Zone 4*** for our stonking review) at long last it was nice to be able to read the on-screen scenario. Another import classic, ***Super Tennis*** was also on show; the near biblical game had many journos going moist a couple of months back and will be available in an English version at last. The second of three sports titles that got the song and dance treatment from **Nintendo** was ***Super Play Action Football***, an, unfortunately, rather disappointing American footie game. Thanks to an odd choice of overhead perspective your players appear to be running up a vertical playing field. Very strange. By far and away the best game on show from **Nintendo** (and for my money at the show as a whole) was ***Super Soccer***. With the same perspective and sprite size as ***Super Tennis***, you have a choice of 16 national teams to play an entire range of games, from friendly to World Cup. Both the control of the ball and the movement of the pitch under your feet give an amazingly accurate feel. If you have a SNES, beg, borrow or steal a copy of this game. A true classic.

Just like the NES, Nintendo is so happy with the state of play in the Game Boy court that it released very little new software. Content with third party development, it released just two major new titles; ***Metroid II*** and ***Yoshi***. ***Metroid II – Return Of Samus*** – the sequel to the NES game of the same name. A happy romp through caves, passages and platforms with assorted monsters of the mutoid variety to be splatted into next week. Not content with attempting to get ***Mario*** canonised by the Pope (who, rumour has it, is a ***Mario 3*** addict) **Nintendo** is launching yet another sweet character on the road to international stardom. ***Yoshi*** was ***Mario's*** little pet dinosaur in ***Super Mario World*** and he can now be found starring in a game of his very own. ***Yoshi*** is a puzzle game in the vein of ***Tetris*** with assorted falling things that need to be matched to assorted fallen things. I'm sure it plays better than it sounds. In addition to the unconfirmed rumour of the Colour Game Boy being released this June in Japan the big, exciting news on the Game Boy hardware front is a development by American hardware company **Fabtek** and the Leeds-based software development company **The Source**. In a corner of the **Nintendo** hall, a cart for the Game Boy sat on the **Fabtek** stand. 'Twas a little personal organiser programme, not unlike the **Info Genius** carts reviewed in last month's ***Zone 7***. However, this cart doesn't depend on a menu drive because **Fabtek** has developed a miniature keyboard, turning your Game Boy into the equivalent of a **Psion Organiser**. The *Game* Boy is not an 'Organiser Boy', but there was hushed talk round the stand of databases, programme editors, even word processors. **Fabtek** plans to bring its little box of tricks, tentativly called the **Word Boy**, into the UK as soon as it can get a distribution deal.





▲ Capitalist fun on the Game Boy and NES. Bagsy the car!

O is for octopus, ocean and obstinately silent

✪ Despite repeated attempts to talk to **Ocean**, and getting nowhere, I managed to gather that its ***Addams Family*** game will be released sometime soon on all **Nintendo** formats. All versions follow the tried and tested formula of platform adventure games in the style of ***Mario***.

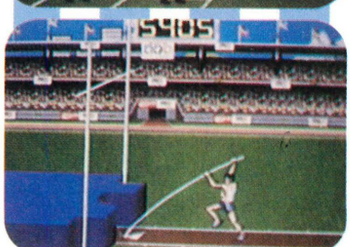
P is for panda, parker brothers and park lane

✪ Better known for their board games than their computer games **Parker Brothers** have stuck to what they know and released versions of their most popular games. ***Monopoly*** the game we all know, love and play once a year on Boxing Day afternoon will be available on both NES and Game Boy formats. ***Boggle***, on Game Boy only, is a version of the word game that train spotter types play when they are not, erm... spotting trains. Both games are planned for UK release, hopefully with UK spellings and street names.

Q is for queen, quest and quite alone

R is for rabbit, rhino and really nothing to say

✪ No matter how hard I looked there were no queens, rabbits or rhinos at the CES. Well, not outside the bars.



▲ US Gold's *Olympic Gold* on Mega Drive,

S is for sun, sega and sonic boom hedgehog

Sunsoft, the American software house that has been big faves with importers for some time, was showing some very nice things at the CES. ***Lemmings*** on the SNES (check out page 32 of this ish for a stonking review) brings all the classic action to the console. ***Batman – Return Of The Joker*** and ***Super Spyhunter*** are both new releases for the NES. ***Batman – Return Of The Joker*** follows the trad platform formula of jump, shoot, jump, fall, die. Great. ***Super Spy Hunter*** is a basic ***Chase HQ*** rip off, except that it is viewed from above rather than from behind. And finally, for the Game Boy, ***Blaster Master Boy***, a graphic adventure with lots of graphic adventure-like puzzles to overcome. A rather disappointing show from ***Sunsoft***.

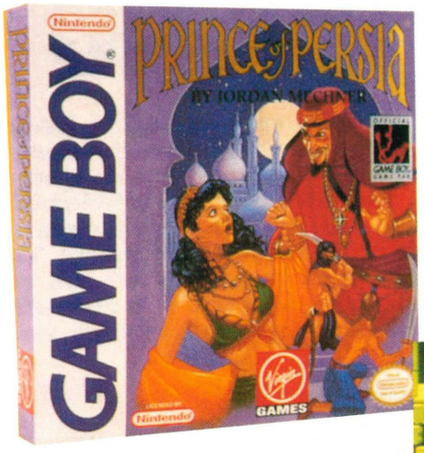
Spectrum HoloByte, master of the PC simulation, has finally taken the plunge into the console market. Starting off with a tentative ***Wordtris***. As you can probably guess, ***Wordtris*** is nothing more than a version of ***Tetris*** with letters. However it's all very well done and retains the original's addictiveness. Both SNES and Game Boy versions should be available pretty soon. The end of this year should see the release of **Spectrum HoloByte's** ***Star Trek: The Next Generation***. Being developed for the SNES CD Rom it's all very hush hush, but is being talked of as 'the best console licence ever.' Oo-er

Sega didn't have quite such a grand stand as **Nintendo**, it only filled half a hall, with more conservative decoration and no singing or dancing girls. Shame. There were some impressive games on show but mainly on third party developer stands, not **Sega's** own. In fact when it comes to the crunch **Sega** launched no new hardware and only two new software carts. Disappointed! What about the ***Mega-CD***, rumoured to be launched at the ***Winter CES?*** Well it was certainly there, but **Sega** had a pretty tight rein on who saw it and members of the press weren't allowed to see the system. (But we've got our own, hee hee.) Now aiming for release at the Summer CES in June and following in the UK at Christmas, if we're lucky. On the software front **Sega's** two new main titles, er... **Sega's** *only* two new titles were ***Evanda Hollyfield Boxing*** and ***Art Attack. Art Attack*** is the first of **Sega's** 'educational' carts. Considerably less advanced than ***D Paint***. The only other **Sega** cart on show was ***Evanda Hollyfield Boxing***, launched by the man himself on the second day of the show, with a great deal of hubbub. Once all the palava had dropped off I had a quick play and can report that ***E. H. Boxing*** is the biggest pile of dog do outside a particular home in Battersea. Due to the poor record of most boxing games in the UK, ie ***Buster Douglas***, ***E.H. Boxing*** may not even get released over here. No great shame.

T is for television, titus and take it away jake

French software house **Titus Software** had their much talked about versions of the ***Blues Brothers*** on all **Nintendo** formats, although only the Game Boy version was anywhere near finished. A traditional platform game, saved from the dustbin by the high level of humour injected into the tired old formula and a great soundtrack to boot.

Tradewest, who is best known in this country, for the excellent ***Battletoads*** on the Game Boy was showing the NES and SNES version of the excellent all-amphibian action game. Both are still in production but they're looking pretty far out. Sadly neither version has a UK release date, so it's a matter of trekking down to your local grey importer. Also on the **Tradewest** stand was the arcade gem ***Super Off Road,*** for the SNES. True to the original in almost every sense and still a classic.



Taito had possibly the most entertaining stand of the show. To celebrate the launch of ***The Flintstones***, just one of its three NES titles launched at the show, its entire stand was like a prehistoric cave. The game which, to give it it's full title ***The Flintstones – The Rescue Of Dino And Hoppy. Bedlam In Bedrock***, (gasp) follows the exploits of ***Fred Flintstone*** in his attempt to find the lost pieces of a time machine, so that he can rescue all his pals. Very sweet. Their other titles ***Toki*** and ***Kickmaster*** are, respectively, a classic arcade platform game and a standard action beat 'em up.

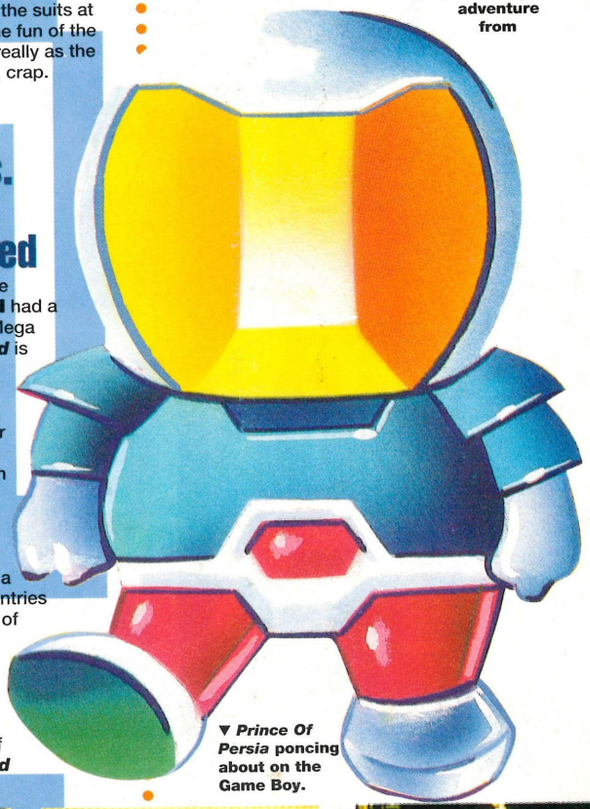
The only major third party producer of **Lynx** carts, ***Telegames***, was at the show displaying its latest project ***The Guardians Storm Over Doria***. Publicised as the first traditional role-playing game for the **Lynx**, it boasts a massive two meg cart. You play any one of four main characters who must journey over the land of ***Doria*** in an attempt to find and save Quellin, the Master of Mystical Arts. Released in the US this March, look out for it in the UK some time this Spring.

Tengen was showing two new games for the Mega Drive. That old chestnut, ***Rampart*** in all its cannon splatting goodness plus a rolling demo of its arcade conversion ***Road Riot 4WD*** which, according to the suits at **Tengen**, contains all the fun of the arcade original. A shame really as the arcade game was, largely, crap.

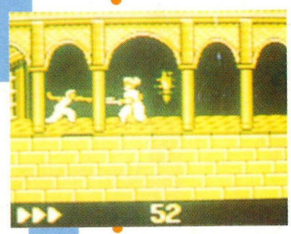
U is for umbrella, u.s. gold and ugh almost finished

Brummie-based console wonder kids **U.S. Gold** had a couple of earth-shaking Mega Drive titles. ***Olympic Gold*** is the only official ***Barcelona '92*** licence. Following the ***Track And Field*** formula, but with far better animation and gameplay, you compete in over seven events; 100 meters, 110m hurdles, hammer, archery, pole vaulting, diving and 200m freestyle swimming. With a choice of 16 different countries and many different levels of play, ***Olympic Gold*** is bound to keep you up nights. Released around June time. Also on the **US Gold** stand was the Mega Drive version of that golfing classic, ***World Class Leaderboard.*** To be released imminently. There was also talk of ***Outrun Europa*** coming out on the Game Gear this year.

▼ ***Blaster Master Boy***, the porky orange hero of a Game Boy graphic adventure from

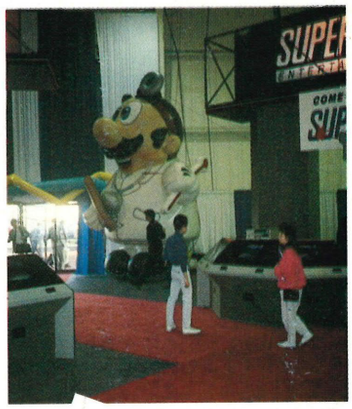


▼ ***Prince Of Persia*** poncing about on the Game Boy.

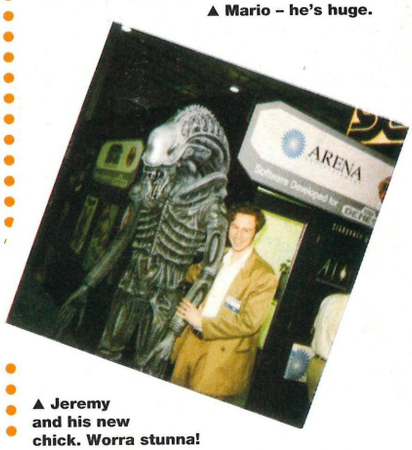


V is for violin, virgin and very nearly the end

Good grief, there really is no stopping the **Virgin** empire. Airlines, record shops, condom suppliers and an ever increasing amount of brill software titles. At the Winter CES, there was a pile of NES titles and a lesser, yet equally impressive, pile of Game Boy and Sega titles. The NES pile included ***Greg Norman's Golf Power***, an 18-hole golf game with more clubs than the sea front at Corfu. ***Robin Hood*** is the console game follow up to the film. A graphic adventure in the mould of ***Zelda,*** you as the dude in green attempt to overcome the evil sheriff and distribute health, wealth and happiness to the poor. ***M.C. Kids*** is a platform adventure, not unlike ***Mario,*** but featuring two street-tuff dudes who search ***McDonaldland*** in search of the ***Hamburglar***. ***Prince Of Persia*** is the graphic adventure to end all graphic adventures. Also available on the Game Boy, ***Prince Of Persia*** looks pretty impressive. Due to **Virgin's** Sega commitments the NES titles have no planned UK release. However Sega-wise, Virgin's excellent ***Terminator*** is due for release any time now. And jolly good it is too.

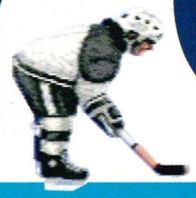


▲ Mario – he's huge.



▲ Jeremy and his new chick. Worra stunna!

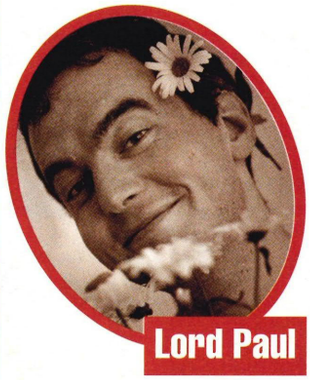
revi



FUEL

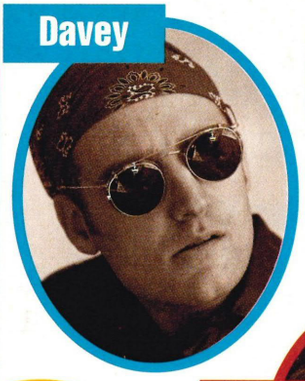
the cartridge family

By day they're the *Game Zone* reviewers, but at weekends they don flowery clothes and board a psychedelic tour bus 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 tuneful octet's trusty tour bus needs replacing so they are scouring the papers for something more mechanically sound. What that money were no object, eh?



Lord Paul

Jeremy



Davey

Jackie

Viv

Dunc

Patrick

Janey

Lord Paul "Here's a good one," announced Paul, pointing to the Vans And Trucks column of The Cartridge Family's local paper. Everybody huddled around and Paul read, running his index finger along the words: "For sale, three litre multicoloured bus with flower murals on sides, roof and bonnet. Slightly tatty but starts first time, every time, even on freezing cold mornings. Six months MOT and tax, trendy seat covers, a bargain at £800." Paul closed the paper. "It sounds just like our bus," he said. "It is our bus," said Jeremy.

Jackie "How could you write that?" demanded Jackie. "Aww, come on," replied Jeremy defensively. "If I hadn't we couldn't have asked for as much." Jackie wasn't impressed: "I don't care. It's a blatant lie. Our bus never starts first time on cold mornings or even on warm mornings. It never starts at all, most of the time." Her voice became louder. "If a poor person came to see it and £800 was all they had in the world, you'd sell it to them anyway, wouldn't you?"

Jeremy "Of course not," said Jeremy. "Or I'd drop the price to £600." He was lying. "I don't believe you," Jackie guessed correctly, "you just want as much money as you can get... 'Screw everyone else', that's your attitude through and through." "No it isn't," lied Jeremy, again. "Don't forget, charity starts at home," said Jackie. Nobody knew quite what she meant by this, but it did have a very Cartridge Familyish ring to it so they all nodded. After a brief silence Jeremy apologised. "Okay then, if a poor person wants to buy the bus, we won't let them. We'll only sell to a rich person," he fibbed.

Viv "But I doubt that a rich person would be interested in our bus to begin with," said Viv. "Why would someone want a cheap multicoloured tour bus if they could afford a brand new one and have it painted professionally? The only people who will answer our advert are struggling artists." "Yes,"

ews

said Janey, "or homeless people with leprosy." Jeremy disagreed. "Not necessarily," he said, "but anyway, we won't be able to afford a new bus ourselves unless we can sell the old one. Let's say £500 to a poor person, £800 to a rich one."

Patrick "I agree with the girls on this one," said Patrick, "and it's not just the moral issue either. The way I see it is that our careers are at stake." Jeremy wanted to know why. "Well," continued Patrick, "our image is built around the fact that we're very nice people." "We are very nice people," interrupted Jackie. "Quite," said Patrick, "and if we sold a dodgy bus to a poor person, even for £500, then the papers would get hold of the story. Imagine the headlines. We'd never be asked to do a charity gig again."

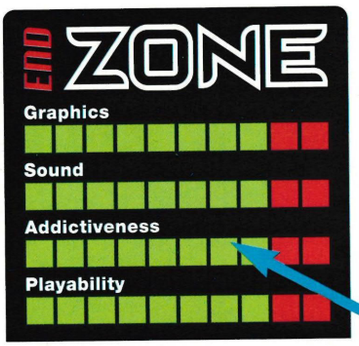
Davey "Patrick is right of course," said Davey, "but maybe this time we're going to have to do something that isn't particularly wholesome. Think about the alternatives." They thought, but looked a bit confused. "It's simple," said Davey, "if we don't get £800 for the bus then we can't afford a new one. As Viv said, a rich person won't be interested, so we'll have to sell to a poor person. If we charge the poor person £500 then we won't be able to afford another bus and our touring days will be over anyway."

Janey "But I couldn't sleep at night knowing that a trustworthy poor person had believed the bus would start first time for however much money. Imagine the next morning, after they'd bought it. The starter motor would whine and whine until the battery ran down. It'd be raining outside. Or snowing maybe. There'd be loads of poor children on the bus too, some of them very possibly blind or crippled, all expecting to go to the seaside. They'd be saying 'We forgive The Cartridge Family, although they must hate us so very much'. They're all so brave. I can't bear it." With this Janey burst into tears.

Dunc "Oh dear," said Dunc as Janey sobbed uncontrollably. Her little 'imaginary scenarios' often went over the top, but this was an endearing personality trait – part and parcel of being the damned fine tambourinist she was, riding on a wave of emotion 100 percent of the time. "There's only one thing to do," said Dunc, "and that's to abandon thoughts of a new bus." Even Jeremy agreed. Janey's blubs could soften the hardest of souls. "We'll keep our bus," Lord Paul commanded . "We couldn't have got a new one for less than 3000 quid anyway," added Duncan. Everyone cheered and sang a song.

The Partridge Family*

*Dodgy dealers who'd sell their granny in order to buy a multicoloured tour bus.

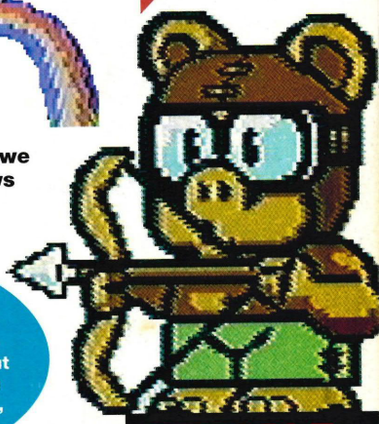


Scores are broken down into four categories, Graphics, Sound, Addictiveness and Playability. In each of these categories the game is scored out of ten and it all looks a bit like a graphic equaliser. It does so too, we spent hours designing it.

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.)

end zone

Okay before the fun starts, here's the boring bit. The bit where we explain how the whole reviews fandango works. All human knowledge is here. (Almost.)



CONSOLE

HANDHELD

IMPORT

game zones

Games reviews are divided into three different categories. Console covers the big, sit-on-the-table-and-look-threatening machines whiel Handheld takes a peak at their pint-sized relatives. Finally the wacky world of Import, games which haven't been officially released in this country but are available from the so-called Grey Importers.

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

We live in a disposable society. We also live in a very messy office. For both these reasons a game has to be fairly special not to be binned or lost within thirty seconds of being reviewed. Here are a few of the games that get loaded up for extra curricular activities.

1. **John Madden '92** Mega Drive
2. **Sonic The Hedgehog** Game Gear
3. **SF Soccer** Super Famicom
4. **Rainbow Islands** NES
5. **Addams Family** Game Boy

NINTENDO NES

new zea

MEGA ZONE

"Brilliant! At last the Kiwi's personal contribution to world culture goes beyond shoe polish and a fruit," said an excited *Jackie Ryan* after a session with her flightless feathered chums in the new Ocean cart, *New Zealand Story*.

New Zealand Story is a coin-op conversion which is essentially a left/right/up/down/multi-directional scrolling, platformy bow and arrow 'em up, in which you play a cute and cuddly kiwi called Tiki. The idea is really very simple. There you are, living peaceably alongside all your other Kiwi pals on the two islands, North and South, that make up New Zealand, when along comes Wally Walrus and kidnaps all your chums, including your chick. You, of course, must rescue them. To do so you have to negotiate five platformy worlds while shooting everything in sight and collecting weapons, power-ups and different modes of transport as you go.

Extra power-ups are essential, as to do battle against Wally's gang of cronies, you'll need more than just the basic bow and arrow set you start off with. Oh, and if you do manage to make it through all five worlds in one piece, (as opposed to 637 1/2) your eventual reward will be a touching reunion with your girlie Kiwi pal, Phee Phee!

What? That was all a bit too fast for you? You don't understand? Tch. Well, let's try again.

Right. For years and years now, you, a Kiwi called Tiki, and your fellow flightless friends, including your girlie Phee Phee, have been living in peace and tranquillity on a couple of very pretty, but pretty empty islands on the other side of the world ie. New Zealand. *(Blimey! Are you sure you're not moonlighting for the New Zealand Tourist Board? Ed.)* Sadly however, as is the way with such things, one day, all that peace and tranquillity stuff is brought to an end. Why? Well, Wally the hard-up walrus, being a bit down on his luck, decided there was a quick killing to be made in Kiwi trafficking. So dropping into your Kiwi colony by balloon one afternoon, he proceeded to dump all your pals into one huge sack, before flying off with them and finally selling them to zoos throughout New Zealand for that extra bit of dosh. You of course, being the heroic kind of bird that you are – set off to rescue them. Got all that so far? Good.

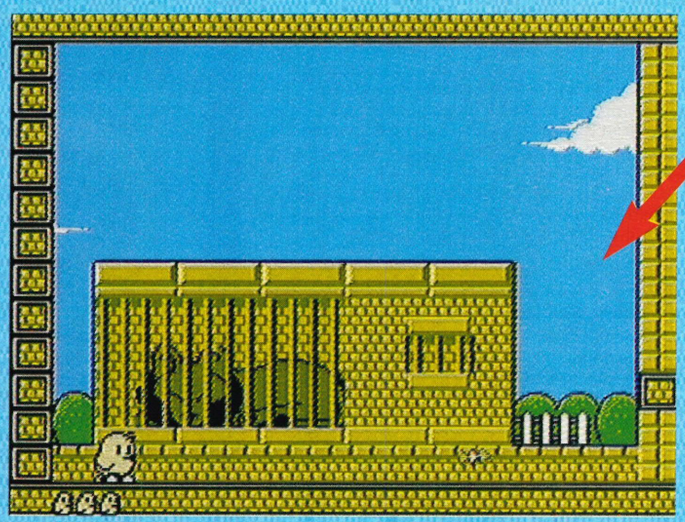
Now to rescue your chums you must negotiate some platformy worlds. There are five in all and each world is actually based on a real location in New Zealand and contains characteristics inherent to that part. For example, Auckland, which is world one, is a bit of a city scape environment. Mount Cook, which is world four, contains a volcanic region and a sub-zero mountainous region and so on.

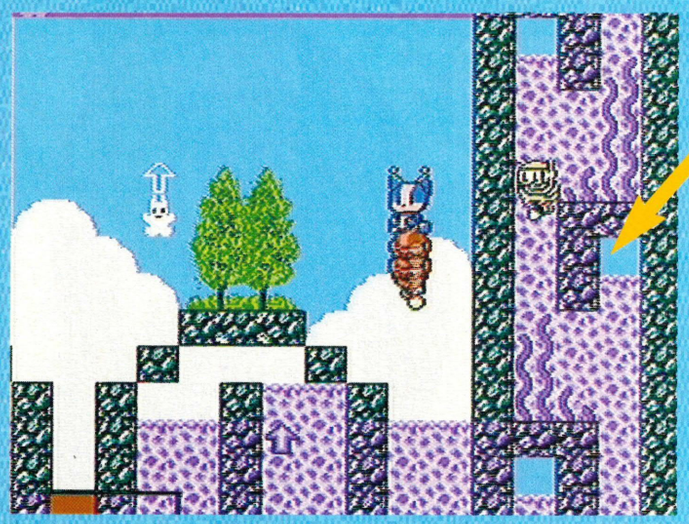
Even though in some ways each world is very different from the others, it is also very similar. Each one for example is sub-divided into levels numbered 1-1, 1-2, 1-3 and so on. And each is also made up of a complex maze of platforms and ladders which take you up, down, around and across all sorts of things, with arrows indicating the direction you want to go in when it isn't entirely clear. There are spiked ceilings and floors to avoid, thorn bushes which prove fatal to the touch, numerous holes to leap and even underwater parts to swim through. And at the end of each level, you'll find one of your cute little Kiwi friends locked in a cage. Jump on his cage to release him and move onto the next level.

So that's that. So what else? Ah yes, very important this next bit. You see, to finish the game, you

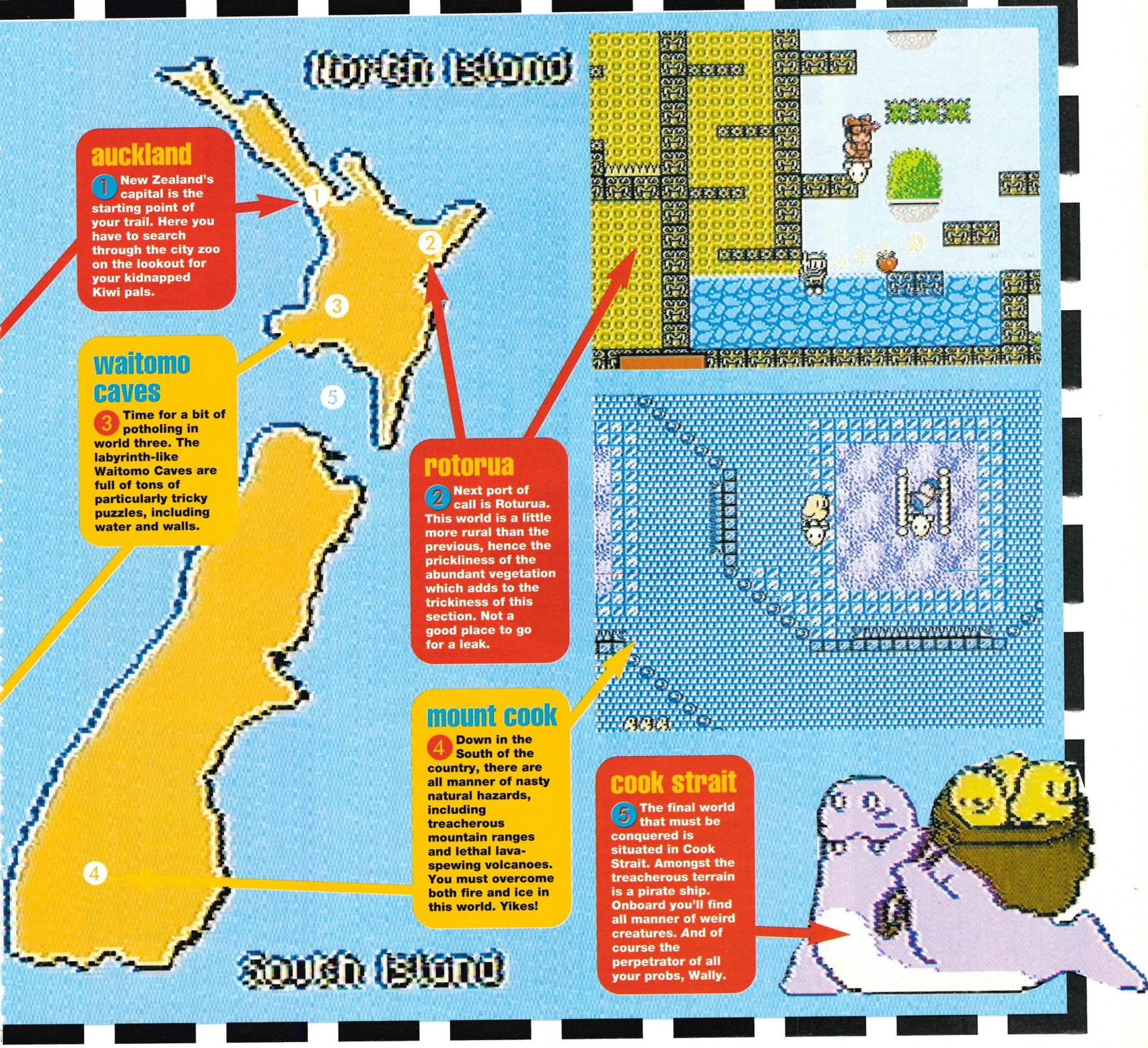
tourist trail

Tourists eh? Don't you just hate them. Not only do they keep the entire useless ornaments industry alive and kicking, but they always carry those enormous back packs with them which knock you into the path of oncoming traffic when they suddenly turn to stare at some totally uninteresting piece of masonry. Tch. So, to prevent you from making such embarrassing gaffs on your tour of New Zealand in Ocean's great little new game, *New Zealand Story*, just make sure you follow our five part tourist trail.





land story



auckland

1 New Zealand's capital is the starting point of your trail. Here you have to search through the city zoo on the lookout for your kidnapped Kiwi pals.

waitomo caves

3 Time for a bit of potholing in world three. The labyrinth-like Waitomo Caves are full of tons of particularly tricky puzzles, including water and walls.

rotorua

2 Next port of call is Roturua. This world is a little more rural than the previous, hence the prickliness of the abundant vegetation which adds to the trickiness of this section. Not a good place to go for a leak.

mount cook

4 Down in the South of the country, there are all manner of nasty natural hazards, including treacherous mountain ranges and lethal lava-spewing volcanoes. You must overcome both fire and ice in this world. Yikes!

cook strait

5 The final world that must be conquered is situated in Cook Strait. Amongst the treacherous terrain is a pirate ship. Onboard you'll find all manner of weird creatures. And of course the perpetrator of all your probs, Wally.

pick me ups

Shoot any one of the hundreds of baddies in the game and you'll reveal an icon. But what does this icon mean? And more to the point is it worth picking up? Read our *Game Zone Guide To Pick Me Ups* and find out.

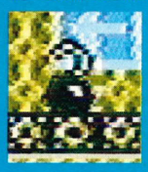
apple pie

Common as, er, something that's very common indeed. These apples are worth 500 points. Collect enough to earn yourself over 100,000 points and you'll get an extra life.

book 'em danno

Pick up this unassuming looking tome for a brilliant smart bomb effect. It'll kill all enemies on screen, while still leaving behind whatever they are carrying. Excellent!

bombing it



Bombs away! Some stiffs will reveal these rather useful little explosive devices. Only good for about six Kiwi lengths though.

staff and nonsense

Not much good for goat herding, but extremely useful for a kiwi in distress. Pick up this magic staff and you'll be unbeatable against any assailant – as long as you continue to flash that is.

shooting from the hip

A proper weapon at last. This laser gun fires a well hard beam which can even fire through walls. Smart!

time after time

Freeze the pants off your enemies – or at least stop them moving for a short while with this useful watch icon.

Yo! Don that fluorescent rubber suit and delve into the depths – your pal's in sight!

You see, to finish the game, you must shoot everything in sight. You, as you'll recall, are out to rescue all your mates from the clutches of Wally Walrus and his cronies, but the only way to do so, is to battle your way past the sheaves of oncoming baddies out to stop you. So get out your trusty old bow and arrow and shoot everything that moves.

Don't worry, there's plenty of fodder for target practice. Each world is populated by literally hundreds of baddies ranging from sheep to pigs, to penguins and tortoises. All are cutely drawn and nicely animated and though they are hardly the most horrific collection of baddies to be found, they pack some pretty lethal punches. Appearances are definitely deceptive in this game. Flying teddies are notorious axe throwers, boomer roomers are rather nifty in the boomerang chucking department and there are spear throwers, bomb chuckers and fireball flingers to boot. As for the big boss characters to be found at the end of each world, they are so hard, they're pretty difficult to defeat. Not only that, they also range in weirdness from ice whales to seals to ships! Biiiiizaaaaare!

In fact, a lot of this game is extremely weird. Half the baddies spend a lot of their time floating around on balloons and sheep heads. Very, very strange. Still, at the same time, very, very useful to you. If you can't be bothered to go for the baddie, you can go for his balloon instead. It'll have exactly the same effect ie. annihilation.

Oh yes, one last thing. Don't forget to collect weapons, power-ups and modes of transport as you go. We've established that shooting everything in sight is quite a good tactic if Tiki ever wants to see his friends and chick alive again.

But blasting everything in sight is not only useful for getting rid of enemies, it's also useful when you're trying to collect new weapons, power-ups or different modes of transport. Shooting most baddies produces an icon with a picture of a weapon or a power-up on it. Touch this icon and you will be credited with this extra weapon or power-up and therefore more firepower to help you progress further. Kill more baddies, collect more icons and you'll get further again and so on. Icons (and therefore weapons and power-ups available) include bombs, laser guns, magic books and magic staffs to name but a few.

Oh and as for changing your mode of transport from time to time – that's easy enough too. If you need to reach the murky bottom of the sea, simply dive in and you'll automatically don your diver's mask and take to the depths. If you need to access areas that are higher up a level, either leap aboard a passing balloon or hijack a sheep head from one of the terror teddies patrolling the skies.

So there. Is that clear enough for you? Good.

Well, having done all that means there's not much more to explain to you now, is there? Apart from the fact that *New Zealand Story* is converted from the cutesy colourful Taito coin-op, which means, not surprisingly then, that the graphics on the NES version are cutesy and colourful too, as is the gameplay, the music, in fact the whole blinkin' shebang. It's also one of the funniest, addictive and well put together platform carts since, well since *Mario* really. The pace is relentlessly fast and furious, the puzzles take some figuring and it's got that all-important 'just one more go' factor. A classic cute, weird and wonderful platform pack. E

Verdict

Cute, weird and wonderful.

nasty boys

The boys to avoid. You wouldn't want to meet these down a dark alley. But be prepared, or dib, dib, dib, as the Boy Scouts say.

soldier crab

Creeping along sideways, these weird crustaceans with their bouffant hairstyles spit missiles to their hearts' content.

flying teddy

These fearsome fly boys will let rip with an axe or two, thus destroying all those cherished childhood memories of teddy bears' picnics etc. in one fell swoop.

boomer roomer

Yikes! It's the rozzers. Except it's not. It's actually a boomer roomer man ie. he's quite good at throwing the odd bendy stick or two.

prickly

Double the trouble, pricklies split into two and freeze you on contact. Avoid.

angle bat

The battiest of the lot, angle bats dive from the roof spitting triangle-shaped eggs of fire. Fang-tastic.

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 90

Out: Now **Price:** £42.99
Publisher: Ocean

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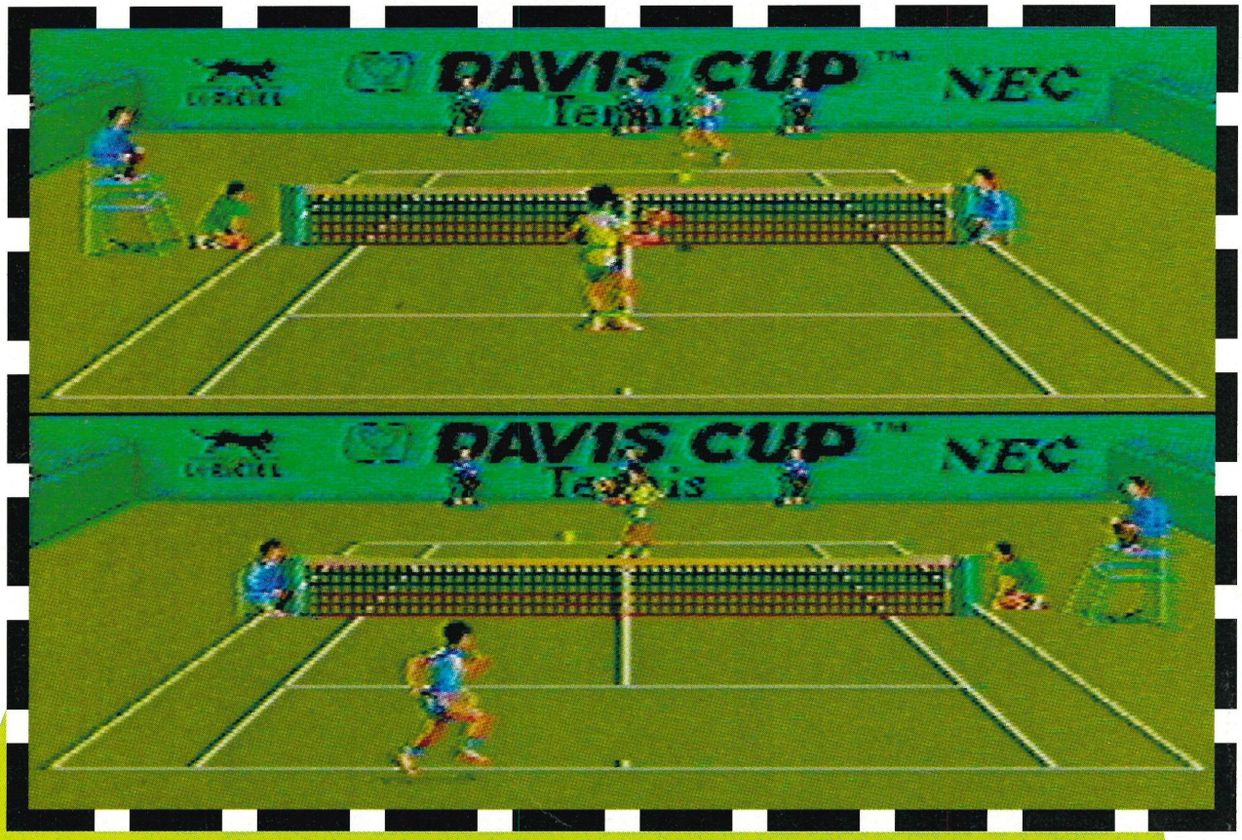
davis cup



Davis Cup! What about Davis saucers, plates and even a silver soup tureen? Perhaps he's a few soup bowls short of a set.

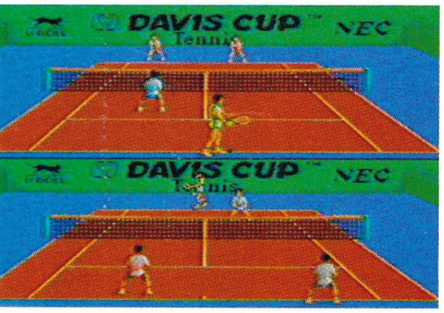
PC ENGINE

MEGA ZONE

The snow-ploughs are on full alert. The roads are salted. Brass monkeys are all indoors. Need to take your mind off this winter misery? *Ian Ross* did and reminded himself of the lazy, hazy days of summer with *Davis Cup*.

What better than a nice game of tennis? Smell the strawberries, taste the barley water and hear the pig-like grunting of Monica Seles in action. (She's almost as loud when she plays tennis, I've heard.)

Davis Cup is a tennis simulation for one to four players using a pretty damn nifty split screen which eliminates the 'I couldn't hit the ball because I'm the little tiny man at the top of the screeen who can't judge where the ball is' syndrome.



Tennis, what a load of balls eh?

Before play begins the player is presented with a wealth of options: number of sets, game speed, court surface, tournament (such as Davis Cup or Exhibition Match) and suchlike. You can also design your own player as you see fit, sharing a set number of skill points between attributes like forehand, smash and volley.

The country of origin can even be selected – an important choice because in doubles or the Davis Cup you must select your partner from the same country. Choose Czechoslovakia and the world number one 'Ivan' can be on your side or if you're confident pick New Zealand and 'Michael' is your man (ranked 27). Don't go looking for Britain as an option – we are to tennis what Bernard Manning is to athletics.

The game itself is as playable and enjoyable as they come. The control method consists of holding down the button to swing the racquet back and releasing it to strike the ball. While the button is pressed, direction and spin can be applied. It sounds tricky and initially it is, but it is easy to pick up and flamboyant shots are soon ripping from your racquet like... well a bit like they come ripping right back if you play the computer.

The movement of the ball is amazingly realistic – it even bounces just as you would expect and changes in size as it goes into and out of the screen. Shots which strike the net and trickle over (or not) add to the realism. The large main sprite's movement is nifty but jerky.

Nice touches are everywhere, from the showers to the hospitality suite... *(Control yourself Ross. Ed.)* sorry, from the players standing at attention to their own National Anthem to the line judge raising a hand to indicate a fault.

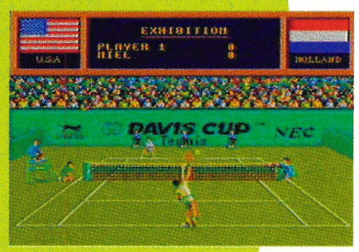
verdict
A winner all the way down to the baseline.

Playability apart, the next best thing is the sound. There is a good, satisfying 'thwack' when the ball is struck and enough digitized speech to fill centre court at Wimbledon. The plummy voice indicates the score or things like 'set point' etc and sounds like Dan Maskell meets Akira.

Each player has his strengths and weaknesses and the wide range of shots – smashes, lobs, volleys and dropshots – ensure there's never a dull moment.

Undoubtedly the best games are doubles with four human players. Make sure you pull your weight or you'll feel your partner's elbow in your ribs or worse. However, even a solo player will be drawn back for more by the various competitions.

When the chalk dust has settled, what's left is a very playable game notable for its exceptional sound effects. PC Engine-owning sports fans shouldn't miss this and for tennis fans who don't have an Engine, this is as good a reason to buy one as you'll get. E



Service with a smile?

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 91

Out: Summer **Price:** £tba
Publisher: Loriciel

MISSION: IMPOSSIBLE™

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desert strike

MEGA DRIVE MEGA ZONE

SUBJECT:
Duncan MacDonald, Game Zone.
PRIMARY OBJECTIVE:
To write an accurate and objective three page review of *Desert Strike*, the all-action helicopter shoot 'em up from Electronic Arts.
SECONDARY OBJECTIVE:
Not to make any Mike Smith jokes - they're a bit old hat these days.

Oh dear... writing three pages about a helicopter game without mentioning Mike Smith is not the easiest of tasks. Okay, so he crashed his Jetranger into the trees getting on for three years ago, which hardly makes for topicality – but the trouble is that nobody else has crashed a helicopter since. No-one with any 'humour value' anyway (although I hear Roy Walker of *Catchphrase* is taking flying lessons, so keep your fingers crossed). Still, orders are orders, so let's forget the nine Mike Smith jokes I'd originally planned to tell you, and move straight into the scenario. Here, without further ado, is what's been happening in the world of *Desert Strike*.

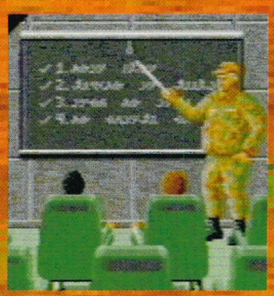
ATTACK: An evil Middle Eastern military dictator has attacked a small nearby nation.
BASTARD: He's a bit of a bastard.
DESTRUCTION: He destroyed a lot of property during the attack.
SLAUGHTERED: And slaughtered loads of people, too.
ENSLAVED: Those that weren't killed have been enslaved.
TORTURED: Those that weren't enslaved have had their 'gentleman' electrified.
KILLED A DOG: Yes, this bloke is so evil he even killed a keenly intelligent border collie called Scruff.
SET FIRE TO A RABBIT: And torched a tiny bunny called Hoppity.
SARAH CRIED: Hoppity was Sarah's rabbit. Sarah is seven years old. She was forced to watch her beloved pet smoulder.
LAUGHED: But the dictator cackled maniacally, showing no mercy.
WOODEN CLUB WITH NAILS IN IT:... *(Er. That's enough about the scenario now. Ed.)*

THE MADMAN'S SECRET BUNKER

Loyd Grossman alert! Block up that keyhole, quick!

So that's that. An evil dictator has taken over a neighbouring country, but due to the tense political geography of the area the United Nations has been unable to take direct military action – and so sends in a lone Apache helicopter gunship for a bit of covert retaliation. Sound familiar? It's sort of Iraq really isn't it? With maybe a bit of Iran bunged in for good measure. If you want added proof just look at all the sand. See? Loads of the stuff. And the fact that the game is subtitled 'Return To The Gulf' doesn't exactly harm matters. Yup. If that's not Iraq or Iran then I'm Paula Abdul.

Hyde Park boating lake was never like this.



For the last time, 3+5=8. Ok?

Do the world a favour: napalm your local Scout camp. Dib dib dib.

Oh *hello* sailor. "On the good ship Lollipop..."

guns and stuff

Your AH-64 Apache Attack Copter has three types of weapon on board, a gun, some missiles, er, and some different missiles. What are their strengths and weaknesses though? Read this and you'll know...

Guns are cheap, cheerful and not very powerful, but you get lots of bullets to fire. You can destroy a building with your guns if you have to, but it takes about 83 trillion shots. *(84 trillion actually, you obviously lost count. Ed.)*

Fairly decent little missiles, these hydras, and they can take out most objects with a couple of hits – but their range. Oh dear. It's not very good... you have to move in so close that the enemy could offer you a banana milkshake and a plate of coconut biscuits (if they were of a mind to).

Hellfires are the boys... their range is as excellent as their destructive potential. Unfortunately they're a bit like the purple Quality Streets with the hazelnut in the middle: they're the ones you really want, but there aren't very many of them. If you can resist the urge to let them all off immediately, then well done.

scrolling and isometrics

Look at the screenshots and then tick one of the following boxes:

■ *Desert Strike* is a viewed from the side vertical scroller.

■ *Desert Strike* is a text only adventure game.

■ *Desert Strike* is a multi-scrolling isometric viewpoint game.

Well? Have you ticked a box? You haven't bothered have you, but who can blame you, because the answer is blindingly obvious to all but the most feeble minded; it's isometric, and scrolls about all over the shop. You see your copter from, well from the view you can see in the screenshots. (Sometimes words are so unnecessary there's no need to write a thing – apart from the fact that the scrolling is as smooth as a baby's bottom, of course. It's a glitch free zone.)

missions, missions, missions

A shoot 'em up of this type would be useless if you weren't given missions – after all, flying aimlessly about can get rather tedious after a few minutes. So here's the good news: there are missions aplenty. Fifty in all – five different levels with ten missions apiece. So what shape do these missions take? Well, it's like this, with the easiest level as an example.

That's right, it's the map.

first, the map...

Level one opens (as do they all) with a map screen (which can thankfully be re-accessed instantly at any time during the game). Everything you need to know is here. The D-pad cycles through the different targets, telling you what they are (in text at the bottom) in which order you should attempt them (yes, little numbers) and also where they are (in the form of flashing icons on the map itself). Your helicopter's position, meanwhile, is highlighted at all times by a small white cross. With this information at hand, tactical decisions regarding routes are fairly simple to make: "It's north to the radar installation, but as that passes over a SAM site I think I'll go west over the sand dunes, and then north-east over the village instead." That sort of thing.

Not exactly taxing on this first level, eh, but wait for the later ones where just about any route leads over one trouble-spot or another. (You occasionally feel that the only safe way in would be to go via Cape Horn and then under the Mediterranean Sea.)

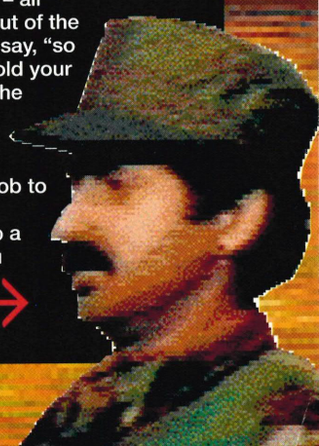
A brilliant thing about *Desert Strike* is that while you do have to complete all the missions to finish the level, you don't actually have to take them in the order suggested. The first instruction may be to 'destroy the radar installations'. Sensible, yes, but if you're feeling particularly gung-ho you can take out the enemy HQ before anything else. You can save the radars till last if you want to be particularly cantankerous.

What sweet little houses. I know, let's blow them up.

Look, I told you to turn right at the cactus...

the enemy is everywhere, er, but they're not always the enemy...

Not only do you have to worry about tanks, SAM sites and things, but also the little geezers with guns and bazookas. That's right, little men, like the people out of *Populous* or something – all intent on blowing you out of the sky. "Simple," you may say, "so I kill everyone I see." Hold your horses though. Not all the little people are enemy soldiers, and as well as causing mass scale carnage, it's also your job to rescue people. For instance, if you blow up a prison of war camp you may notice some soldiers fleeing for →



THIS MONTH'S TOP TEN PLACINGS

NAME	GAME	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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B-MISSION

make your own attack helicopter

Everyone wants their own AH-64 Apache Attack Helicopter, but the only way to get your hands on a real one is to join the American Marines, a lengthy process, which will be hampered by the fact that you're probably not American.

ARMOR 500

But there's another way. You can 'make' your own Apache – out of a car, of all things. Here's how.

1 Take a car, any car. A family saloon or a nifty little coupé. A Volvo or a Datsun. It doesn't matter – just as long as it can take a roof-rack.

2 Paint your car in camouflage colours. Emulsion paint will do, greens and browns – the cackier the better (and you can use a paintbrush, because the rougher the job, the more battle-scarred the finished 'copter' will look).

3 Paint the roof-rack black and attach it to the roof. Paint skulls along the side of it in silver or light grey.

4 Scour your local newsagents for rockets, firework rockets that were left over from Guy Fawkes night. Buy as many of these as you can afford – but preferably ones which will go 'bang' rather than 'pop' when they explode.

5 Buy a couple of two foot lengths of steel tubing and tie them to either side of the roof rack, so they jut forwards (and up slightly, at an aggressive angle).

FUEL

6 Insert the rockets' sticks into the tubing and go for a drive, making sure your spare 'ammo' is within easy reach on the rear seat.

7 If you see a likely target (ie. an Austin Metro) then wind the windows down, light the blue touch paper, and then quickly wind the windows back up again. Whooooooosshh... BANG!!!

LOAD

8 Reload and drive until you find another target. You're in business as they say. Your Attack Helicopter may not actually be able to fly, but it can most certainly attack.

LIVES 3

their lives... it's because a) they're on your side, b) they know that you know they're on your side, and c) they know that Americans often kill allied troops, especially in Gulf regions. At times like this restraint is in order. Don't fire. If you hover directly over them, a ladder will lower itself from your copter and up they'll come. Hoorah. Saviour.

a hostage in need is a friend indeed

At the beginning of the game you're asked to choose from one of five co-pilots – these are the people who operate the winch and aim the weapons. With a crap co-pilot in tow you're jiggered, because not only might his winching capabilities be under par, but he might also be a lousy shot. Unfortunately the only co-pilot who's actually any cop has been reported missing in action. He's out there somewhere, in the desert, just waiting to be rescued – so be alert, because if you do somehow manage to find and save him you can add him to your crew. If you find but accidentally kill him he'll, well, he'll be dead, obviously, and a good but dead co-pilot is worth even less to you than an alive but crap co-pilot. Bear this axiom in mind – it's the first thing real pilots are taught when they join the Marines.

any gripes then?

That's enough of the scenario let's have a bit of that review stuff. *Desert Strike* is a brilliant game, and it's definitely worth buying – I'll say that here and now. The graphics, animation and sound are smart and there's a good feeling of involvement due to the open ended, non-linear gameplay. Toppish marks. So what do I do? Do I stop writing and leave a large portion of this page blank? I could do, couldn't I, but I won't. What I'll do instead is have a moan about all sorts of unnecessary things. Why? Why not, basically. I'm sick and tired of Electronic Arts producing great games all the time. Let's get whingeing then.

GRIPE ONE: I saw screenshots of this game ages ago and thought "Brilliant, you'll be able to take off and land – and crash into the ground." But you can't. You have no vertical control over your helicopter whatsoever. Not even a femtometre. It stays at a constant height and the only way you can affect a landing is by either completing a mission or getting blown to smithereens.

GRIPE TWO: The difficulty curve is a bit of a funny one, and happens mainly between levels one and two: level one is very easy and then level two is suddenly very, very hard (and after that it's all a bit impossible). Now I don't mind this personally (being incredibly skill of course), but I have spared a thought for slightly useless people because they aren't going to get very far. Still, it's their fault for being crap I suppose.

verdict
Another EA classic, curse them!

GRIPE THREE: This thinking of gripes lark is getting tricky. Er, well, I hate the bloke in those crap Rover adverts on the telly – and I blame Electronic Arts for that. And have you seen the George Bush 'Come To America' ad? Well, at the end there's a legend which reads something like, "Feel Free To Look Around" (I forget the exact wording). The thing is that after the word 'around' there's a TM symbol. What are these Yanks on? Does the American Tourist Board now hold exclusive rights to the word 'around'? Or is it maybe the whole sentence they own? I don't know... there are too many lawyers in the States, that's the problem, and I blame Electronic Arts for that as well.

GRIPE FOUR: In fact I blame EA for everything in the world, and will continue to do so until they start bringing out some CRAP games. Their track record at the moment is so good it's almost unreal, and *Desert Strike* just adds to the list. Oh dear, I'm going to have to award it a Mega Zone aren't I – but I still have a bit of power left regarding the exact score. Let me see... Hmmm. Well, I'm going to knock a point off for the Nat West bank adverts (as if that bloke from Grange Hill would have a Color Me Badd album). Aha. And another one point off because the chap who looks like Bjorn Borg in *Thirtysomething* got killed in a car crash. That'll do. Two points off. 91 overall it is then.

Die, you camel-kissing mothers of the desert!

What an in-'tents' game. Ha, ha, ha. *(Very poor. Ed.)*

MEGA ZONE

Graphics

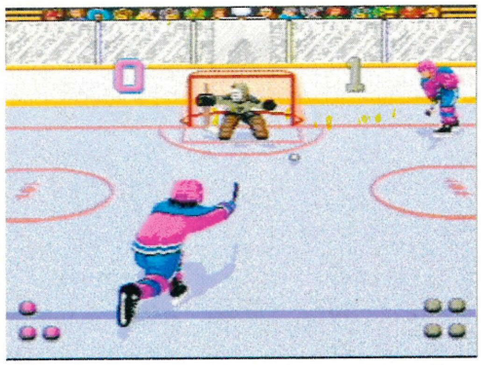
Sound

Addictiveness

Playability

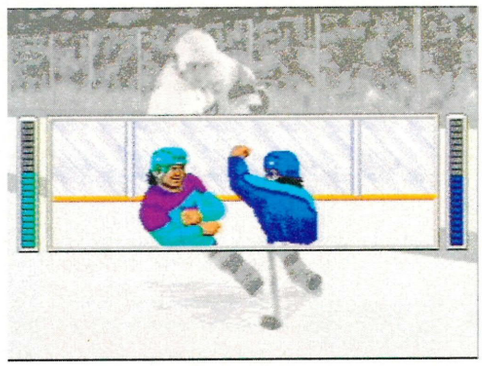
OVERALL 91

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



If I stretch my arms and puff out my chest nothing'll get past.

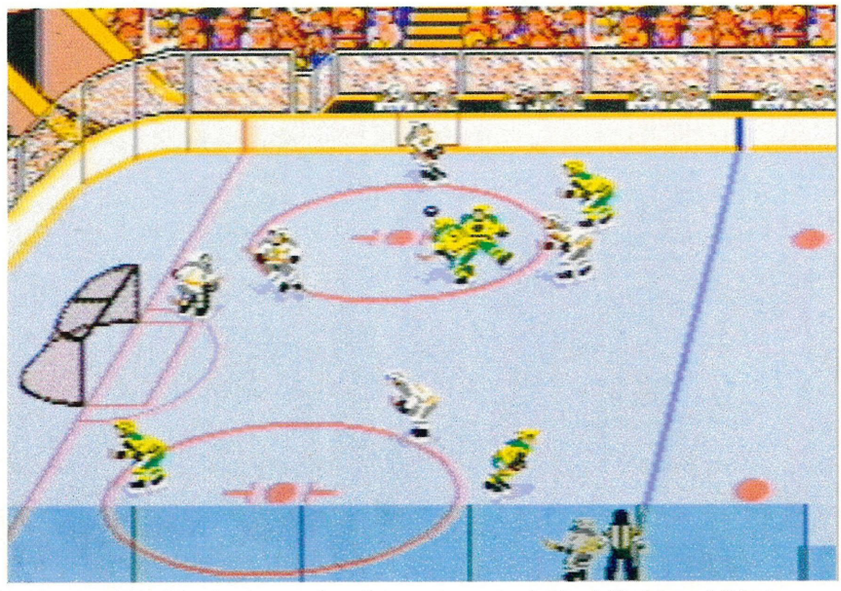
That's a helpful little sign and arrow, just in case you were in any doubt as to where the puck should go.



Take that, you bewhiskered bounder. That's for breaking my fingernail and doubting my ability to be a father.

MEGA DRIVE

mario lemieux hockey



Hockey wasn't like this when I were a lass. You were guaranteed at least 40 winks as left back.

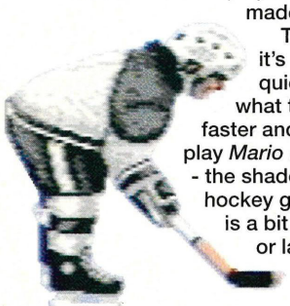
***Patrick McCarthy:* Aggression 5; speed 2; strength 3; broken nose 1; intelligence 0. Who better to review an ice hockey game?**

Mario Lemieux has options galore: three difficulty levels and the usual choice of one-off exhibition games, or whole tournaments. You can practise both the shoot-outs that decide tied games and your fighting technique. The teams' abilities are all graded in different areas and you can even choose how they are graded. It also has the most mind-numbingly extensive list of useless statistical information I've ever seen in my life.

You can opt to have the computer give you control of players automatically, or take control manually, but there's a problem with both these methods. If you have control set to auto you feel like you're waiting around for the computer to choose your player for you - and sometimes it makes a dashed poor choice, if you ask me. If you have manual control and pass to a team-mate, you don't automatically get control of the team-mate and he usually does something you don't want before you select him. Like give it to an opponent.

There are lots of little things I find irritating in the game: the fighting may be in full-screen close-up, but it still lacks the whack-quotient of *EA Hockey*'s fighting sequence. It may be the rather naff (barely) animated figures, but I think it's also the sound. An uppercut to the chin shouldn't sound like somebody pressing their nose against a synthesizer keyboard. Meeep.

In fact the sound generally is a bit crap, and largely consists of the odd swishing noise and dodgy organ music. It's just too darned quiet. The shoot-out sequence is also in full-screen close-up, but this too is a bit - well, dull. And if you get two teams who both play in mostly white strips, no adjustment is made and it's difficult to see who's who.



The first time I played it, I thought, well... it's okay. Then, between sessions, I had a quick go of *EA Hockey* to remind myself what that's like, and it was so much better, faster and atmospheric that I didn't really want to play *Mario Lemieux* any more. And that's the trouble - the shadow of *EA Hockey* hangs over all ice hockey games. Bringing out an ice hockey game is a bit like inventing abstract painting. Sooner or later, someone's going to point out that it's already been done, only better. E

points to remember

1. **Ice hockey is the last true sport for Real Men. The definition of a Real Man in this case is someone who doesn't yelp when his genitals get caught under an ice skate.**
2. **You have to be good at skating. Good enough to be able to skate while lunatics attempt to smash the bowels out the bottom of your body by hitting it at the top.**
3. **Fighting is de rigeur in ice hockey. When you get a fight (about every 30 seconds) the referees don't bother to stop it; they let the combatants sort it out for themselves and concentrate on limiting its escalation. Mostly they fail.**
4. **You don't tackle someone in ice hockey, you slam him into the screen surrounding the ice or onto the ice itself, preferably lodging your stick into his spleen at the same time.**
5. **Occasionally, and rather irritatingly, a small lump of hard rubber may arrive at your feet. This is the puck. Hit it at the nearest opponent's face as hard as you can. If it ricochets into the goal, so much the better, but it doesn't really matter. The face is the important bit.**

verdict

Worthy, but tame, with dodgy controls. Buy *EA Hockey* instead.

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 65

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

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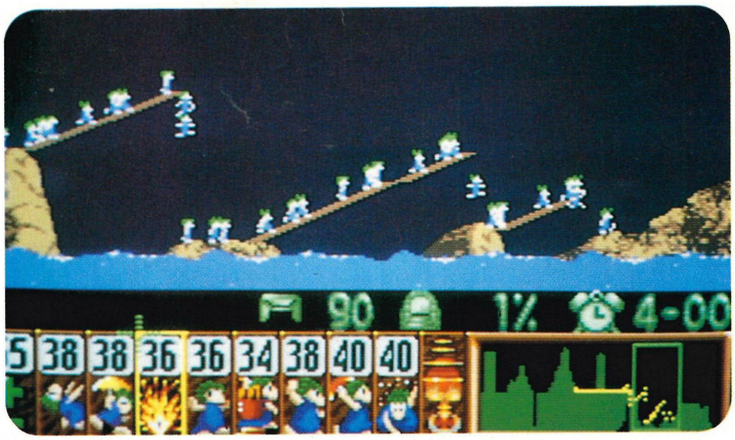
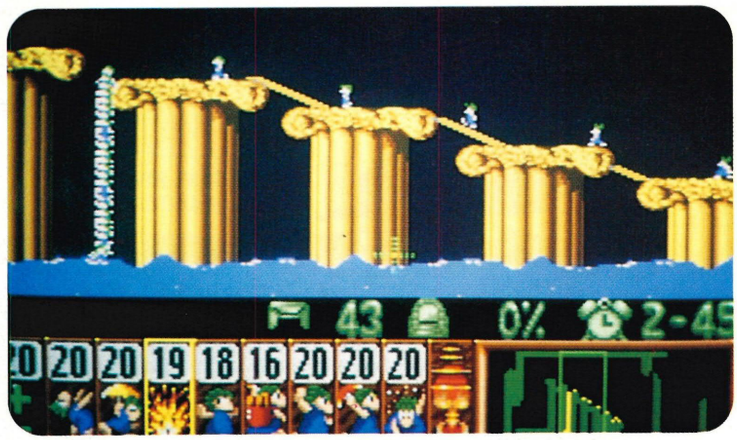
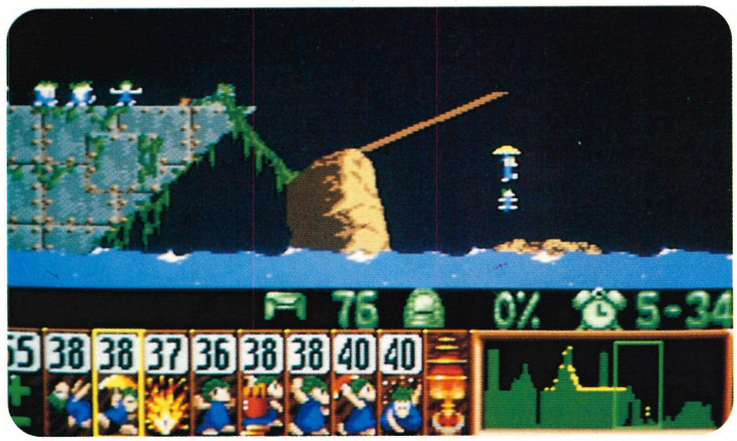


A lemming's gotta go. 'Look before you leap' is never taught at Lemmington Comp.



Lemmings on tour: until now pollution was blamed for the erosion of the Acropolis.

I'm a lumberlemming and I'm okay. So he's a builder and not even in a checked shirt.



Lemmings go Mary Poppins, although she could never be said to have a death wish.

SUPER FAMICOM

lemmings

MEGA ZONE

Lemmings always fall off cliffs, bridges and any other promontory, just like _Paul Lakin_. So we introduced them to each other.

It's a shame lemmings don't buy very many records. If they did then the Killing Joke might have been bigger than the Beatles. In fact it's a surprise that the band didn't provide the soundtrack to this classic puzzle game since *Lemmings* is full of the funniest deaths since Betty Boo dropped her microphone in Australia.

Is there any point explaining *Lemmings*? After all everyone's seen it, played it, bought the T-shirt and even given their mum the tea towel for Christmas. (Well actually I bought my mum a book for Christmas but that's beside the point.) However just in case you've been queueing for bread in Vladivostock for the last two years, *Lemmings* is a sort of veterinary Samaritans simulator. Sounds riveting doesn't it? Well it is.

Each level starts with *Lemmings* flooding through a trap door at the top of the screen. They then set off doing a neat impression of a Ford Escort 'only one owner honest guv' from Happy Joe's Used Car Mart, no steering, no brakes and the cassette player probably doesn't work either. Within seconds all the lemmings have become pancakes or river pollution and the game's over. Bit crap really. Unless of course you do something about it.

Your aim is to guide as many of the lemmings as possible to the safety of their home within a set time limit. (The number of lemmings you have to save and the time you've got to do it in varies from level to level.)

To do this your only tools are the lemmings themselves and that squelchy thing between your ears. (Your brain not your ear wax.) At the bottom of the screen are a number of icons representing certain lemming skills. By highlighting one of these and then clicking on one or more lemmings you can affect their behaviour. For example, if the lemmings are heading for a cliff it might not be bad idea to select a builder or some floaters. As well as limited time you can only use each icon a limited number of times. Twenty parachutes aren't going to get you very far if you've got to save 60 lemmings.

hit me with a rhythm stick?

Not only is the game fiendishly challenging it's also just about the most addictive game around thanks not only to the brilliant idea and well constructed problems but also to an impressive range of difficulty levels and a learning curve that hits it just about right. (Don't ask me what *it* is but it certainly gets hit poor thing.)

As if all this wasn't enough, the graphics in lemmings are cute enough to make the hardest hearted gamesplayer start eating melted marshmallows. On top of it all there's a maddeningly humable soundtrack of all your least favourite tunes. Can there be more? Well yes there can;

1. Killing fields: an outline of the whole level.
2. Lemmings on screen and looking for a home.
3. Percentage who've made it home.
4. Killing time: how long you've got left.
5. Birth rate: adjust the rate at which the lemmings drop through the hatch.
6. Killjoy: icons to select lemming skill you need.

lemming meringue

nuke 'em

Sometimes you feel like a real lemming and just want to chuck in the towel. Alternatively perhaps you just get your kicks out of watching a hundred lemmings explode.

builder

To bridge gaps or get over obstacles. Only builds for a short while after which if you ignore him he walks off the end.

blocker

While one lemming is eagerly building a bridge this guy stops the rest plunging over the edge. He then usually gets blown to bits for his trouble.

bomber

Now don't be soft hearted. When a lemming has to go, he has to go. He'd probably thank you for it if he wasn't scattered in little pieces over the screen.

basher

A lemming with a straightforward approach to life. If something gets in his way he punches a whopping great hole in it. Useful for getting through walls or getting out of The Dog And Duck on a Saturday night.

miner

Burrows his way diagonally down through any obstruction – and straight out through the bottom of the screen if you're not paying attention.

digger

No refinement here, just straight down until you tell him to stop or he runs out of screen in which case he'll have dug his own grave ho ho ho.

there can be a two player option.

In two player mode the game gets even faster and more furious. Despite the split screen both players are playing on the same landscape. Each player has 40 lemmings and must get as many as possible through his own exit (plus as many of his opponents' as possible). This is one of those two player games that breaks up friendships as you explode a lemming on your one time best mate's bridge and try to make him see the funny side.

lemming tea break

Although *Lemmings* on the Super Famicom is virtually identical to all other 16-bit versions in two player mode it does have one advantage over its computer rivals inasmuch as you can both use joypads rather than fighting over who gets to use the keyboard.

It's often difficult to get enthusiastic about a game on console that you've already seen and played to death on other formats. Yet once *Lemmings* came into the office, all work stopped. This is simply one of the best games of all time and one that no serious or even slightly silly gamester should be without. The Super Famicom version is easily as good as any other with nice big sprites all animated well. Even the notorious Famicom slowdown is quite effective when you blow all the lemmings up and get a slow motion explosion. Buy it and wave your peace of mind goodbye. E

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verdict

Fine conversion of one of the real masterpieces.

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 94

Out: Now **Price:** £54.99
Publisher: Sunsoft

floaters

Stop smirking at the back. These guys look like umbrellas but could be the difference between a free lemming and a lemming meringue pie. (They probably keep the rain off too.)

climbers

The Chris Bonningtons of the lemming world except without the silly beard.

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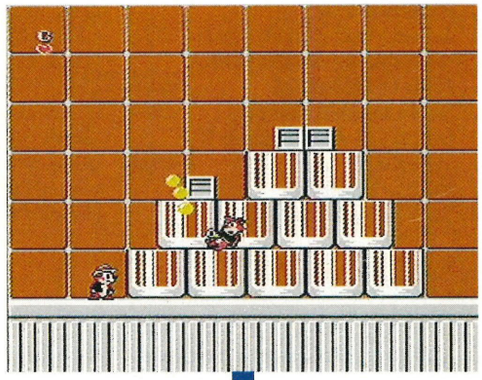
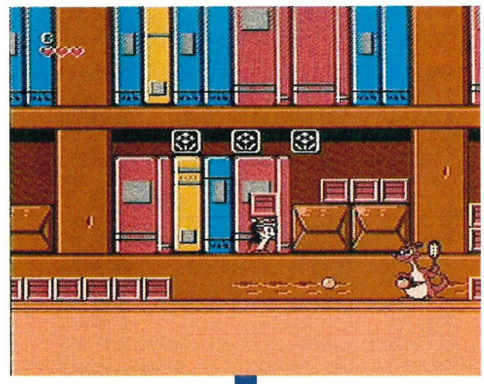
rescue rangers

A Oh dear. Wearing black silk kung-fu style pyjamas is not such a smart idea when there's a possibilty of falling off your log.



B Hmm. Thirty-two pints and a curry is enough to turn anyone's stomach. But what's worse is when the loo is totally unreachable.



C You find pot-pourri in the most curious places these days. But squeezed between the *Oxford English* and *Nottingham A-Z*?

Oh dear. When *Jackie* *'My middle name's Hard' Ryan* sat down with Disney's star troubleshooters, *Rescue Rangers*, Chip 'n' Dale, she found the going tougher than she expected.

Chuck a crate a day. It keeps the Rottweilers at bay.

So you thought the wonderful world of Disney was a cutesy wutesy, fluffy wuffy, nicey wicey kind of affair then did you? A world where old ladies get helped across the road by Mickey Mouse and Donald and Daisy Duck eventually find true love. Oh dear oh dear. That means I'll have to break this to you gently doesn't it?

For some Disney characters, ie. the rescue rangers Chip and Dale, things are, um, shall we say a little different. It's the nature of their job you see. Undercover agents like this pair sometimes have to do a little more in the line of duty than rescue an old man's dog from the bottom of a deep well. I'm sorry, I'm just going to have to come right out with it. This pair of cutesy wutsey, etc. etc. Disney heroes inhabit a sicky wicky, kamikaze wazy, wacky bashy world that wouldn't look amiss in a Steven King movie. Bleuuurgh!

There, that didn't hurt did it? So there's vomiting teddy bears that spew globules of green sick, kamakazi killer bees launch suicidal assaults and crazed kangaroos everywhere you look. But that's nothing you can't handle is it?*(Are you sure? Those teddy bears look like they're blowing bubbles to me. And as for the kamikaze bees, well they're actually rather sweet really. In fact this* **is** *a cutesy wutesy, fluffy wuffy, nicey wicey wonderful world of Disney affair. Get on with the rest of the review! Ed.)*

But look at those bears, they really... Thwack!

Rescue Rangers is yet another cutesy wutesy platformy affair. But hold on a sec, it also has (a) some slick new moves and (b) a decent puzzle element to add a good deal more to the run-of-the-mill gameplay of a platform style cart. Let me explain.

Smooth, smart arse Chip and cheeky chappie Dale have been called out to help their next door neighbour Mandy, who has somewhat carelessly lost her kitten. Starting off in her backyard the pair must fight their way past a gang of robotic Rottweilers and rats in a multi-direction scrolling, platformy, leap, climb, dispatch monsters and rescue kitten affair. But how can they see off the mean metal mickeys without smart fighting moves or weapons? By using neat new, crate chucking and ducking moves.

The hundreds of crates on each level provide useful defence and attack fodder, either as missiles or hidey holes.

At the end of level one things take a turn for the worse. While Chip 'n' Dale have been cat hunting, their pal Gadget has been catnapped by Fat Cat. The game becomes a multi-direction scrolling platformy, leap, climb, crate chuck, dIspatch monsters and rescue Gadget affair.

Like *Mario III*, *Rescue Rangers* provides you with a complete map of all the playing worlds to be explored in your quest to rescue Gadget. There are seven in all and once you have completed one world, you can choose which one you want to move onto next.

There's a laboratory, tree, soda fountain and book world to name but four. Though the gameplay is basically the same in each, your enemies are not. You'll have to defend yourself against caterpillars and flying squirrels in tree world, racquet roos and ditz's (who change into Chip or Dale clones if they come into contact with you) in book world and robotic mice and vomit... er, bubble blowing bears in soda fountain world. End-of-world guardians range from laser beam chucking totem poles to feather fluffing owls.

You'll also have to work out the solutions to the puzzley elements in each world too, as well as search for the extra items like flowers. Hoard these in true chipmonk style and you'll win yourself a life or two.

Rescue Rangers is a fast-moving, cutesy wutesy, cuddly wuddly multi-level platform game with good sound, nice graphics, neat puzzles, and smart new sprite moves. Should keep even the most hardened platform players amongst you going for a while.

verdict

More than adequate trad platform game with a hint of weirdness.

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 80

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win loads of mega prizes

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footie rules (okay?)

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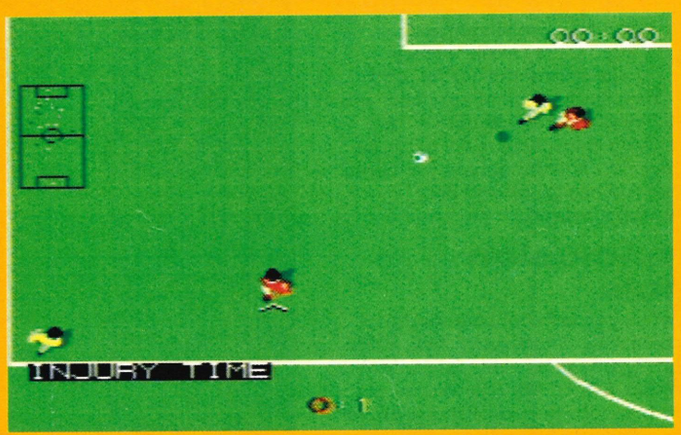

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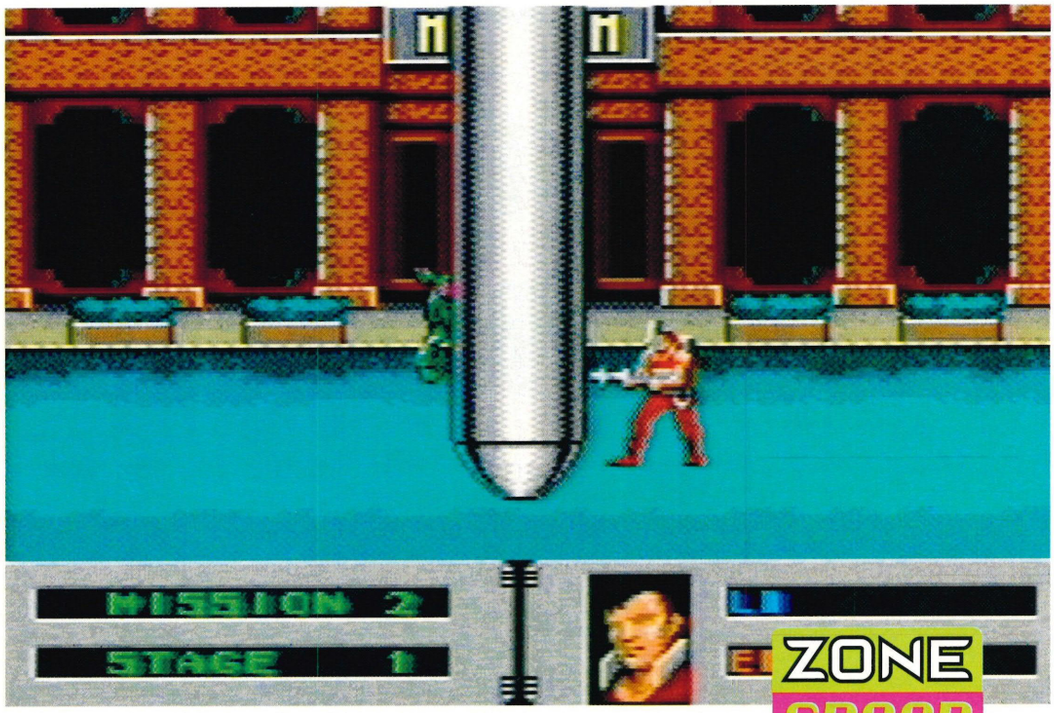
win the chance to beat the pants off the competition

Episcopalian Brainstorm, Pygmalion Born, *Alien Storm*, Australian Lukewarm. *Jeremy Daldry* will be reviewing only one of these new releases from Sega. If you can guess which, write the correct answer on a postcard and send it to the *Game Zone* office, and you will not win a prize.



What a big long metal thing, oo-er. No willy jokes please, this is super weapon time.

ZONE GROAN

alien storm

Do you know what a stool is? Yes, I know it's a three-legged seat which you fall off when you have had too much to drink. But do you know what else it is? Well, it's also a hunting decoy used in America, the rootstock of a plant and, most importantly, human waste product. Yup, a stool is a poo. Do you also know that there are over 50 other terms for poo? That is until know because, with the release of *Alien Storm*, Sega have made it 51. Just think, thanks to Sega, we now have a phrase that can be used at dinner parties, at funerals or even in front of the vicar without causing any offence at all. "Excuse me vicar I've got to go and have an *Alien Storm*." Simple hey? No offense, no blushes, no problem.

still scraping my boots...

Alright, alright so maybe I'm being a bit harsh. *Alien Storm* is potentially a really good idea. A beat 'em up based round a crap 1950s sci fi B movie in which you trog around blowing away various monsters made out of old squidgey bottles and sticky-backed plastic. However this isn't the plot of *Alien Storm*, oh no. Sega, in all their wisdom, has decided to rehash the same tired old formula, and turn *Alien Storm* into some sort of *Buck Rogers* meets *Golden Axe* trip and release it on an unsuspecting public, which, in itself, I suppose wouldn't be a real problem. After all there are more formula beat 'em ups out there than I care to mention. The real thing that gets me about *Alien Storm* is, not only is it unoriginal, predictable and downright boring, it's crap too.

verdict

Play *Alien Storm*? I'd rather spend an afternoon vomiting.

...from the alien storm I stepped in

Alien Storm must be one of the worst put together Master System carts I have ever seen. Technically it's awful, with so much sprite flicker it's sometimes impossible to see what's going on, and a collision detection system that isn't so much 'hit or miss' as 'vaguely in the right area will do'. On the Mega Drive *Alien Storm* might have been just as unoriginal, but at least it was put together slightly better.

Even then one of the major criticisms levelled against the game was that it was ridiculously easy. Can the same thing be said about the Master System version? Well, yes it can actually although it takes an age to get used to all the silly little technical quirks that make a decent level of gameplay near impossible. So, not to put too fine a point on it, the technical side of the cart sucks, but what about the playability? Well that sucks a fair amount too. Not since the days of *Missile Command* on the C64 has any game been quite so boring. After a mere matter of minutes of play, the cracks in the ceiling really do become much more fun. You find yourself counting how many there are, and wondering at the different shapes and patterns they make as they snake across the ceiling. And, despite this lack of attention, you still don't manage to get yourself killed which is a shame really because after a relatively short amount of time you begin to want to get killed so you can go off and do something more interesting instead.

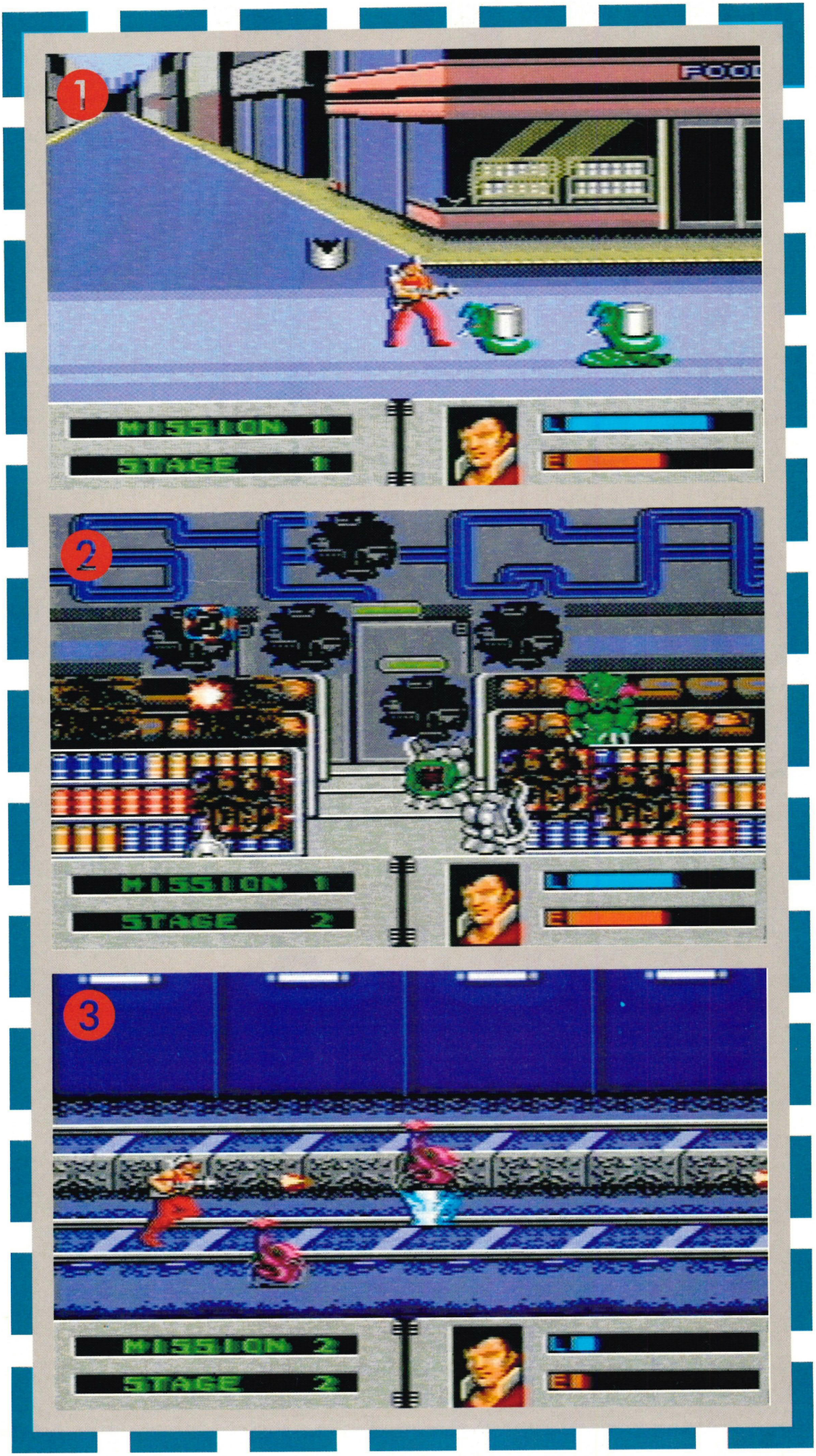
a short conclusion about stools

So what do you get when you lash out an awful lot of money for your very own *Alien Storm* cart? Well, not to put too fine a point on it, you get an awful lot of stools. Enough to fill a whole bar, in fact. Not only do you get your own pub's worth of stools, but you also get hours of boredom, frustration and mind-numbing crapness. All this for only £30.00. E

who's who

Tin head here seems to be a bit of a big girl's blouse. A pink whip is his main weapon. What a nonce. However when he gets really mad he tends to go to pieces, literally. Rather a pointless secret weapon, really, 'cos if you blow up then how can you fight on? Well he, rather cleverly, puts himself back together again with such speed that the aliens are left all in a tizz.

Bet you thought Elvis died at Gracelands in 1979. Well that was the popular story they gave out at the time. But *Game Zone* can exclusively reveal that The King gave up the life of an international rock star and took up residence in a Sega beat 'em up. Yup, The King is alive and well and living in *Alien Storm*, touting the biggest thing that goes bang ever and a secret gun that looks like a large bread knife that splits down the middle and blows all the nasty blobs away. Gosh.

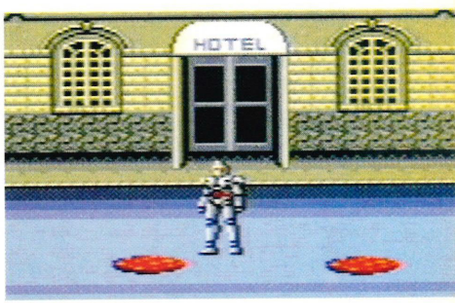


picture this...

1 **Grunt 'n' shove. The main combat screen finds you fighting off any number of horrible looking monsters who seem to have taken a real dislike to you. Some alien life forms can be so unreasonable.**

2 **Seen this screen before? Yup it's loveable old *Operation Wolf*, once again rehashed and presented in *Alien Storm*. In various locations throughout the game, slimey green things jump out of the screen with such scary realism you really feel like you're there. *(Sarcastic so and so. Ed.)* And all you have to do is blow them all away.**

3 **Known as the British Olympic team qualifying sim, this section finds you running at an alarming rate through the tunnels of the subway. Why? Well that's never really explained, however you do have to kill lots of horrible aliens. Rather spookily a train never comes along, bit like the Underground really.**



Attack of the deep pan mutant ninja cheese and tomato pizzas.

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 18

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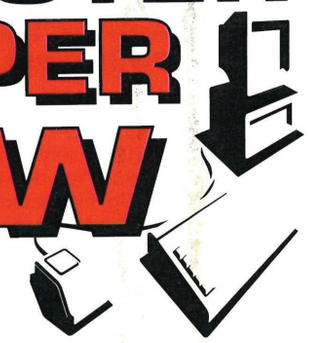

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Sunday 31st May -	10am - 6pm

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Olympia Exhibition Centre is located on the Hammersmith Road, Kensington/Olympia, London and can easily be reached by:
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Desktop PC ☐ Portable PCs ☐ Apple Mac ☐

Amiga ☐ Atari ST ☐ Acorn ☐ GZ1

"I may not be able to surf or roller skate, but people say I've got a cute BMX" said *Jane Goldman* on her way to play *California Games*.

Grab your sunglasses! Don your skimpiest summer garb! Affect a wingey yankee drawl. Done it? Do you always do everything some dodgy games reviewer tells you to do? You do? In that case, come over right away and do my washing up! No? Just testing. Anyway, where were we? Ah yes, *California Games*. Well, it's been knocking about for yonks on the Master System and the Lynx, and it's also a recent addition to the NES library. Now it comes to you in glorious 16-bit technicolour on your trusty Mega Drive.

If you've encountered any of the other versions, you'll notice at once that there's nothing all that new in the gameplay department, but neat-o graphics, smooth, realistic movement and rich, yummy backgrounds (all of which can reasonably be expected from the Mega Drive) go to make this the best version yet.

HOLLYWOOD

Basically, as ever, none of the games is really good enough to stand up on its own – ie. if you bought a cart featuring just one, no jury would convict you if you stomped back to your console emporium and shoved it down the throat of the cad that sold it to you.

As a group of games, however, they work pretty well – you can get quite hooked on one for a while, but it's always nice to know that the others are there too. You can play alone, or with up to four others and competing against your friends does add to the enjoyment quite a lot. There's also a practice option that lets you polish up your skills and the chance to choose which games you want to compete in.

What's quite nice about *California Games* is that it's so different from most other stuff around. Having not played it on any format for ages, I found it a refreshing change not to be shooting driving, leaping on platforms or lobbing a ball around.

verdict
Simple though strangely addictive entertainment.

The funny thing is that once you've mastered the skills required, a bout of *California Games* isn't actually terribly exciting. Somehow it's still an enjoyable, oddly relaxing experience, something pleasant and familiar which you know you'll do quite well, with the possibility of the odd satisfying triumph.

It's a feeling not dissimilar to a really long, dedicated session of picking your nose. Another similarity to nose-picking is that it can become boring and frustrating... but leave it for a while, and you're likely to find yourself hankering to tackle it all over again. E

the games

half pipe

You have one minute, twenty seconds, a skateboard and a large "half pipe" with which to do something impressive. You can zip up and down the sides fast. You can grab the top and wiggle your feet in the air. You can perform impressive turns, kicks, jumps, slides and twiddly movements. You can also land up flat on your bum, and you probably will.

footbag

In dear old blighty, I believe Hacky Sac is the name given to both the small bag involved here, and the fairly silly game you play with it. Call it what you will, the deal is the same – keep the blessed thing aloft using only your feet, knees, shoulders and head. For added interest, there's tricks to learn and for those who find that they're already missing the thrills of more violent gaming, there's an innocent seagull flying overhead for you to injure.

surfing

Climb aboard your board and catch a wave. It may be Bros' favourite game on the Lynx, but I still find it interminably dull.

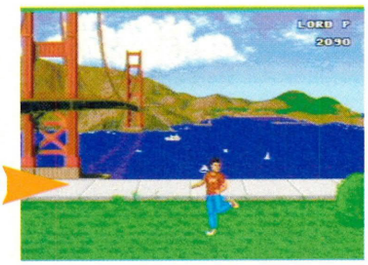
roller skating

Step into the hotpants of a genuine California Beach-bunny. She'll probably give you a good thumping though, so why not do it in safety on screen? As a pony-tailed cutie, you have to make your way down the perilous boardwalks of Venice beach, spinning over sand, cracks, ice-cream cones and other hazards while avoiding other pony-tailed cuties and trying to hit flying beachballs for extra points. It's fast, fun, and my favourite game on the cart.

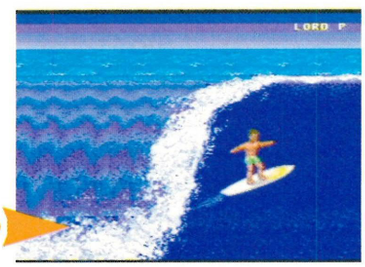
bmx

Whizz along the BMX course, jumping, turning and doing flips and wheelies for good measure as you race to beat the clock.

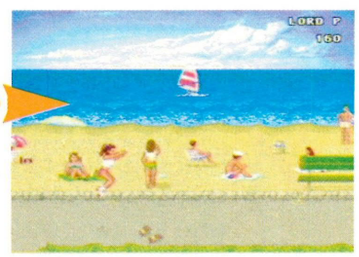
Could this be the Hollywood Bowl?



Poor beanbag frog. I made that in 1D.



Surfville City. I prefer Dayville's Icecream.



Hop into those hotpants for roller rollicks.

If you fall off, you'll bruise your BMX.

END ZONE

Graphics

Sound

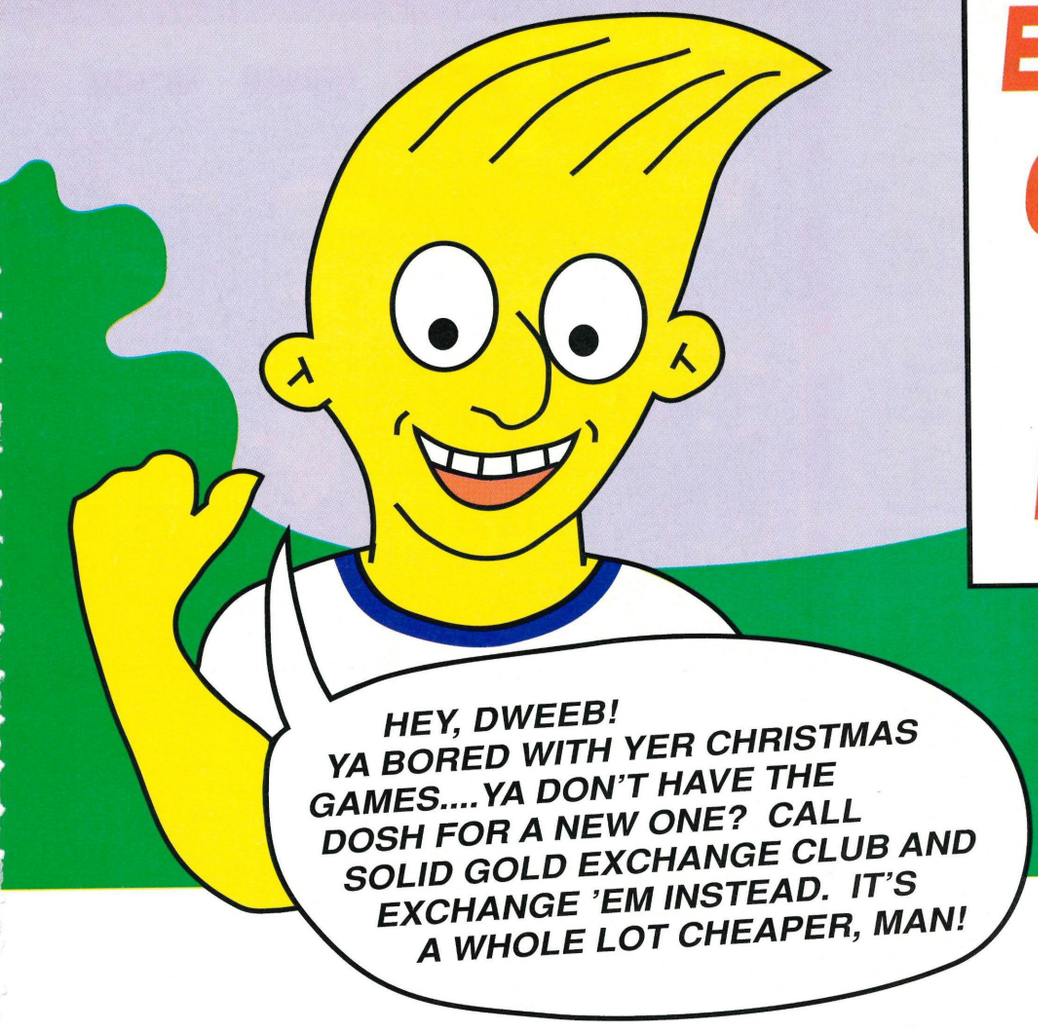
Addictiveness

Playability

OVERALL 78

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

EXCHANGE 'EM OR BUY 'EM ... YOU WIN EITHER WAY!!



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NINTENDO NES

rainbow

"Red and yellow and pink and green, orange and purple and blue, I can see a rainbow..." trilled *Marcus Berkmann*. "You'll be seeing stars next if you don't get on with *Rainbow Islands*," Paul hissed.

island hopping

So where are these *Rainbow Islands*? Needless to say, Anneka Rice has donned something garish and clingy and been to the first four, and she's here now with her detailed report.

You have to hand it to these Japanese (go on, hand it to them, while it's still steaming). Computers, hi-fi, raw fish – they've done it all. But despite all their remarkable talents, when it comes to names they still come a cropper. Look at all those stupid characters in *Super Mario Bros* – Bloober, Goomba and Cheep-Cheep, to name but three. And let's not forget all those pathetic place names in the *Castlevania* games – they're all called things like *Spod* and *Hogpoo* and *Clump*, each one about as Transylvanian as Michael Barrymore.

The ones I've always hated the most though were the heroes of *Bubble Bobble* – Bub and Bob. Cute, or what? I'd say cute. Too cute. What those guys needed was not jolly smiles and beautiful pastel colouring, but pump-action shotguns and fatigues. *Bubble Bobble* was a great game, but it lacked random and unnecessary violence. Bub and Bob? Punk and Spunk would have been far better. No poetry, these Japanese.

Nonetheless, despite your best attempts at finishing them off in *Bubble Bobble*, Bub and Bob survived to be even more loveable and cute in what many people have described as 'the follow-up to *Bubble Bobble*', mainly because that's what it is. And, after a good run on every machine from the ZX 81 to the Cray X-MP super-computer, *Rainbow Islands* has now reached the NES. Bub and Bob may be an irritating couple of ticks, but they don't half turn up in some good games.

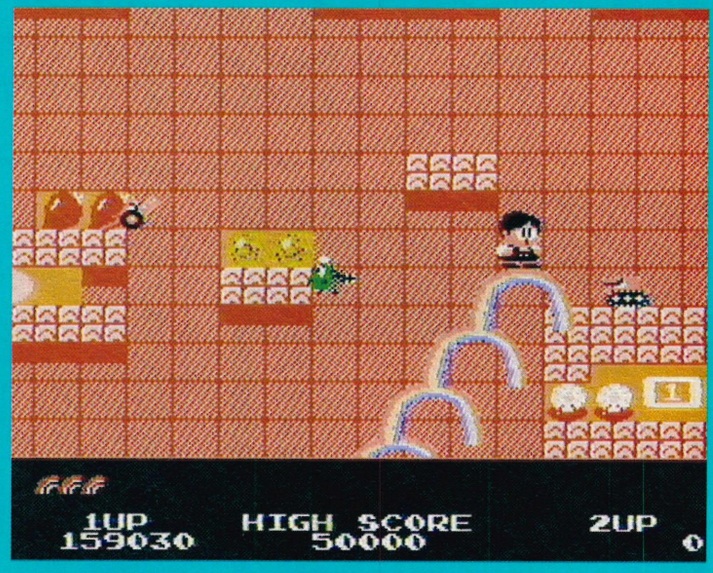
As ever, all is pastel in Bub and Bob's world – even the nastiest nasties are a delicate shade of pink. The plot this time is woven around the evil Von Blubba, who has discovered the secret paradise of *Rainbow Islands* and, with the help of his even more evil cronies, taken the inhabitants prisoner. "Why?" you wonder. Was Von Blubba bullied at school? Has he a particular objection to secret paradises? Or is he just a fat German git? Sadly we never discover.

wot no bikinis?!

Bub and Bob though have managed to escape, and have decided – rather recklessly, if you ask me – to rescue their brightly hued chums from captivity. Hard work, you'd have thought, especially without recourse to pump-action shotguns, but

insect island

1 **Scenic, sunny and something else beginning with s, the Insect Island is also, sadly, full of creepy-crawlies. Caterpillars and spiders are everywhere, and just in case you thought you were safe from above, there are also crows flying around, trying to bite your nose off. Flights from Gatwick every Tuesday.**



combat island

2 **If you like an action holiday, you won't be bored on Combat Island with its delightful, delectable and deeply dangerous collection of tanks, combat planes and low-flying helicopters! Or, for relaxation, you can always lie on the beach. (Watch out for the mines.)**

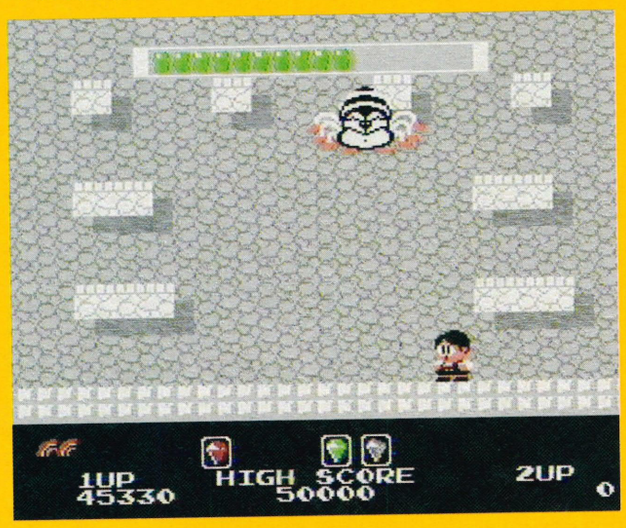
monster island

3 For the *Rainbow Islands'* most unusual array of wildlife, why not visit Monster Island with its exciting selection of bats, werewolves and ghosts? Terrific night-life, and many tourists develop a real taste for the local tipple (blood). Ferries to the next world every hour.

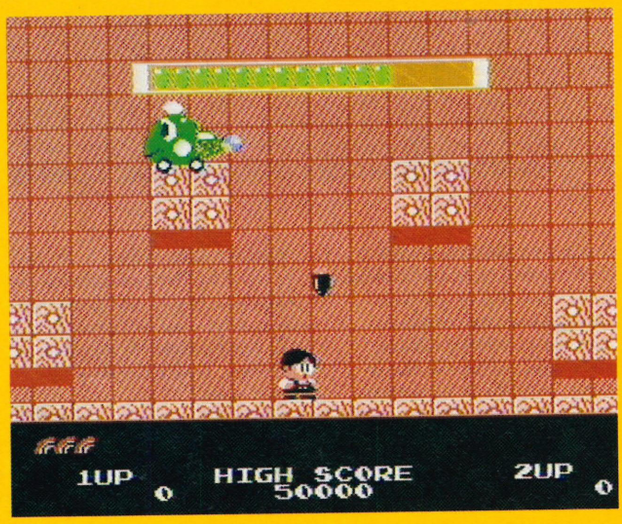
toy island

4 Thinking of a holiday for the kiddies? Then Toy Island's for you. With its life-endangering water pistols, deadly disks and man-eating teddy bears, every child will feel thoroughly at home. Yes, it's even more fun than a grazed knee!

number of the beasties



This huge spider needs a few zaps – each of those green things at the top shows you how many times you need to flick it with your rainbows before it dies. So jump up to the top left hand platform and wait for it to bound near you. Zap it at every opportunity and jump up out of the way whenever it gets too close. Of the bonus fruit you'll pick up afterwards, one is worth 100,000 points!



Here's the helicopter nasty at the end of Combat World, and it's even harder to dispose of. Dodge its bombs until it reaches ground level and then stand in the right hand corner of the screen. When the 'copter flies to the left hand corner, shoot left to tag it, then turn and face it to shoot it when it comes to the right. Repeat until it's done for.

islands

1 Cream Buns
Rainbow Islands is a veritable treat for cake scoffers everywhere. Every level contains the stock of at least two patisseries. Bub and Bob should munch as many as poss for extra points.

2 Caterpillar
Every level is stuffed to the gills with all manner of unsavoury characters. On Insect Island Bub has to contend with the rather unseasonal apperance of caterpillars. Zonk them with your rainbows.

3 Bub
This is Bub, the brother of Bob. Not that you'd notice much of a difference really. Both siblings are as sickeningly cute as the other and are animated in exactly the same cutesy Japanesy way.

4 Yellow Star
Throughout each level there are a myriad of red and yellow stars to be picked up. Pick up this yellow star and it'll act like a smart bomb, killing everything on screen. Except you of course.

luckily the seven *Rainbow Islands* are not like normal tropical islands. No, instead of all the usual palm trees, scenic bars and luscious young lovelies in skimpy bikinis, these islets are built rather like a video game, with loads of vertical platforms for Bub and Bob to jump onto. A stroke of luck indeed.

Nonetheless, there is a problem here. Both Bub and Bob are billed to take part in this daring adventure, but on the NES *Rainbow Islands* is a one-player game, and throughout my spell on the keypad I never noticed more than one loveable smiling pastel hero on the screen at any one time. This is bad news for Bub, if Bub it be, because if Bub it be, Bob is unavailable to help him. But this is good news for Bob, who was last seen at a scenic bar surrounded by luscious young lovelies. That's the way the cookie crumbles!

Fortunately for Bub, there are huge quantities of fruit lying all around the islands, all of which give you points. Each of the seven islands is made up of four levels, and you have to climb to the top of each level within a time limit to get to the next level. This mainly involves jumping all over the place avoiding nasties and picking up fruit, but if you press the B button, you'll also find that you can fire sweet little rainbows all over the place. These have two main uses. For one thing you can walk up them as, for a short time at least, they act as a temporary platform – very useful if the next real platform is too high.

verdict
Cute follow-up to *Bubble Bobble* that'll have you blasting to the end of the rainbow.

And, even better, they also zap any nasties that happen to be flying past, or even vaguely nearby – the collision detection is not what it might be. As in *Bubble Bobble*, any nasties hit are thrown diagonally across the screen, and when they land they too are transformed into fruit, if not gems or other goodies. You could pick up an extra life this way, or a sort of "double-up" capsule which gives you a double or even a triple rainbow for knocking off far-off nasties – very useful indeed. You can have three rainbows (or sets of rainbows) on the go at any one time; fire a fourth and the first will disappear. And if you trap a nasty within a rainbow, jump on top and you'll destroy both of them.

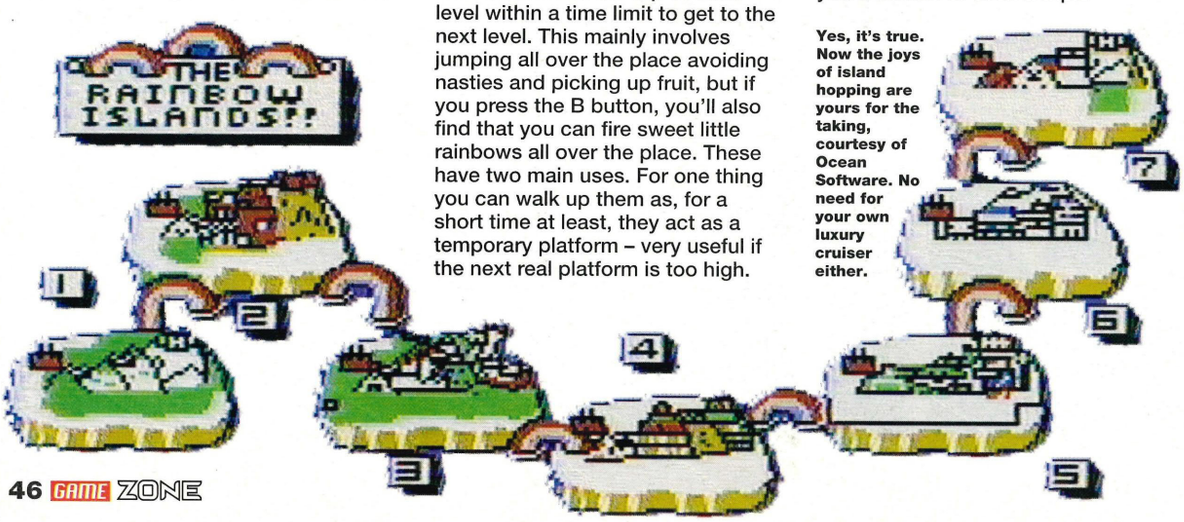
And there's more, because somewhere in all this are a series of secret rooms in which all sorts of incredibly secret and exciting things happen. At least, I assume they do, as I haven't actually found any of them yet. "Sassen frassen rassen," as Muttley would say – and he'd be right.

get fruity!

As for fruit, some are worth rather more than others, so make sure you don't miss any green grapes – a bumper 5000 points – or something that looks like a four-leaf clover, as that picks up oodles of points as well. I definitely found scoring trillions of points the most entertaining thing about the early levels – once you've mastered the technique, you have tons of time to bump up your points balance before your time runs out. When you reach the top of a level, a treasure chest lands and flings out bonus fruit which you pick up to get even more points.

As the game goes on, of course, things get harder and survival becomes the only object. If you're too slow – and you will be – the island gradually sinks, and so do you (glub). Luckily, your supply of rainbows is never-ending, which means you can zap everything until kingdom come, or at least until dinner time. Here *Rainbow Islands* really gets into its stride. As the nasties always behave predictably it's a game of anticipation rather than reaction, but it's no less fun for that. Zap! Wham! Ker-thok! You'd never have thought anything so pastel could be such a blast.

Good stuff and compared to other versions of the game I've seen, this is as fast and colourful as we have any right to expect from the NES. I'm not sure *Rainbow Islands* has quite the savage lastability of *Bubble Bobble,* but it's a nifty little item anyway. Yowsah! E



Yes, it's true. Now the joys of island hopping are yours for the taking, courtesy of Ocean Software. No need for your own luxury cruiser either.

END ZONE

Graphics
Sound
Addictiveness
Playability

OVERALL 86

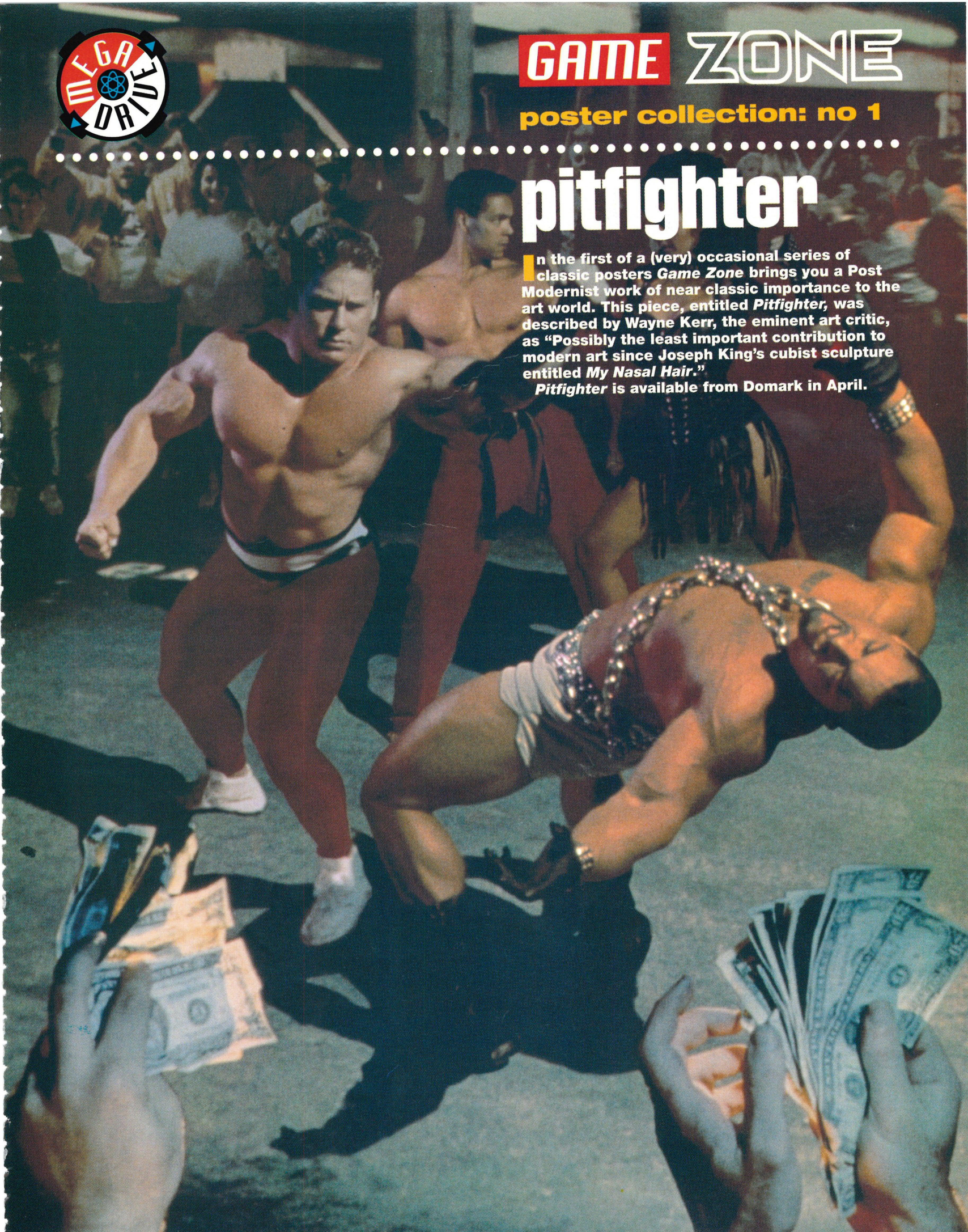
Out: April **Price:** £42.99
Publisher: Ocean

poster collection: no 1

pitfighter

In the first of a (very) occasional series of classic posters *Game Zone* brings you a Post Modernist work of near classic importance to the art world. This piece, entitled *Pitfighter,* was described by Wayne Kerr, the eminent art critic, as "Possibly the least important contribution to modern art since Joseph King's cubist sculpture entitled *My Nasal Hair*."

Pitfighter is available from Domark in April.



mega compo results

The waiting is over. All those months of nail-biting tension have come to an end 'cos here are the Mega Compo results. As anyone with any noddle could tell you, the answers were:

Issue 1: The soap star who featured in The Farm's video was Harry Cross. And the piggy was hidden on page 20, standing on Chesney Hawke's head.

Issue 2: The Wonderstuff had the hit *Size Of A Cow* and the moo cow was doing its funky stuff on Gyles Brandreth's shoulder on page 84.

Issue3: The odd word out was 'paper' and the horse was upside down on page 62 under the Miracle Keyboard feature.

Thanks for all your entries - we had thousands.

NES

D. Winkworth, Northumberland
Adam Coates, Manchester
Roger Mance, Buckinghamshire
Alan Jones, West Yorkshire
Shane Trise, Hampshire
Gavin Shaw, London
Ian Tomlinson, Fife
Jon Bray, Hertfordshire
R. Hustwayte, Nottinghamshire
Matther Grek, Liverpool

personal stereos

Gavin Stocks, South Yorkshire
Sean Clark, Kent
Alan Williamson, Oxfordshire
Greig Cowie, North Yorkshire
Michael Jackson, Edinburgh
Matthew Fitchett, Norfolk
Harry Keaney, Glasgow
Matthew Harvey, Northants
Paul Reilley, Surrey
P. G. Mouncer, London

sweatshirts

Stephen Hawkins, Somerset
Jason Cheung, Lancashire
D.R. Stokes, Gloucester
Sullivan Gill, West Yorkshire
Damian Huntley, Berkshire
Martin Dillon, London
Robert Olagosi, London
Richard Tang, Cardiff
Lloyd Quarshie, London
A. I. Bezzina, Oxfordshire

turbo bass hi-fis

Jacob Rogers, Norfolk
Steven Creasey, Surrey
Jonathan Mains, Tyne And Wear
Leslie Compton, London
Andy Stanford, Kent
Stewart Cromer, Fife
Daniel Woods, Kent
Daniel Gilbody, West Glamorgan
Peter Jorbes, Caithness
Adam Finch, Kent

t-shirts

Rob Simpson, South Yorkshire
Andrew Miller, Dorset
Deana Phillips, West Midlands
Eddie Chow, Inverness
G. Croxston, Buckinghamshire
James Brown, West Yorkshire
Anil Asher, London
Andrew Pardon, Norfolk
Andrew Higham, Liverpool
S. Clarke, Greater Manchester

mega drives

Ben Whittington, West Yorkshire
Mark Hewett, London
Mike Pennington, West Yorkshire
Paul Hunt, Somerset
G. Reece, County Durham
H. Sharp, London
Geoffrey Norris, London
Luke Storr, Shropshire
Andrew Martin, London
Muzafryl Noor, London

Oh no it's the revenge of the killer pomegranates.

Hmm that's what comes of too many pomegranates.

I'm just about to get his point.

adventure island

SUPER FAMICOM

"Oh dear not an *Adventure Island*" cried *Jane Goldman* "Does that mean I have to skin bunny rabbits and eat my best friends?" Read on and find out.

A green blobby thing just hanging around.

Hopscotch the Dangerous Sports Society way.

The miracles of modern console entertainment really are something of a marvel. With the mere wiggle of a cartridge, you can stop being boring old you and snatch a few daring hours as a merciless spaceship pilot, fearless adventurer, cunning swordsman or just about whatever else grabs your metaphorical dangly bits.

And if you've had a secret yearning to spend time as a rather pasty, squat chap, naked but for a baseball cap and somewhat impractical leafy jockstrap, then *Adventure Island* is going to be your carton of Um Bongo.

At first glance there's not really anything novel about *Adventure Island*. Nor at second or third glance for that matter – we're looking at good, bog standard, cutsey platform fare in the form of things to leap over and climb on, fruit and weapons to collect and adorable insects, mammals and sea creatures to dispatch heartlessly into the hereafter. It's not all the same old stuff though. What really sets it apart from, say, the *Wonderboy* series, is... erm... the fact that the hero's hair is black rather than blonde.

No, I'm being a bit harsh – there's a few other things too. For starters there's the sprites – they're wacking great big things... except for a few that are very small indeed. In fact, *Adventure Island* can boast not only one of the largest hero sprites I've ever seen, but also some of the tiddliest enemies, including some infuriating butterflies and dastardly leaping pebbles that require some quite precise aiming work.

There's a good mixed bag of terrains, baddies and bosses to work your way though, but generally, if it's puzzles aplenty, a hearty challenge and plenty of variation that makes you smack your chops with glee, your chops are likely to be left pretty much unsmacked by a bout of *Adventure Island*.

Don't get me wrong – it's enjoyable, sturdy gameplay, but it's somewhat puzzle-free, and most of the levels involve either jumping over things, jumping on things that move or sink, except for one where you have to climb a big tree. The baddies are not especially cunning , and are quite easily sussed – you just have to zap 'em with one of the two basic weapons.

There's added interest in the bits of fruit that power you up or buy you time in rounds where you must beat the clock, plus the occasional appearance of a skateboard and runaway mining cart, but even these do little to jolly things up.

The graphics are good, smart, run-of-the-mill syrupy stuff, with a few really neat touches which raise a smile, such as our adorable hero getting rather gruesomely fried to a crisp should you accidentally drop him in steaming hot lava. The music deserves a special mention since over the years, my wick has been got on, as it were, by many background ditties, but never before have I heard anything quite like the selection of musical gems on offer here. It's a quite alarmingly peculiar sort of disco-meets-soul-meets-cheesy-Bontempi-organ affair that conjures up images of Barry White enjoying a wild night of passion with whoever invented lift Musak, which produces a secret love child who is kept locked up in a hotel disco/cocktail lounge until such an age that he is deemed ready to compose the soundtrack for *Adventure Island*. But anyway, that's quite enough of my sordid daydreams (*Yes thank you. Ed.*)

The game has unlimited continues, which initially seems a treat – especially when you've managed to complete a round so frustrating that you never want to see it again. Although it's not an easy-peasy game, there's the possibility of a good player with a long afternoon being disappointed to find that they've managed to triumph in one sitting. E

verdict

***Adventure Island* is nothing special, but if you're a dedicated follower of cutesy platform games, it undoubtedly delivers good, solid entertainment.**

● **Supplier:** Ice Direct 010 852 8595121 HK

EMD ZONE

Graphics

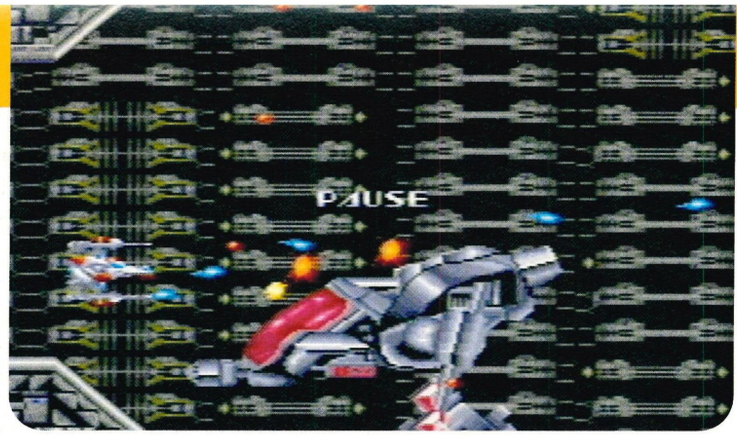
Sound

Addictiveness

Playability

OVERALL 75

Out: Now **Price:** £49.90
Publisher: Hudson Soft



"Will you be my friend, please be my friend." Zap. Splat. Another Alien Intro Agency fails.

Duncan MacDonald had two experiments in mind for our new Mega CD. Firstly he squeezed loads of bits of silver foil into the slidy-in-and-out disk drawer to see if it would get jammed. It didn't. Experiment number two was slightly more sensible, and involved playing *Sol-Feace* and *Earnest Evans* - two of the first Mega CD games to hit this crappy country of ours. So what were they like? Read on, why don't you?

sol-feace

Sol-Feace launchs his secret 'Pause' missile and scores a direct hit on the red meanie.

'Unbelievable', 'Stunning', 'You wouldn't have thought it possible outside the arcades'. Those are the kind of things you want to hear me say about *Sol-Feace*, aren't they, because you're probably thinking of buying a Mega CD yourself fairly soon... and you want all the games for it to be brilliant. You want to be able to show it to people and annoy them by saying things like: "Well, of course it does rather piss on your system, doesn't it?" and "No, you can't have a go – my turn lasts for eight hours so you'll just have to sit there and watch."

Unfortunately, with *Sol-Feace* at least, you're going to be in for a bit of a disappointment and your chums won't be particularly knocked out. It's not that it's crap, it's just that on first appearances you think, "Uuuh?? But couldn't a normal Mega Drive do this?"

Sol-Feace, basically, is a fairly good shoot 'em up. Yes, that's all. It's yet another fairly good shoot 'em up which is much the same as most other fairly good shoot 'em ups but for two things: (a) some of the enemy sprites rotate and (b) the music and sound effects are taken straight from the CD.

Aha, rotating sprites, eh? Tell me, tell me...

Don't you want to know about the sound effects and the music being read straight from the CD?

Yes, but tell me about the rotation first

Okay. As you're probably aware, the Mega CD's got a little custom chip buried inside, which allows it to grab a sprite and spin it around... just like the Famicom does. So in *Sol-Feace* there are a lot of nasties with long arms – and these arms, er, spin around... just like they might do on a Famicom. The elbow and shoulder joints all move independently of one another and what you have are some nasties that are much more nasty than they would be if their arms didn't spin. There are various other rotating nasties too, not just long-arms, but you get the idea.

What a hot looking chick. This, believe it or not, is the pilot of the Sol-Feace. No cockpit jokes please.

And they couldn't do this on a mega drive?

No, because on a normal Mega Drive the hardware doesn't do the rotational work – it's all done via the software. Things that spin have to be drawn in all their different positions and then get called up one at a time during the game. 'Turny things' use valuable memory space and force the artists to draw more animation frames than they really need, so the designers think "Why bother?" and don't.

With the Mega CD's special chip, things are very different. Anything that rotates only needs to be drawn in one position and the computer does all the 'rotaty' work itself. It means you have more spinning things per square metre than you'd find, er, anywhere else you'd find lots of spinny things within a square metre. Hull? Unfortunately I haven't got a dictionary of analogies.

Okay, what about the sound and stuff?

Well, in a normal Mega Drive game all the effects and music is stored in the chips, which means that...

No, I meant what's the sound like in sol-feace?

Oh, sorry. Well, pretty good actually: they start off a little bit 'normal', but then mutate into some very spooky rumblings and moanings indeed. The first hint that this is no 'mere' Mega Drive game comes when you reach mid-level nasty number one – a sort of spider thing (with spinny legs attatched, rotation fans). Tank-type wheels squeak as the beast trundles out to kill you, and in the distance deep, hollow sounds boom – in a very 'dark void of outer space' fashion. (I do know sound waves don't travel in space so stop quibbling.)

Another thing about the sound effects is their 'fade time'. No 'cough and miss them' – they're still going after the cough. New sound fx load with each level.

And the music? CD quality, but crap nevertheless. Imagine heavy supermarket muzak and you're there. If you think what we could have had it's almost criminal.

What's the verdict then?

Sol-Feace is a fairly good shoot 'em up with four-way scrolling, good sound, shitehouse music, not much in the way of power-ups and loads of massive nasties with spinning appendages. Not as impressive as one would have liked, but things will surely get better soon. Wolfteam eh? They're crap.

● **Supplier: Ice Distribution 0709 881873; Hong Kong 010 852 8595121**

"The knee joint's connected to the leg jo... Aehhhh." Never sing and fight aliens.

Wow it's a red, spinny, deathsplat kinda thing. I wonder what its name is?

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 80

Out: Now **Price:** £45
Publisher: Wolfteam

What a weird place Earnest must live in. Trapped in a giant mouse wheel, he must combat the giant ninja sperm from hell. Poor Earnie.

earnest evans

MEGA ZONE

Earnest Evans. Now there's a stupid name for a computer game. *Earnest bloody Evans*. Maybe it's a 'joke' or something – picking the most unheroic name you could possibly imagine for the, well, for the hero: that's what he's meant to be – a hero. Pah! *("Oy, what's so unheroic about being called Earnest Evans???" Earnest Evans, an annoyed Welsh reader.)*

Anyway, naff name apart, *Earnest Evans* the game is pretty blinking soopah. Genre-wise it's a multi-direction scrolling platformy, labyrinthy, leap, climb, swim, whip, shoot, throw bombs, kill monsters, rescue kidnapped chick affair (at least I assume you rescue a chick – this is a Japanese game... I can't read the blurb).

What about rotating bits?

You would ask, wouldn't you? Don't worry, they're well in evidence. Quite amazingly so in fact. Earnest's whole body is a rotational Mega CD showcase. His arms rotate, his legs rotate – indeed everything that could rotate does. What's more, you're in control of all this rotation – make Earnest kneel, make him lie down, make him crawl, make him stand up again. Mind you, it must be said, his movements aren't exactly the most realistic you've ever seen: poor old Earnest looks a bit of a plonker at times, what with his penchant for the unintentional horizontal moonwalk. But it doesn't matter. It's the feeling of control that's the thing. You can't help feeling involved in the game with Earnest bending bits of his body to your every command – it's like being in charge of a very small remote-controlled person. It's skill. He can climb up walls.

And other rotatingy bits?

Yes, there are more. Monsters rotate, spikey trapdoors rotate. Lots of things rotate – but the good thing is that even if it's all just rotation for rotation's sake, it still makes for an interesting and challenging game. Maybe one day, when we're all thoroughly sick of everything spinning around, and yearn for the time when they stayed still, we'll say "Hey, that *Earnest Evans* was a bit silly-looking wasn't it?" But right now, while this is all relatively new, it seems rather spliff. Yes, like I said, it's skill. Earnest can do somersaults.

What about the sound then?

There's an okayish music track (not crap like *Sol-Feace*, but nowhere as good as, say, *Streets Of Rage*) which is rendered, as you'd expect, in pure Blimey-O-Tone through the CD. And the sound effects are good, varied and nicely layered – much like they are in *Sol-Feace* really. Then we get to the storyboard screens: the intro and in-between level screens where you're told what's going down in Japanese-style semi-static pictures. They're almost epic in proportion to what we're used to – and with a full narration too... not sampled speech but real speech.

Hang on a minute... did you say 'real' speech?

Yes. But it's all in Japanese and it's totally out of synch with what's going on anyway. A bit of a cock-up actually, but it shows you what's going to come eventually, doesn't it? There's so much spare space to put things on a CD. Who knows what other treats will eventually be in store.

Okay then, back to the game...

Yes, well it's a great game in its own right, is *Earnest Evans*. It shows what the Mega CD is capable of without relying on all the 'darned trickery' to such an extent that the gameplay gets forgotten. At first I thought the opposite was true, but once I'd got the hang of moving Earnest around I realised my mistake. The game's not too easy, not too hard and you get just the right amount of continues. If there's a gripe it's that the backdrops are a bit samey, but what the hell eh? "Good game alert, good game alert," I cry – but then Wolfteam are pretty good designers and programmers, aren't they? *(You didn't say that at the end of the* Sol-Feace *review. Ed.)*

● **Supplier: Ice Distribution 0709 881873; Hong Kong 010 852 8595121**

twist & shout

Wow it's the Scorpions. All together now 'Wind of change...'

Earnest stops for lunch and hard boils an egg.

Mutant Ninja Turtle it ain't. Makes a nice doorstop though.

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 90

Out: Now **Price:** £45
Publisher: Wolfteam

Should we give up?

Last year, people were tortured and physically abused by nearly 100 UN member states.

Left to themselves, governments will go on imprisoning, torturing and killing and other governments will go on turning a blind eye.

Only one power is strong enough to say to the world's leaders, 'I will no longer allow this to happen.' That power is public opinion.

If you think torture and killing is wrong and yet stay silent, we may as well give up. The strongest voice on earth belongs to you. Use it. Join us.

I wish to be a member of Amnesty International. I enclose £15 Individual ☐
£20 Family ☐ £6 OAP ☐ £6 Student, Under 18, Claimant ☐ I wish to donate
£250 ☐ £100 ☐ £50 ☐ £25 ☐ £10 ☐ Other ☐ I enter my Access, Visa,
Mastercard No. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ Card expiry date ☐☐☐☐
Signed _____ If paying by credit card.
you should give the address where you receive your credit card bill.
Mr/Ms. _____
Address _____
_____ Postcode _____
To: Amnesty International British Section, FREEPOST, London EC1B 1HE.

AMNESTY INTERNATIONAL

645

the lucky dime caper

starring donald duck

This bear seems to have a very sore head. Maybe he hates clichés?

He isn't cute, he hasn't a dime to his name, nor does he have webbed feet but *Paul Lakin* was the only person we could find to review *The Lucky Dime Caper Starring Donald Duck*.

Now if I've said it once I've said it ooh twice at least. I hate cutesy platform games. What's more I particularly hate cutesy platform games with Disney characters. *Fantasia?* Don't make me laugh! Bearing this in mind I loaded up *The Lucky Dime Caper* with about as much enthusiasm as last night's pizza. The only consolation was the possible appearance of Donald Duck who's always been a bit of a star and not cutesy at all. A sort of punk duck really, the Axl Rose of the Disney world. Can this mega bad screaming duck from hell overcome the saccharine world of cutesy platforms?

Things don't get off to a great start. The intro reads not so much like something written for a five year-old as something written by one and a pretty dumb one at that. The story's simple: Huey, Dewey and Louie have been kidnapped by Magica De Spell. (Great name boys, must have taken you ages to come up with that.) More importantly she's half inched Uncle Scrooge's lucky dime and he's offering a reward to get it back. Doncha just love scenario writers?

Fortunately scenario writers don't actually do the programming. So chuck away the instruction book, skip through the intro sequence and get on with the game 'cos it's a little bit fab. It's platformy, cute and cartooney but I'm in danger of falling in love with it. In fact if this was one of those strange states in America I'd probably marry it.

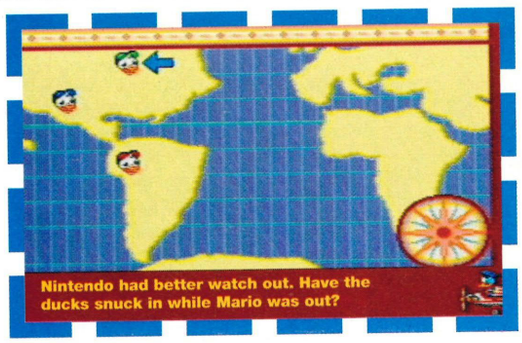
At the beginning of the game you select which of the nephews you want to rescue. Each is in a different location, one in the Northern Woods, one in the Great American Forest (similar to the Northern Woods only wetter) and one in the Andes Mountains. Having rescued all the nephews Donald has to carry on to Magica's castle to retrieve the dosh. Donald starts the game armed with a hammer (nothing cutesy about that) and can pick up a frisbee along the way (Hmm perhaps the faintest hint of cuteseyness?) and there's always the old Mario standby of a pretty viscious stamp. (That means he kills things by stamping on their heads not that he's got a razor edged Penny Black.)

To meet this devastating armoury of weapons the deadly Magica has all kinds of nasties. They're not just your run-of-the-mill hit them and they vanish baddies either. Take the spiders; on the first hit they simply swing back on their thread and come back for another go. Wasps are worse; they hovver waiting for the most inconvenient moment to come shrieking in like something out of Pearl Harbour.

All this platform-hopping, vine-swinging action is delivered in colourful well drawn graphics, it's a shame that we don't get any Donald Duck samples but heck this is the Master System not the flippin' CD Rom. In fact one of the most flattering things that can be said about *Lucky Dime* is that you almost forget you're using the Master System when you're playing. *Lucky Dime* is not really anything that special and fans of *Splatter Blood All Over The Convent III* will probably get hacked off within a matter of minutes. However if cutesy platform action is your thang then this is a very good example of it. A bit on the slow side maybe but nice graphics, just about the right level of challenge and a fair variety of gameplay make up for that.

I liked it and I'm not ashamed to say it, even if it means going round the office wearing big ears and a fluffy tail. A very unpleasant idea.

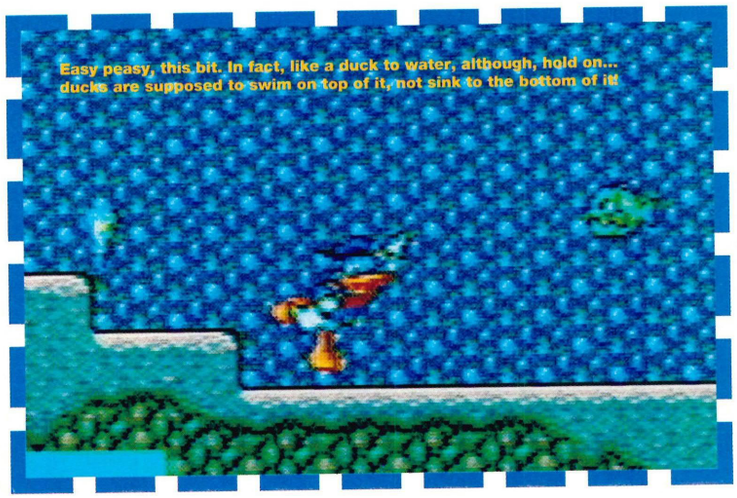
Here we go, it's the old "We were poor but we were happy," routine again.



Nintendo had better watch out. Have the ducks snuck in while Mario was out?

verdict

Cute and exciting, what more could you ask for?



Easy peasy, this bit. In fact, like a duck to water, although, hold on... ducks are supposed to swim on top of it, not sink to the bottom of it!

END ZONE

Graphics

Sound

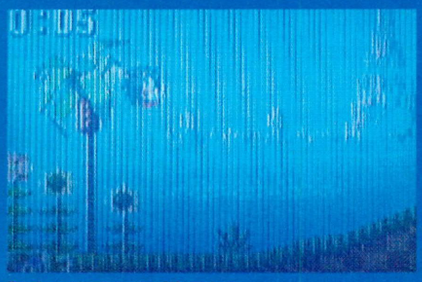
Addictiveness

Playability

OVERALL 87

Out: Now **Price:** £32.99
Publisher: Sega

sonic the hedgehog



Sonic communes with nature.

GAME GEAR

MEGA ZONE

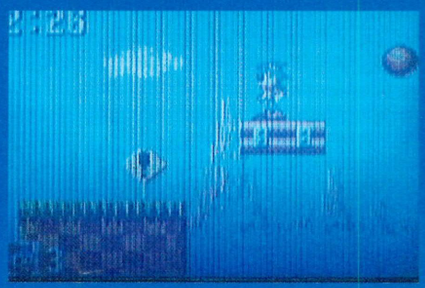
Ian: After successful sell-out tours on both the Mega Drive and the Master System, *Sonic The Hedgehog* comes, live, to the Game Gear. The good news is that this is arguably the best version of all. Everything about it oozes quality – the yummy graphics, the cute little chappy, the crystal clear sound, the addictive gameplay and the supersonic, fandabby megadocious speed at which our (well, my) hero zips along. It is this speed which gives the game the edge over other platform games – allowing huge take-offs sending him careering over water, spikes and chasms etc. Due to the nature of the Game Gear's screen the background tends to blur a bit when in full flight, but this doesn't really detract from the gameplay.

Picking up rings along the way, Sonic must negotiate six zones – each with three acts – in a bid to defeat the evil Dr Robotnik (Boo! Hiss!) in his hideout. The rings are vital, Sonic cannot be killed by any baddies while in possession of at least one, an extra life is awarded for every 100 collected and finishing with over 50 rings allows access to the pinball-like bonus screen containing a continue.

There are also various power-ups to be found – extra lives, shields, super rings (10 normal rings), power sneakers (as if he wasn't fast enough already) and chaos emeralds.

The various levels are all graphically very different with a combination of dexterity and a little brain power required within each one. On completing three acts, Sonic finds himself in a one-on-one with Dr Robotnik who needs several hits before copping his whack.

There is an abundance of secret rooms, hidden passages and alternative routes which ensure that even if the game is completed, further exploration will still be possible. Comic touches like his frantic leg-waggling when flying through the air after jumping on a spring and his doggedly determined gait ensure that the player is kept amused.



Sonic gets caught in a hailstorm.

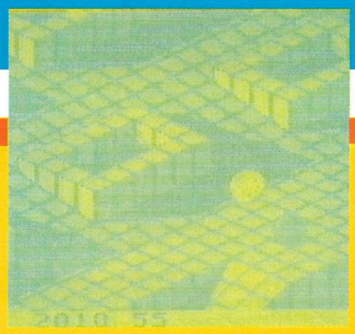
My favourite way to play (although not exactly winning any awards from the British Safety Council) is to just hack it with a pair of power sneakers, bouncing and smashing my way along regardless of any bonuses etc. that may be missed. Alternatively, careful examination has its own benefits (like staying alive) and you're always left with the feeling that there's something left to discover.

I love this game. It's a must for all Sega owners of any machine and looks set to be one of the best-selling games ever. Sonic, you're a complete star and I want to have your baby hedgehogs. What more can I say? (Pass me the Sellotape please. Oh, and a pair of tweezers.)

Old rubber legs himself.

OVERALL 94

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



Rolling marbles gather dirt but no moss.

marble madness

GAME BOY

Jamie: I've been having these dreams lately. It's as if I'm stuck in a geometrical landscape.

Whoops! I was just day-dreaming about *Marble Madness*. Yes I know it's an arcade chestnut from way back but you can now feed your pet Game Boy with the cart. What, you don't remember it?

The object of *Marble Madness* is to move your marble through the maze and across the goal line on each level before time runs out. It's not as easy as it seems, because there are all kinds of creatures and obstacles that hinder you on your way. Marble munchers eat your marble. Steelies roll around in an attempt to knock your marbles off the edge and 'acid pools' float around on the higher levels and melt you on contact.

As well as the bad guys, other devices throw you off guard or help you reach the goal line. Chutes help you down to lower levels, though some can leave you stranded. Sections of the floor have hydraulics and there are also wave sections on the higher levels, so get out your surf shorts.

Marble Madness does sound great. Its graphics are detailed and easy to distinguish, its controls feel comfortable and accurate when steering your marble. But its only problem lies in that there's not enough of it; there's only five levels to complete and because it's so addictive after a couple of days you've finished it. It becomes too predictable and once you know the route through, it becomes too easy, not a challenge at all. I am not damning the game, because I feel it will still be popular with a younger audience whatever I say. And it's certainly not worth losing my marbles over...

OVERALL 67

Out: Now **Price:** £25.99
Publisher: Mindscape

dino dudes

Jeremy: What do you get if you cross *Lemmings* with *Caveman Ninja? Ninja Lemmings? Lemmings Cavemen*? Or maybe even *Cave Lem Ninja Manings?* Actually none of these, what you do get is *Dino Dudes*. *Dino Dudes* is, let's face it, nothing more than a *Lemmings* rip off. But is that a bad thing? I mean, if a game stands up on its own, does it really matter that it is basically another game? Not really. And *Dino Dudes* certainly is a pretty good game.

The plot? Well, you have a limited amount of cavemen, who can perform various physical feats,

It's a man with a beard. *(Inspired. Ed.)*

such as jumping, standing on each other's heads or leap-frogging. And why do they want to take part in these athletic activities rather than doing more caveman-like things such as inventing fire and running round in nothing more than a rabbit skin? Because on every level they have a certain task that they must complete to advance on to the next rung on the evolutionary ladder. Clever hey?

So on one level they need to find a spear, on another they discover fire and on the last, they discover the joys of freeze dried pre-packed orange juice. Not terribly original, but very well executed, *Dino Dudes* is worth a look if you don't want to wait until the appearance of *Lemmings* later this year.

OVERALL 87

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

elevator action

GAME BOY IMPORT

Viv: Lifts comes in as many varieties as Heinz.

The mirrored department store lift begs you to pull faces at other shoppers.

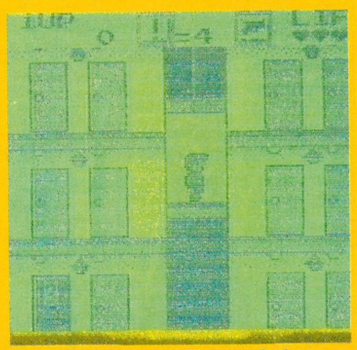
Underground ones are illusory. Step in one side and face that door while everyone else turns round. Then get crushed in the stampede as they all go out the right door.

My fave is the glass-sided one found in modern shopping centres and a certain Moscow hotel. If not stopped en route, it plummets stomach-plungingly spectacularly from the top floor, especially after a few vodkas, and has you coming back for more. *(Or bringing up far more if you ask me. Ed.)*

And finally *Elevator Action*. A lift sim perhaps? Not quite. Agent 17 also known as 'Otto' is out to recover computer disks from Bad Guys International (BGI). These contain a plan harmful to national security. The BGI building has a myriad of lifts and escalators for you to ride in. The catch; BGI agents and their guard dogs.

Explore rooms marked '?' and '!' for the disks and better weapons. You control whether the lift goes up or down when you're in it, you can jump off on any floor, crush BGI agents under it and even fall down the lift shaft to your death. You can get a machine gun and little bombs too to blast the baddies. Fab! For a fairly mundane scenario, this game has bags of onemoregoitis for elevator enthusiasts everywhere.

Supplier: B&S Electronics 071 323 6673



Lift your spirits with *Elevator Action*.

OVERALL 70

Out: Now **Price:** £23.99
Publisher: Taito

Polar Bears formation bully off, nul points.

hockey

Jeremy: You can do some odd things on ice. Dance, skate, wear body-hugging lycra speed suits and even belt a small, potentially lethal, plastic puck at speeds of up to 100 mph at other people! Hockey, what a great game. Half a dozen heavily protected men belt down a length of ice and try to kill each other. The true Olympic ideal.

Now, thanks to the clever people at Atari, you can have all the bone-crunching action of ice hockey on your diddy little Lynx. Almost the same as *Mario Lemieux* from Sega, the Lynx *Hockey* game allows you to play any number of American teams in all the usual options, (game, fight, and shoot out).

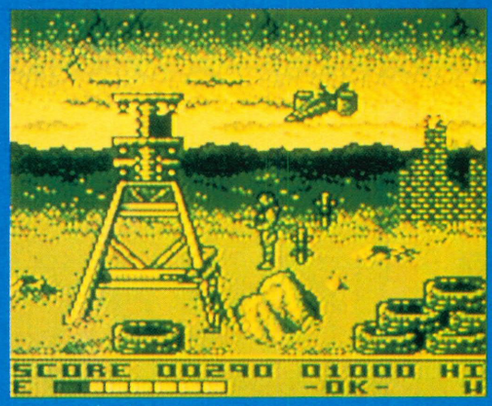
Close-up fight and bully off sequences interrupt the action somewhat but after a few minutes play you soon get used to these jumps of action. When you play in a shoot off, the screen switches axes which calls for some speedy hand action. *(I beg your pardon? Ed.)*

Fast animation and relatively large sprites look good, however one small gripe is the control system. The Lynx has more buttons than most handhelds know what to do with, so when you get a hockey game a choice of control selection should be no real prob, right? Wrong. Both A and B buttons are used for varying degrees of shot power, meaning you have to punch the option button to select your nearest player. This results in a fair tangle of fingers and thumbs.

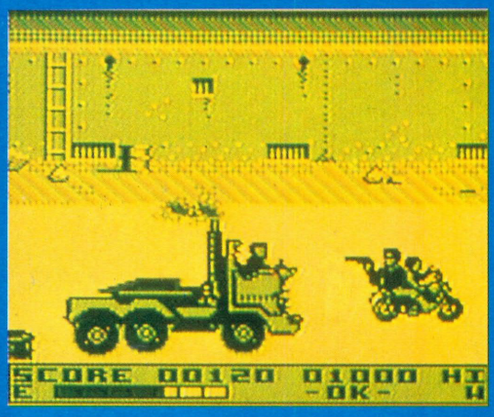
A pretty good hockey game, and by far the best on any handheld, though a couple of annoying little features stop it from being a true classic. However if you are into hockey, and haven't got a console to play *EA Hockey* on, then go for this, you won't be disappointed.

OVERALL 86

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

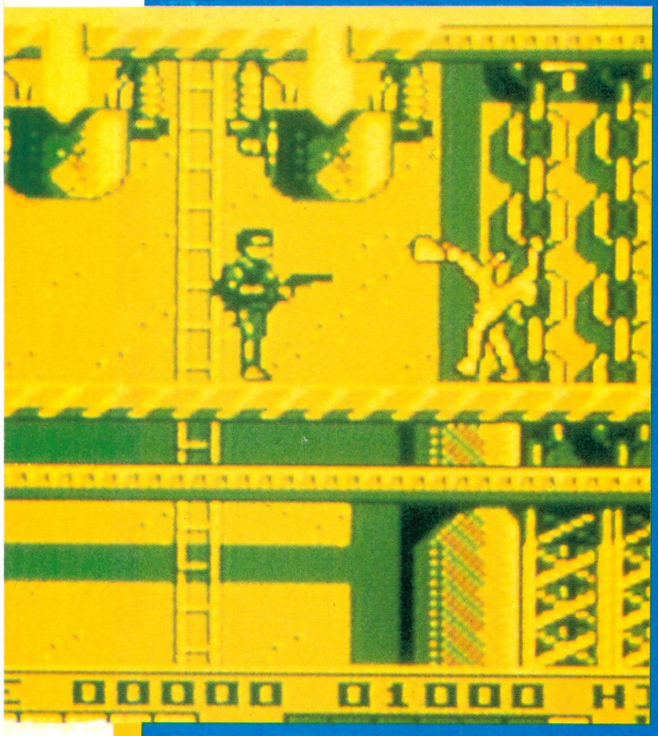


Looks like an oil rig, acts like an alarm.



Don't call me road hog!

terminator 2



Terminators And Ladders.

GAME BOY

MEGA ZONE

Paul: Some software companies have no consideration for the sad overworked life of the games reviewer. Let's face it when a game comes out on the Game Boy that you've already seen on the NES and by the same company you can't help thinking "Oooh easy". After all, the game will be the same, you simply have to have a quick five minute faff about on it, rehash your old review, then it's down to the Lame Donkey for a pint of Winter Warmer and packet of pork scratchings.

But no. Selfish old inconsiderate Acclaim has produced a completely new version of *T2* for the Game Boy so roll up that old NES review and get on with the action.

Not only is *T2* a completely different game on the Game Boy, it's a completely better game too. Whereas the NES version follows the plot of the film very closely, the Game Boy goes back a bit. Level one has you as a future John Connor trying to blast past the SKYNET defence shield, level two has you trying to locate the T-800 design centre and level three has you trying to take control of a T-800 all of your very own. It's not until level four that you make contact with both the film and the NES with the bike and juggernaut sequence.

However more important than changes in the plot are changes in the whole style of the game. Where the NES version was a bit repetitive and simple the Game Boy version is full of variety and challenging gameplay. It's got neat graphics (especially the wasteland on level one) and plenty of playability. This is more than just a shoot 'em up.

Rather like the 16-bit version of *Robocop 2*, the game includes a circuitry/puzzle element (a sort of DIY T-800) and a dash of mazes as well as the usual drive 'n' shoot elements. All in all it's a bit of winner.

OVERALL 90

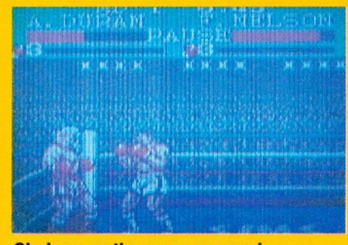
Out: April **Price:** £24.99
Publisher: Acclaim

heavy weight champ

GAME GEAR

IMPORT

Paul: I'd rather watch boxing than a noncey Kung Fu film any day, but when it's computer games, well, boxing games tend to be a tad on the crap side whereas your ninja beat 'em up is usually okay. The reason is partly to do with the range of moves available in a ninja beat 'em up and also the room – there's a lot more room to manoeuvre in a backstreet than a boxing ring. There have been good boxing games, well one at least *(4D Boxing)*, but many more crap ones.



Oh dear, on the ropes as usual.

Heavy Weight Champ is far from crap but it is victim to both of the above problems. The graphics are detailed and well animated, there's even a close-up of the boxers' chests heaving between rounds. All the elements of a real bout are there, with points, knock-outs and funny shiny 1970s football shorts.

The problem is, the boxers are too big for the ring. Since the game is only two dimensional they can only move left or right so it doesn't take much to get stuck against the ropes. It's probably all the right proportions but that doesn't make it any more playable.

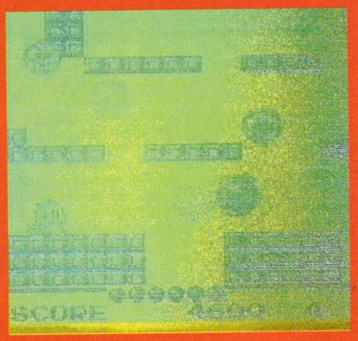
Unless you're Ali the most important moves are those with fists not feet and here the game is a bit dull. You can block, punch up or down with your left or right fist, and... well, that's it. In the end you simply keep tapping away at the buttons until your finger drops off.

In the end *Heavy Weight Champ* is a bit on the light side.

Supplier: Axe Direct 081 643 7078

OVERALL 74

Out: Now **Price:** £29.99
Publisher: Sims Co Ltd



I'm forever blowing bubbles, worse luck.

bubble bobble

GAME BOY

Paul: Tired of collapsing in a pile of blood on the first level of *Splatterhouse*, fed up with having your undercarriage shot away in *F-22*? Do you dream of being wrapped up in cotton wool and spoon fed golden syrup? If so, then *Bubble Bobble* is for you. It's cute, it's sweet and above all it's not very difficult. Well not at first anyway.

As a sort of squat dinosaur of the 'Ooh dear can I have my own TV series?' variety of cuteness you hop and leap your way over platformy screens dealing with ghosties and beasties. And how do you deal with these rotters? Do you splatter them across the screen with a slightly rusty battle axe? Or do you empty the contents of a Kalashnikov into their stomachs? Neither. You trap them in bubbles which you then burst to send them plummetting into the fiery void of hell ha ha ha... er well, not quite. In fact you burst the bubbles and turn the beasties into bananas, trifles and other frankly not very terrifying items of grocery which you then eat for bonus points. Ramboesque it ain't.

Although a little tricky to see, this is a fairly reasonable rendering of an old favourite though to be honest it's not one of my favourites. Cute tends to make me puke but if cuddly dinosaurs is the bag you're into then you'll probably have quite a lot of fun with this.

OVERALL 80

Out: March **Price:** £tba
Publisher: Nintendo

lynx casino

ATARI LYNX

Jeremy: In days of old *(when knights were bold? Ed.)* when computers were great big hulking things one of the first game programmes they ever learnt to run were gambling games. I guess 'cos they are so simple, I mean it's only a basic random number generator looping in an IF THEN logic envelope. *(Who the hell do you think you are? Clive Bloody Sinclair. Ed.)*

And now with the miracle of the handheld we have so many more advanced games to play, so it was surprising that one of the latest games for the Lynx is a casino game. However a nice and unusual touch is the way your little character can wander round the casino and have conversations with various other characters. So

There's no salt or vinegar on these chips.

you can get advice from the high stakes table player, you can console the broke drunk slumped over the bar or even join in for a couple of choruses of Viva Las Vegas with the bar entertainer.

The games themselves are pretty basic; you start with a $1,000 stake and have a choice of losing it on either video poker, craps, roulette, black jack or the slot machines. The only problem with carts like this, and it is a fairly massive problem, is the long term appeal. I mean once you've lost your stake a couple of times you begin to think "Yer, so what?" And after only a couple of mins play you begin getting silly and start putting your entire stake on one number in roulette, and then when the silliness appeal has gone, well you start reaching, once more, for the *Klax* cart.

OVERALL 59

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

bill elliot's NASCAR/ fast tracks

GAME BOY IMPORT

Jamie: Who the hell is Bill Elliot? Apparently, he is the Winston Cup champion and also co-designer of a new cart for our beloved Game Boy.

This is the fast and exhilarating world of circuit racing. You take on Bill Elliot in a race around the four toughest tracks built by man!

Before you start there's loads of preparation to be done; choose from an Oldsmobile Cutlass, a Ford Thunderbird or the Chevrolet Lumina. Select one of the four tracks – if you're a masochist there's the NASCAR Championship season – a race on all four tracks, twice. Now set the distance otherwise you could end up doing 333 laps/500 miles which could cause severe brain damage.

You're still no closer to racing; it's time to take your car to the auto-shop. Transmission, engine, spoiler, gear ratio and tyre stagger can all be adjusted to fit your own driving style and the course.

Well if your batteries haven't run out yet, it's time to race. The qualifying lap decides where you are on the starting grid and in the race all those decisions made earlier really matter.

Bill Elliot's NASCAR/Fast Tracks offers a racing game enthusiast a bit of a challenge. Its forte is the attention given to mechanical detail but with only four tracks to race on you may fall asleep at the wheel...

Supplier: B&S Electronics 071 323 6673

Vroom, vroom. What more can I say?

OVERALL 42

Out Now **Price:** £23.99
Publisher: Konami

pin-up collection: no 1

uncle fester
(the addams family)

The Sun has page 3, the Sunday Sport has 'Big Knockers In Whipped Cream Shock' and *Game Zone* has, well, we have this delightful creature. We felt it was time to inject some glamour, some style and, to be frank, some sex, into *Game Zone*. So we are proud to present the first *Game Zone* pin-up: Miss March – the one, the only, Uncle Fester. Pretty hot, huh? Look out for next issue when we print candid shots of Gloria Hunniford in a set we like to call, 'Fun And Games At Shower Time'. *(I don't think so. Ed.)*

The Addams Family is available from Ocean.

the addams family

GAME BOY IMPORT

MEGA ZONE

Jackie: They're creepy, they're kooky, mysterious and ooky, they're altogether spooky, the Addams Fa-mer-lee. And now of course, hot from their recent success in the cinema, the spookiest family in the entire cosmoverse is back – this time on the Game Boy.

Unfortunately however, when we first meet them in this game, the family has been evicted from the mansion by their attorney Tulley Alford, who is also after the family fortune. And of course, not content with their move to cardboard city, Morticia, Lurch, Granny, Pugsley and Wednesday decide to go to the house to try to persuade Tulley to return their family seat. But when they do, the five of them spookily disappear.

Only Gomez is left. And it's up to him (ie you, as you get to play Gomez) to enter the family grounds, find your family, save your home and your riches.

As soon as you load up this cart, you can tell it's going to be something special. There's some neat digitised graphics of the outside of the Addams Family mansion, and turn up that volume and you'll hear the familiar tiddly um, click click, tiddly um, click click, of the theme tune.

As the game begins, you start at the door of the family mansion and are immediately faced with a choice. Should you nip inside the house and start the search for your family there, or do you don your exorcism gear and check out the graveyard (to your left) or the wood (to your right)? Decisions, decisions eh? And you better get used to making them. Because the beauty of this game is that you are free to explore the whole game world (that includes five sprawling floors of the family mansion, six rooms within rooms and the surrounding grounds) at will. There's none of this work your way through horizontally scrolling level after horizontally scrolling level malarkey in this game.

Mind you, you will need to work out which areas are best accessed before others. As you'll need to explore and pick up something in the graveyard before you can get through the little door on the third floor of the house, for example.

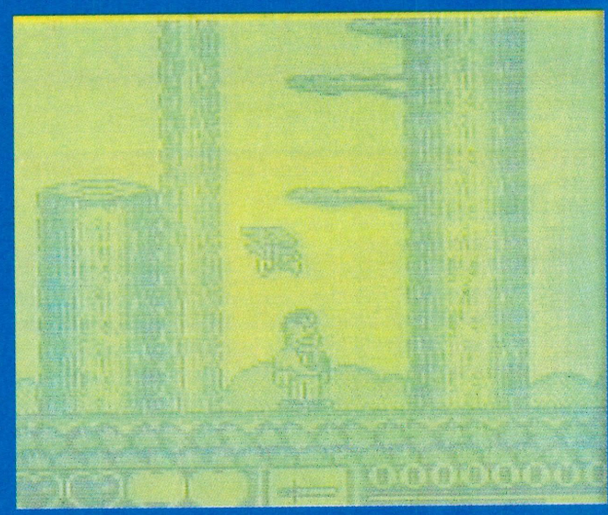
Throughout the game you'll also have to dodge and outrun energy sapping ghosts, spiders, rats, meat cleavers, vultures and piranhas in the search for all your weird relatives. Alternatively of course, you can dispatch the extras from *Night Of The Living Dead* with a deft flick of the wrist instead, as this will release the current weapon you're holding in their general direction. As you go, you'll also be able to find a number of magic potions left behind by Pugsley which will transform you into Drac, Wolfman, Frankie or a Sea Monster and give you extra powers in certain parts of the game.

It's definite. The spookiest family in America provide fast, action-packed arcade-style action combined with a smart puzzle element, neat graphics and great tunes in this neat and imaginative little pack. A surefire success. Spook!

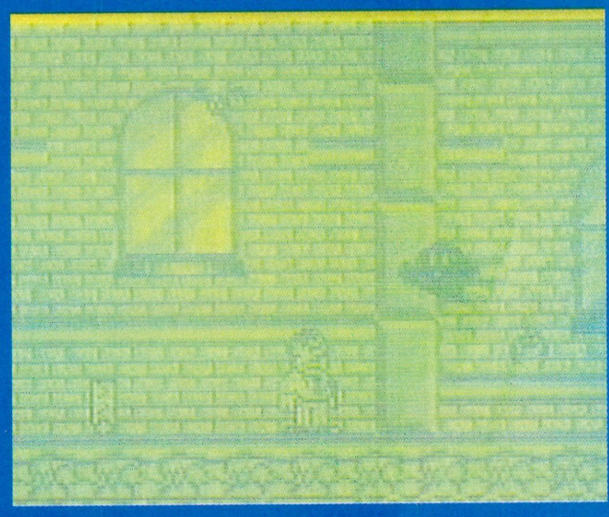
Supplier: B&S Electronics 071 323 6673

OVERALL 90

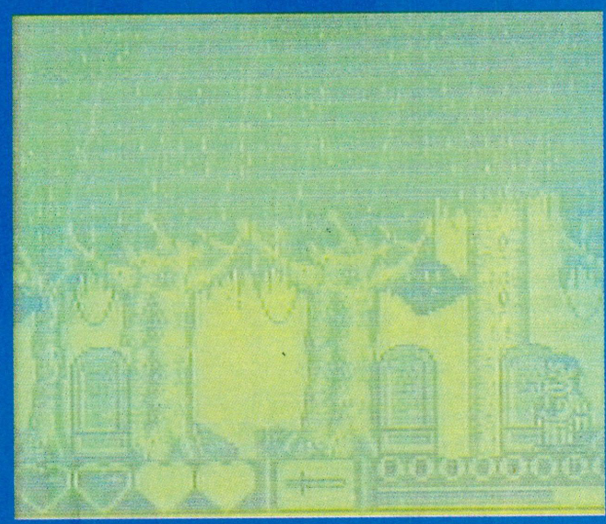
Out: Now **Price:** £23.99
Publisher: Ocean



Gomez can't see the wood for the trees.



A jelly isn't frightening to an Addams.



The situation is grave, but Gomez is game.

FANTASTIC MAGS IN YOUR SHOPS NOW!!!

KICK IT! ISSUE NO.1
ARNIE GIANT POSTER SPECIAL

He said he'd be back and here he is! A brilliant full-colour magazine devoted to the undisputed king of the Hollywood tough guys. Read about Arnie's top ten movies, pull out the giant FREE poster and land the chance to win a copy of Terminator 2 -the uncut version your mother definitely wouldn't like! Get it, before he gets you!!!

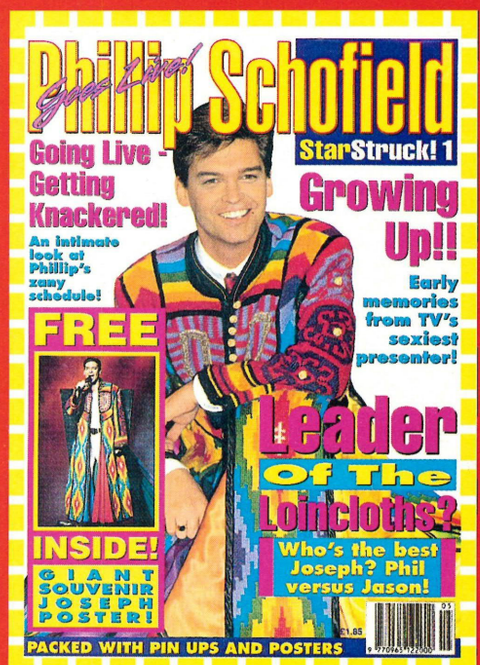
AWESOME NO. 2
MANCHESTER UNITED - THE REDS ROLL ON

The Red machine rolls ruthlessly on with the League Title firmly in sight. In this full-colour poster tribute to Manchester Utd, we profile the major stars, look at Ferguson's young playmakers and assess whether 1992 will be the year of the Red Devil. There's also a giant pull-out poster of the 'new George Best', 18-year-old wonderkid, Ryan Giggs. A spectacular souvenir no true football fan will want to miss.

POSTERS AND PIN-UPS GALORE

STAR STRUCK! NO.1 PHILLIP SCHOFIELD GOES LIVE!

From Going Live in the studio to going live on stage, Phillip Schofield moves effortlessly from TV presenter to West End superstar. Read about his hectic lifestyle, delve into his earliest memories and decide whether Phil or Jase wins the battle of the loincloths! Giant souvenir poster, giant value.



TV STARS! NO.1 DARLING BUDS SPECIAL

Have you ever dreamed of having Catherine Zeta Jones against the wall in your bedroom?!? You have? Well, happy birthday! Our Darling Buds Of May special not only features a giant-size pull-out poster of delicious Mariette, but profiles and info on Pop and Ma Larkin and all the other characters from ITV's smash hit series. Just goes to show; you don't have to say perfick ... damn!

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

Oops, the paint's gone streaky again.

gg galeste

GAME GEAR IMPORT

Paul: Now let's be honest, the Game Gear screens you see in *Game Zone* are not always... how shall we say... er... outstanding. A bit washed out and difficult to decipher at times. Ah well that's just our technology for you. At least you know the real game won't be like that. At all times we struggle to make our screens look more and more like the genuine article. Thanks to *Galvanic Gunner* our job has become a lot easier since the screens on this are trying as hard as possible to look as dreadful as our worst screen shots.

This adds a whole range of challenge to the game. Instead of trying to spot your enemies and get them before they get you more often than not you're trying to spot your own ship before it crashes into something. Mind you I completed quite a few screens of the game without having the faintest idea where I was. Maybe I should incorporate this into other games - Lakin the blindfolded gamesplayer. Or perhaps not.

Okay, so we've decided that the screen is crap (well I've decided, it's up to you whether you believe me or not) but what else is there to say about *GG Galeste*? Not much, which is why I'm waffling away like this trying to clock up three hundred words. This is a very standard futuristic shoot 'em up with some slightly odd scrolling. It looks all set to be a vertical scroller, then changes its mind and decides it might prefer to be a horizontal scroller and settles on being a sort of diagonal scroller. None of this makes it particularly interesting or even particularly challenging.

Supplier: Axe Direct 081 643 7078

OVERALL 55

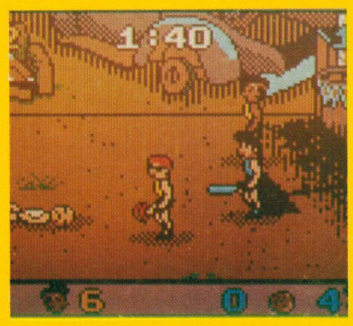
Out: Now **Price:** £29.99
Publisher: Compile

basket brawl

ATARI LYNX

Jeremy: I once broke someone's nose playing basketball. It was an accident of course, he just got in my way and I was bombing down the court at full pelt when up he popped and got a basket ball in his face. Despite apologising profusely it got me the reputation of being well hard on the basketball court. This, rather spookily, is the plot of Atari's brand new cart for the Lynx. As part of their range of violent sports games (also check out *Bad Boy Tennis* and *Malibu Bikini Vollyball*) Atari has sought to crossbreed basketball and GBH.

Basket Brawl allows you to choose from any one of a number of disreputable looking characters whose only aim in life seems to be to hit somebody. You travel over a number of courts and face a



Who nose what may get broken on court?

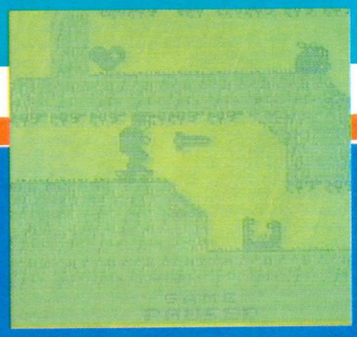
number of increasingly bigger and meaner opponents. It's never actually made very clear whether you get awarded points for scoring baskets or for hitting other people very hard.

And let's face it, it doesn't really matter. With assorted power-ups that appear at random on the court, *Basket Brawl* is a fun kinda jaunt through varying degrees of violence and bloodshed.

Surprisingly playable and with a large splat appeal, *Basket Brawl* doesn't score highly in the originality stakes but it's mighty good fun in a mindless kinda way.

OVERALL 78

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



Wilbur makes ketchup of those toms.

attack of the killer tomatoes

GAME BOY IMPORT

Jackie: Tomatoes eh? You can fry them, grill them, bake them, stuff them and even leave them in the salad drawer until they become a black, soggy, smelly pulp. Thanks to THQ, you can now beat the stuffing out of them. Yes, *Attack Of The Killer Tomatoes* is another arcade adventure squash 'em up.

Mad scientist Dr Gangrene has let loose a band of rogue tomatoes in San Zucchini city. This band of rebel reds is keen to wreak havoc on the city and its pizza parlours. You play Wilbur Finletter, veteran tomato musher, armed with fearsome fists and cutting kicks, who's out to bring the red revolution to an end.

En route to the evil Doc's lair, you'll be accosted by myriads of marauding tomatoes. A swift punch or kick turns them into a soggy pulp. Running and jumping should be enough to get you out of most sticky situations; if not you'll also find the odd skateboard and parachute which could help you out of trouble fast. You can also pick up swords, speed-inducing lightning bolts, energy boosting medals etc.

Wilbur can boost his score by retrieving tiny cherry tomatoes from squished beefsteak ones. If he gets100 of these cherry reds, he automatically gets an extra life.

The gameplay is fast, graphics are clear and neat, the action is bizarre. However *AOTKT* just fails to grab you in quite the right place. Good for a while, but you won't want second helpings.

Supplier: B&S Electronics 071 323 6673

OVERALL 64

Out: Now **Price:** £25.99
Publisher: THQ

WIN!

atari lynx

Top Scorers

Every month for the next six months Atari and *Game Zone* will present you with the opportunity to win the holiday of your dreams. All you have to do is play some great games. There are now 40 games for the Atari Lynx, which, together with 16-bit technology, huge 4 megabyte game capacity and super smooth 3D graphics make it a handheld worth having!

Each month in a major retail chain, two Lynxes will be set up to play two of the great games available (the titles will be announced one month in advance in these pages). All you have to do is take the entry form, which will be printed in each issue of *Game Zone*, into the store (we will publish a full list of participating stores next month) and ask for your attempt at notching up the highest score of the day on each game.

EVERY ENTRANT WINS A SUPERB ENAMEL BADGE OF TWO GAMES WHICH THEY HAVE COMPLETED. There are 20 badges to collect and ten are only available through this competition! All of the scores will be forwarded to the Goode Ideas company, who will be managing the event, and the top scorers on each game will be asked to return to play the regional final and then the final, with superb prizes all round. We will launch this competition with over 50 games on show at the 16-Bit Computer Show at Wembley on February 14-16.

In the meantime tell us your top scores on the Lynx. Simply fill in the form opposite, then either sellotape it to the back of an envelope or pop it inside. Don't forget to enclose a passport photo of yourself (sorry, these can not be returned) and send it in. Nothing less than a *Game Zone* badge (which is not to be sneezed at) will be sent to those whose (believeable) top scores are printed with their mug shot.

To start this challenge we have printed some of the top scores of Atari staff, *Game Zone*, the crew from Goode Ideas and sundry other Lynx enthusiasts. We're sure these scores are beatable so let's see what you can do!

Send your scores to:

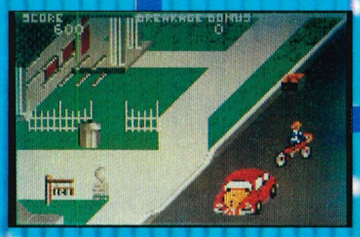
Lynx High Scores, Goode Ideas, 103-105 Spinney Hill, Addlestone Weybridge. KT15 1AZ

ninja gaiden

Paul Lakin *Game Zone* 95,200
Harry Marshall *Lynx User* 92,500
Al Bodin *Atari* 64,150
Patrick Brennan *Atari* 64,100
Carol Frost *Goode Ideas* 100

ms pacMan

Paul Lakin *Game Zone* 189,646
Darryl Still *Atari* 180,240
Jonathan Roberts *Gamesplayer* 176,240
Alex Short *Gamesplayer* 172,180
Carol Frost *Goode Ideas* 30



Paperboy

paperboy

Jackie Ryan *Game Zone* 11,125
Wendy Burgess *Atari* 10,995
Harj Ruprah *Atari* 10,875
Daniel Warwick *Gamesplayer* 9,000
Carol Frost *Goode Ideas* 5

zarlor mercenary

Darryl Still *Atari* 211,662
Stuart Wilson *Atari* 211,658
Paul Lakin *Game Zone* 202,564
Mike Bac *Gamesplayer* 156,741
Carol Frost *Goode Ideas* 2

xybots

Alan Ross *Atari* 18,300
Paul Lakin *Game Zone* 17,920
Harj Ruprah *Atari* 17,500
Colin Reeves *Goode Ideas* 16,220
Carol Frost *Goode Ideas* 20

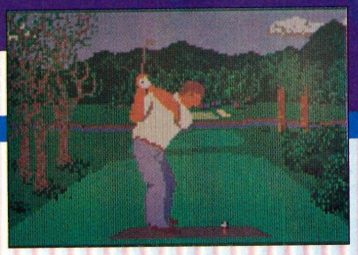
win a disney holiday! loadsa goodies!

Zarlor Mercenary

game zone challenge

APB

apb
Rob Katz *Atari* 590
Jackie Ryan *Game Zone* 580
Edwin Stifter *Lynx User* 520
David Wesley *Atari* 480
Carol Frost *Goode Ideas* 10


Awesome Golf

awesome golf
Darryl Still *Atari* 6 under par
Rob Katz *Atari* 4 under par
Jeremy Daldry
Game Zone 3 under par
Matt Lerpinere
Gamesplayer 2 under par
Carol Frost
Goode Ideas disqualified

klax
Jackie Ryan
Game Zone 1,343,120
Rob Katz *Atari* 1,245,550
Mark Sykes *Atari* 989,440
Keith Tattersall *Atari* 876,300
Carol Frost *Goode Ideas* 50

gates of zendecon
Darryl Still *Atari* 17,163,200
Ross Wright
Lynx User 16,009,300
Matt Lepinere
Gamesplayer 9,363,000
Rob Katz *Atari* 7,546,300
Carol Frost *Goode Ideas* 20

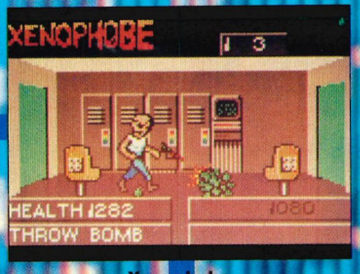
checkered flag
Darryl Still *Atari* 180 pts
Colin Reeves
Goode Ideas 80 pts
Ross Wright *Lynx User* 72 pts
Edwin Stifter *Lynx User* 35 pts
Carol Frost *Goode Ideas* 5 pts

blue lightning
Jeremy Daldry
Game Zone 388,950
Darryl Still *Atari* 388,000
Ross Wright *Lynx User* 351,050
Paul Bennett *Lynx User* 340,600
Edwin Stifter *Lynx User* 249,200
Colin Leonard
Lynx User 247,250
Colin Reeves
Goode Ideas 190,450
Stuart Wilson *Atari* 143,450
David Wesley *Atari* 126,350
Carol Frost *Goode Ideas* 10

rampage
Jeremy Daldry
Game Zone 1,632,500
Robert Payne
Lynx User 1,532,700
Phil Bailey
Lynx User 1,243,025
Darryl Still *Atari* 1,178,000
Carol Frost *Goode Ideas* 10

roadblasters
Jeremy Daldry
Game Zone 204,470
Mark Sykes *Atari* 204,360
Edwin Stifter
Lynx User 199,300
Alex Short
Gamesplayer 172,540
Carol Frost *Goode Ideas* 20

rygar
Paul Lakin
Game Zone 1,725,550
Phil Baley
Lynx User 1,518,450
Robert Payne
Lynx User 1,415,750
Ammar Oghl
Lynx User 1,110,940
Carol Frost *Goode Ideas* 20



Xenophobe

xenophobe
Jackie Ryan
Game Zone – 58,520
Luke Leighton *Atari* 56,760
Jeremy Daldry
Game Zone 51,340
Alex Short *User* 48,570
Edwin Stifter
Lynx User 46,200
Darryl Still *Atari* 27,620
Rob Katz *Atari* 26,550
Patrick Brennan *Atari* 24,300
Mark Sykes *Atari* 22,110
Carol Frost *Goode Ideas* 80

stun runner
Jackie Ryan *Game Zone* 50,000
Ben Warwick
Gamesplayer 49,620
Tony Bicknell
Gamesplayer 48,700
Colin Reeves
Goode Ideas 29,400
Carol Frost *Goode Ideas* 20

turbo sub
Darryl Still *Atari* 6,400
Rob Katz *Atari* 6,200
Craig Erickson *Atari* 5,900
Ian Fraser *Atari* 5,600
Carol Frost *Goode Ideas* 60

scrapyard dog
Jeremy Daldry
Game Zone 5,940
Paul Gladow
Gamesplayer 5,860
Luke Leighton *Atari* 5,260
V. I. James *Atari* 5,100
Carol Frost *Goode Ideas* 20

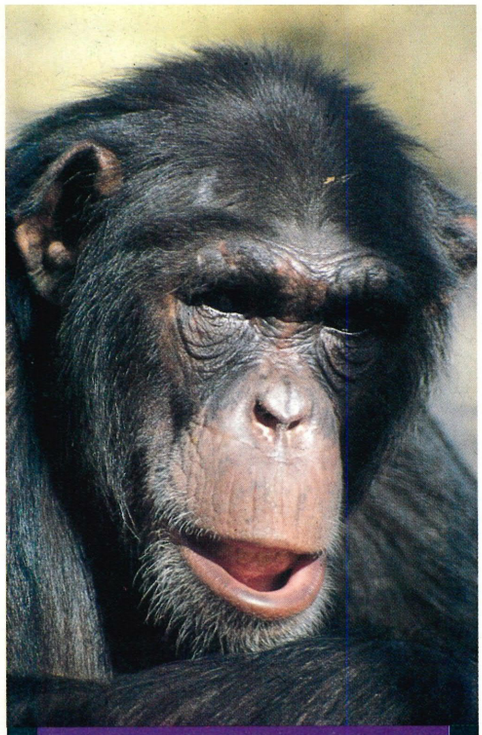
Game played **score**

NAME

ADDRESS

POST CODE

SIGNATURE



win £50* in cash!

*plus a packet of biscuits

"This is very interesting," said Jennings, "but how do they get all their wizzo cheats and tips together?" "Apparently loads of chaps and chappesses send all their tips, cheats, complete solutions and maps to *Game Zone*. and jeepers they can win a £50 prize for the month's best contribution."

"Cripes!" said Jennings. "That would keep us in humbugs for well over a year." "Not only that but you also get an exclusive PG TIps badge if you have a cheat printed," said Darbishire. "What are we waiting for Jen, let's get going... Hang on what's this? Apparently they'd really like a few more maps and complete solutions." "Well then, let's do a map, we'll have more chance of winning then!" Jennings said. "Wizard. Did you know that the ginger nut is the biscuit of the month? I'd definitely agree with them on that one, eh Jen?"

Send your wizard wheezes to:

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

NB The biscuit of the month is the ginger nut.

PG tips

"I say Darbi," Jennings said. "I'm in a right tiz-woz over this new game. It's awfully hard and I really need something like a wizard cheat to help me out." "Never fear Jen," said Darbishire slowly sipping his herbal tea, "I've got the answer." "Cripes. What is it Darbi?" "It's jolly well *PG Tips* that cheat section in *Game Zone* written by that *Daniel Pemberton* chappie!" "Jolly good show Darbi!"

the immortal

Hurrah! Here's some level codes to this great swords and sorcery-type game supplied by pink wafer wolfer, **Simon Laskey!**

Level 2: CDDFF10006F70 **Level 3:** B4FDB21000E10 **Level 4:** B5FFF31001EB0 **Level 5:** 94BFB43000EB0 **Level 6:** FAFED53010A41 **Level 7:** C250F63010AC1 **Level 8:** E590D710178C1

dynablaster

Hmm. **Chris Fielding** forgot to tell us what machine this cheat's for, but I think it's the Game Boy. I'll give him bloomin' *Dynablaster*! Anyway change the first number/letter of the password in game A to the letter X. You'll now have loads of gold to spend in the shops.

tetris

Okay you probably don't own this 'cos it was banned, but if you're one of the lucky few, try pressing START and DOWN on the title screen for a super fast game courtesy of **Graham Boxall.** Incidentally, that also works on the Game Boy.

chips challenge

Chips Challenge is featured once more on these pages. This time it's Hob Nob guzzler **Steven Whitehead** whose name's in print. Anyway here they are: **10:** VUWA **20:** KGFP **30:** BQZP **40:** YWFH **50:** QBDH **60:** ZYVI **70:** GCCG **80:** EVUG **90:** OLLM **100:** QJXR **105:** YNEG **110:** XBAD **115:** EGRW **120:** FLXP **125:** MYRT **130:** XHIZ **135:** LYWO **140:** SJUK **149:** DIGW

rainbow islands

On the title screen press UP, B, DOWN, LEFT, C, A, A and B to start off with speed shoes and double rainbows.

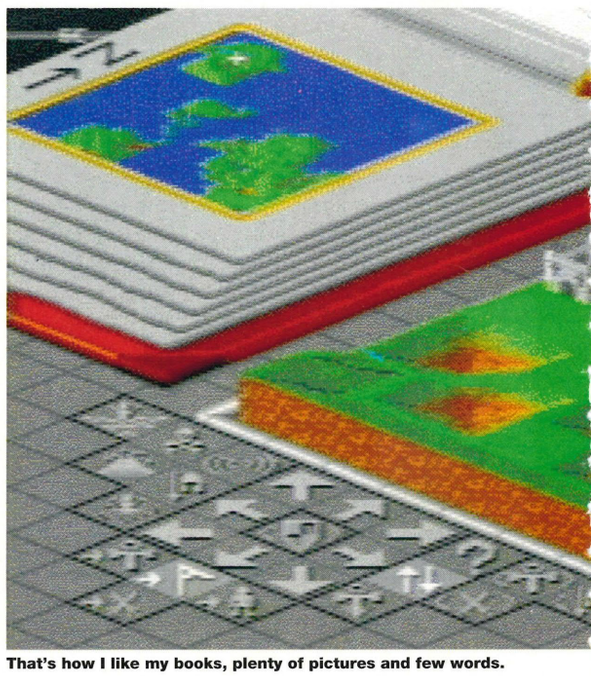
master of monsters

Here's a couple of cheats supplied by **John Jo O'Driscoll.** If you want to get down to the funky groove that this game lays out then just hold down A, B, C and START on the title screen for a sound test. Or if you're a complete herbal tea sipper, hold down A, B, C and START on the sound test screen to be transported to the end of game sequence. Blimey!

populous

As we all know, the universe was a bit of a botch job 'cos God only had seven days to make it. But thanks to **Spike Cartledge** you can make your world better with these passwords. Spook!

50: HOBOZJOB **100:** CALEOLD **150:** BINQUEME **200:** EOAMPMET **250:** VERYOXT **300:** NILQAZOUT **400:** BADMEILL **FINAL** WEAVUSPERT



That's how I like my books, plenty of pictures and few words.

Racoon tails are the height of fashion, but with what I'm about to do to this turtle, who cares if it's fake fur or not.

outrun

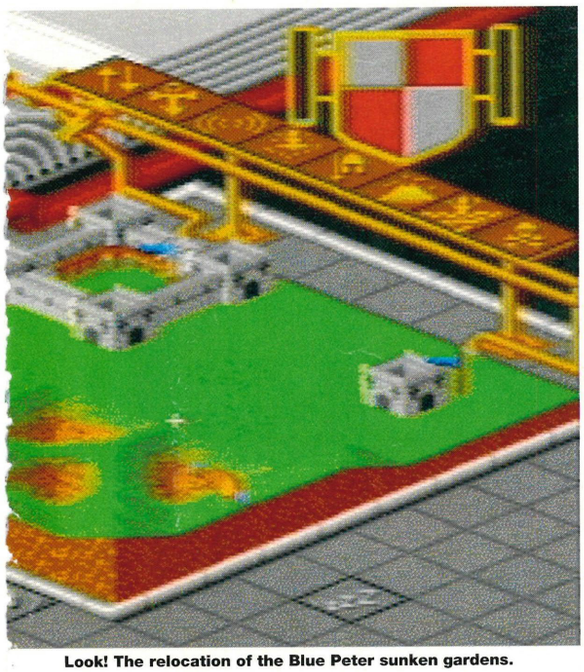
Jamie Richards tells us that if you enter ENDING on the high score table you erm... get to see the ending. Tricky to work out eh? Also if you select HARD level and don't crash once before you get to the checkpoint you'll see an airship.

castlevania II

After last month's codes **Ahmed Mulla** has given us a password for nine lives. Erm... here it is:
Candle Candle Heart Heart

duck tales

Apparently **Colin Bettridge** says that if you locate launchpad McQuack and the fifth digit of your score is a 7 then you'll get a bonus game.



Look! The relocation of the Blue Peter sunken gardens.

wwf superstars

Andrew Connor's taken time out from blasting Terminators into oblivion to give us this handy tipette for more energy. Dropkick at the ring, then climb back in. Now clamber to the top rope, and stay there and your energy bar will slowly fill up. Incidentally he's written this from the officer's mess. So why doesn't anyone clear it up?

sonic the hedgehog

Wingeing time! Yes, I'm totally and utterly fed up with all the *Sonic The Hedgehog* level select cheats. Haven't you noticed that we've already printed the cheat? Anyway to stop you from sending it in I'll print it once more. Press UP, DOWN, LEFT, RIGHT on the title screen and you should hear a ding dong bell sound. (One '99 with a flake please.) Now press A and START. Hurrah! A level select chart is yours. Now anyone else who sends that will have a carnivorous ferret put down his/her trousers.

choplifter II

And next to eat from the biscuit barrel is **Ahmed Mulla** who very kindly gave us all the *Choplifter* codes:
Level 2: SKYHPPR
Level 3: LKYBYSS **Level 4:** CHPLFTR
Level 5: BYMSFWR **Level 6:** RGHTHND
Level 7: GDGMPLY **Level 8:** TRYHRDR
Level 9: SDRYSKS **Level 10:** CMPTRWZ
Level 11: CHPYBYS **Level 12:** VRYHPPY
Level 13: GMBYQZD **Level 14:** LVLYTYZ
Level 15: GDDYGMZ

air driver

To get to the last guardian of the whole game go to the map screen and put the cursor on a place which is non-selectable (eg. no enemies). Hold down START and press B, A, A, B, C, B, A and B. Then hold down C until the game fades and you face the boss. Thanks to **Phil Kirkwood** for that.

super mario bros 3

At the end of each area, **Scott Springall** reckons that if you go back to the pipe, run full speed and hit the box with the moving icons you'll get the 5-up icon. Once you've done this three times you'll get a 5-up! Yeah!

dynamite duke

To get a screen full of more options than I've had stale Hob Nobs press C ten times on the title screen followed by START.

wonderboy II

Mark Whyke's come to the rescue for all herbal tea sippers who are lost in the labyrinth. Just use these directions at the intersections:
DDRLDRDRUULULDRDDRDDDL
D: DOWN, L:LEFT, R: RIGHT, U: UP.
(Ooh that's a surprise!)

bugs bunny II

After eating one too many pieces of carrot cake **Steven Crouch** gave us *all* the level codes to this game. And here they are:
Level 2 TEST; **level 3** GAME; **level 4** SHIP;
level 5 RACE; **level 6** WORD; **level 7** SHOP;
level 8 SIZE; **level 9** QUIZ; **level 10** DOLL;
level 11 DATE; **level 12** ZOOM; **level 13** DISK;
level 14 GOLD; **level 15** ZERO; **level 16** FIRE;
level 17 ROOT; **level 18** READ; **level 19** TAPE;
level 20 UNIT; **level 21** SONG; **level 22** TYRE;
level 23 LOVE; **level 24** NOTE; **level 25** JAZZ;
level 26 HELP; **level 27** KING; **level 28** GIFT.

shadow dancer

If you want millions and trillions of points (50,000 to be exact) **Linda Davies** suggests you choose no shurikens. Unfortunately this makes the game harder than a stale rock cake.

moaning corner

Moan, moan, moan! Haven't had a good one for ages (except for the time when my sister borrowed my Rainbow Brite slippers). Well now's my chance to tell you what really annoys me. Disobey these at your peril!!

- **People who copy stuff from other mags.**
- **People who send in the *Sonic* level select cheat.**
- **The new Cliff Richard song.**
- **People who copy stuff from *Game Zone*. Durrrr!!**
- **People who send in Amiga & ST cheats. Double Durr!!**
- **Guides to the *Mario* games are annoying too!**
- **Gift vouchers.**
- **People who send in cheats that don't work.**
- **People who don't tell me what machine the cheat's for.**
- **Harold from *Neighbours*.**

At last I've got that off my chest. I'm off now to have a nice relaxing cup of Horlicks. Hang on, I've got one more for my list:

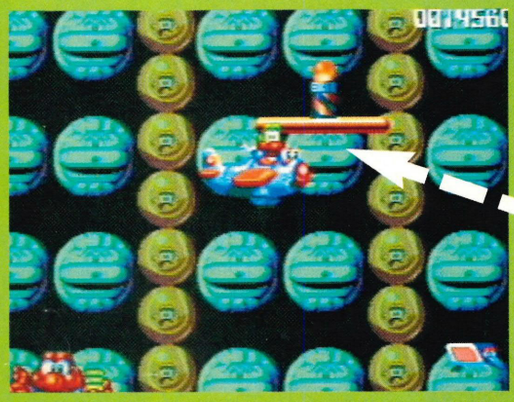
- **People who don't pay attention to the above.**

robocod COMPLETE SOLUTION

The *Game Zone* fish tank *(Think tank surely? Ed.)* couldn't decide on a complete solution. No fish out of water, *Daniel Pemberton* surfaced with *James Pond II.*

MEGA DRIVE

sports world



Chocs away! The wonderful fish in his flying machine.

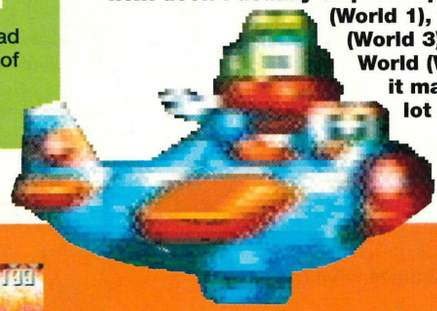
1-1 If you want to exit this level and world really quickly just go left. Otherwise just use it to get used to stretching, catapulting and jumping.

1-2 Again, this is dead simple.

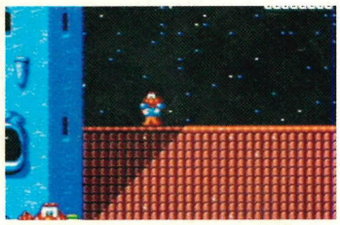
1-3 Get the plane out of the ??? box, collect the penguins and then take the exit on the high platform. This'll take you to a bonus room. Once the world is completed, head to the left of the castle. On the roof you'll find some energy bonuses and an extra life.

general tips

- **To get to a higher level you'll have to catapult off an enemy. It's simple, once you've bounced on them, push jump.**
- **Look before you leap or you may end up dying. Erm... try to avoid this.**
- **Take your time – there's no limit!**
- **Explore the levels as fully as possible, you never know what's hidden.**
- **It's actually possible to skip some levels when you're at the castle by just going to the next door. I usually skip the Sports World (World 1), the Sweet World (World 3) and the Games World (World 6) because it makes the game a lot easier.**



secret levels



▲ At the castle, go to the roof on the far right. Now keep walking left and you should fall into a secret room.

▲ Inside this are two doors. One leads to a train level which is pretty hard but is really just the same as level 4-2. The sweet level on the other hand is completely fab and has a brilliant jelly section! But I'm not going to give you any help on these levels 'cos I'm a swine. *(Boo, hiss. Reader.)*

Bombs away! Curl up woodlice-like for maximum effect.

And granddaddy bear said, "There's a cod in my porridge."

teddy world

2-1 Go right, kill as many birds as you can until you find a blue man. Kill him and go left. You should find a train. Kill this and collect the energy. Rest of the level's pretty easy, go back, right, stretch, go right, fall down the hole and go left. You should soon find the teddies and collect the bonuses. Then stretch for an extra life.

2-2 Stretch through the second hole above you, go left until you find a bus. Catapult off this to the left. Keep going left until you find a trampoline. Bounce and collect the wings, collect the bonuses on the left then head right, but stay at the top of the screen. You should now find the exit, which leads you to a bonus room.

2-3 Always drop-jump so that you kill the missiles. There's one measly bit of energy near the end. Once this world is completed, again go to the left of the castle. On the roof is an extra life and if you stretch you'll see some wings.

guardian teddy Although the teddy looks well mean, he's really a bit of a softie. Drop-jump on his head to kill him when he's in the middle. When he's on the right side of the screen, jump on the left platform, then on to his head. (And vice versa.) Only needs a couple of hits.

cheat!

tool up To get a shield outside the castle, eat these in this order: cake, hammer, earth, apple, tap.

robocod eternal For infinite lives in level 1-1, eat lips, ice cream, violin, earth and snowman. Now all doors should be open.

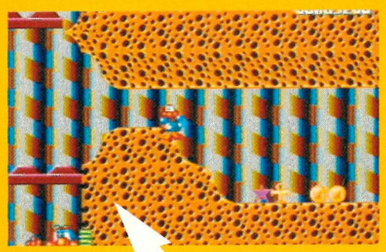
the drop jump

Unless stated it's always safer to drop-jump than to just do a normal jump. Just jump and push down to become an indestructible ball.

sweet world

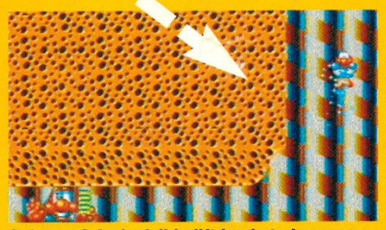
3-1 Quite easy this level but the Bertie Bassetts are a bit of a pain. When you get to a long row of plates, jump on them, drop-jump on the birds and collect the bonuses and wings. Now at the exit, collect the penguins, but don't go into the bottom exit. Fly up using the wings to the exit above to enter a bonus room!

3-2 Stretch through the first hole above you to get armour. There's a secret room hidden in the icing tub. Stretch through the second hole above you, collect the bonuses and head right. Take the top route. Before you go to the exit, fall down the hole on the left and go left to find an extra life.



Goody, goody, yum, yum, gives extra life.

3-3 On the second section of moving platforms get off before the end and go right. Collect the energy, extra life and bonuses then jump into the penguin bar for armour. Now go back and head right but DON'T go in the exit. Jump on the lift. Once the lift stops, jump up once more to find an invisible lift and go left to collect the bonuses. Now get back on the normal lift, jump to the left and keep going left to find the exit.



Going up? An invisible lift leads to bonuses.

3-4 On the last cake, fall off it and push to the left. You should find a hidden pair of wings. This now makes this level dead easy!

3-5 All the flashing exits are useless. Jump over them all and fall off at the end to find the real exit.

3-6 Simple. But don't get confused by the gravity. After you've completed the world go once more to the far left of the castle and jump on the snowmen statues. These turn into a lift. When you're at the top, jump, grab the umbrella, float down and collect the bonuses.

industrial world

4-1 To reach most of the surprise boxes you're going to have to catapult off the trains. Not much else to say really, except this level's quite long.

4-2 This is the train level. Watch out for the panes and always drop-jump. Don't get stuck behind objects or you'll die and there's not much point in collecting the bonus items.

4-3 Watch out for the falling girders as they kill! They have different joins to the others. Take your time and if you want to be really safe, just stretch to the top and head right. A bit later on you'll find some monsters that look like the *PacMan* ghosts. These usually jump out from the spikes just as you're about to jump, so look out! After them there's a load of platforms. Take the top one, but look out for the moving platform at the end. Stay on it too long and you'll die! After this there's some more *PacMan* monsters. If you catapult yourself directly up off the second monster you'll enter a bonus room! The exit's at the far right. When you're on the moving platform next to it jump off quickly or you'll get squashed.

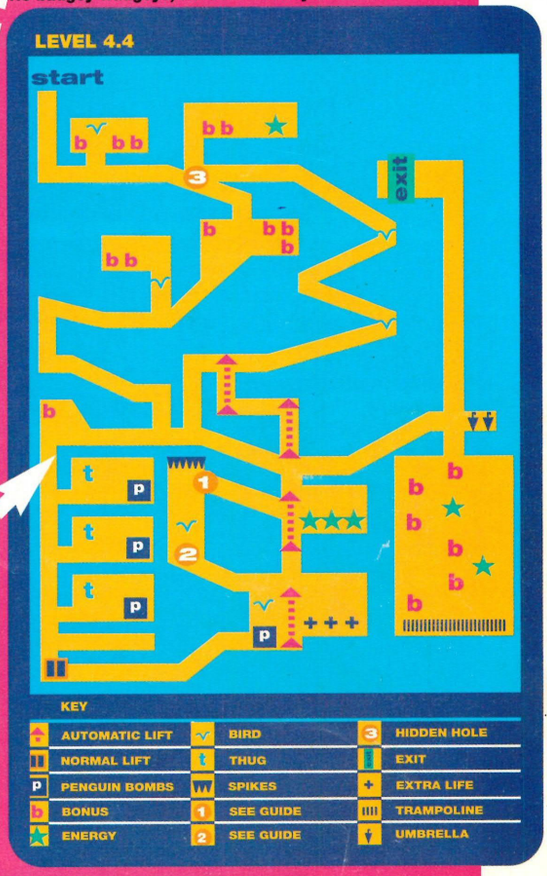
4-4 To get through the lifts you have to take a long run up, gather up speed and then smash through them. To get to point 1, catapult off the bird, then smash through the lift to get the energy. To get the extra lives run to the right from point 2. See the map for more details.

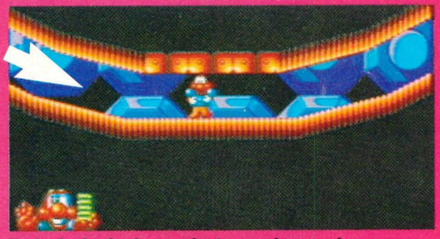
4-5 In the middle of each valley there's some boxes. Jump up into these for bonuses When you get to exit, if you've got enough energy, walk on to the spikes and catapult yourself into the passage above you. Stretch, collect the bonuses and when you're at the dead end, jump up for more bonuses!

4-6 Get the train out of the second ??? box. Catapult off this so you can reach the tunnel on the top left. Go through this, kill the small car and hit the ??? box for a car. Hop in and head right. Take the bottom passage, collect the penguins and jump in the plunger. Now if you go back to the left some blocks should have moved and you'll be able to fall down into a room containing bonuses and energy. Once you've got everything, get out and the exit's on the top passage. After the world is completed collect bonuses on the far left of the castle.

guardian car The car's tricky on your first go, but you'll soon get used to it. Catapult yourself off one of the smaller cars on to the top platform. Now when you can, fall off onto the car then catapult straight back onto the platform. Never try to jump on him whenever he's flashing. When he's stopped flashing, if you can, jump onto him and catapult back. Repeat this until he's dead and do take your time. He needs quite a few hits.

No badgey wadgeys, here it's bonusy bonuses.





No jacks in the boxes, just more bonusy bonuses.

Aka Christine, this car's cruisin' for a bruisin'.

bath world

5-1 Hop into the bath and you're off! Don't get stuck behind objects and stay in the bathtub when you exit.

5-2 Assuming you're still in the bathtub this'll be easy. Once you've passed the first load of bathtubs, before the second lot, go down to the left. Down here's a small room with two bars of soap, poison and some rainbows. There's a secret room hidden in the bars of soap but it's not worth going to really 'cos you lose your bathtub. Anyway you can now either go up or straight on. If you go up and right you'll eventually come across a load of bonuses inside a wall of soap bars. To get to them, get out of your bathtub, take a long run up and smash through them like the lifts on level 4-4. The exit is hidden in the large bathtub, but before you go in it, head over it to the right to pick up the bonuses.

5-3 Bit of a pain due to the hard control. Above the exit to the right is a 1-up and if you then head back to the submarine, push down on the first conning tower that you find on top to get lots of bonus points.

5-4 Go into the bottom right of first ship to enter a bonus room.

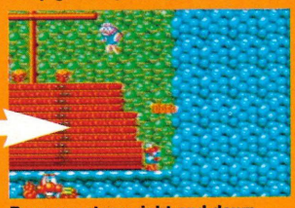
5-5 Again quite easy. If you headbutt some of the platforms coins will appear.

5-6 Firstly don't get hit by the moving soap bars because they kill! Once you're past the spikes you should see two ducks, an umbrella and some soap. Jump on the duck, then jump on the umbrella. you'll now land on an invisible lift which takes you to a bonus room. Once you're out go right and you'll see a 1-up. Collect it, but move fast or you'll get squashed. Before the exit there's a long line of soap bars. Jump to the top, get on the lift and jump off to the right when you reach the top. Collect the bonuses, then jump back onto the soap and exit!

5-7 This level is similar to the train level. Again don't get stuck behind anything or you'll die. Take the top route and hit the ??? box. Collect the plane and the level's easy. Also the scroll won't actually move any faster if you do. After the world is complete, go to the far right of the castle and jump on the snowmen statues. These'll give you a lift. Once you're at the top you'll see another gateway which is too far away to jump to. If you do a very small jump, like in the screenshot, you'll land on an invisible platform. Go into the gates for bonus city!

Splish, splash I was takin' a bath.

Soap gets in your eyes.



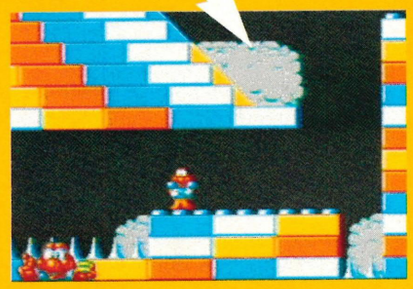
Bonuses stage right and down.

Heh, I've found the Gulf Stream.

More invisible floaty bits.

castle world

7-1 Firstly the flowerpots will only move when you go near them. Collect the penguins and drop-jump the guards. When you get to the end of the slope, stretch and clamber across to the left for an extra life and energy. Now DON'T go into the exit at all costs. Stretch above and drop down the hole at the side for a secret room. In the secret room get the plane or the bathtub.



Negotiate the spikes and a reward is yours.

7-2 With the plane (or bathtub) this level's dead easy. Just make sure you don't get knocked out by any birds. Go straight up for an extra life. The exit is at the top right.

7-3 The exit's at the far right! Simple. Again go straight up for an extra life.

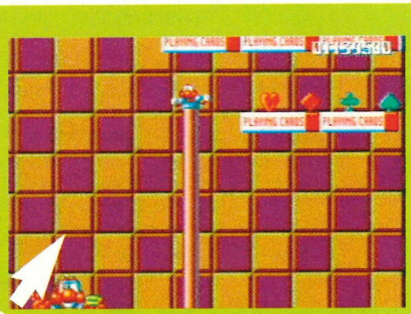
7-4 The exit's over to the right, in the middle. Once the world's complete go to the far right of the castle. Jump on the snowmen, then the surprise boxes until they move. Go down the hole and collect the bonuses.

games world

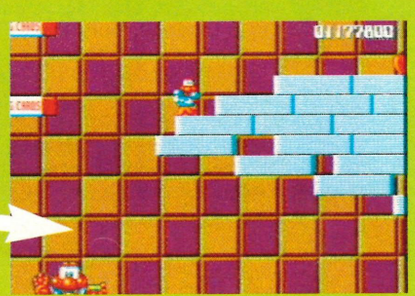
6-1 Collect the energy in the surprise boxes but don't bother hitting any of the ??? boxes because they all contain enemies. When you get to the four exits, the bottom two will take you to a bonus room, the second one on the next level and the top one will take you back to the start of this level.

6-2 If you stretch through the holes above you, you'll find the penguins. Don't go on any cards which are facing backwards as they don't support you. A bit later on you'll come across a sort of pyramid of cards. Above you should be lots of packs of playing cards stuck together to make a platform. Stretch onto these, go right, jump onto the next lot of cards again, go right onto the dominos. Keep going right. Collect the plane and go into the exit for a very strange bonus room!

6-3 Watch out for the wheels and always drop-jump. Always go under the chess pieces so that you avoid the birds.



Stretch two, three, four. Yes it's Fishy Fonda!



It's plane to me what you'll find to the right.

When you get to the exit, if you've got more than two bits of energy quickly go to the left and collect the extra life. This is very risky though.

6-4 The ladders act like lifts. Watch out for the small snakes which fall down the ladders and the big snakes. When at the top, stretch and clamber to the right to avoid all the snakes.

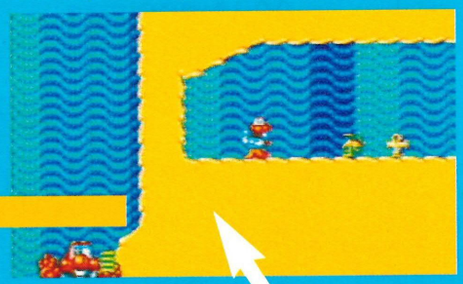
6-5 This level is very annoying! Right at the start there's a bit of energy above you. Again always drop-jump. When you get to the restart point only jump on it if you've got more than one bit of energy. When you get to the end DON'T jump on the plunger, jump over the exit to the right for a secret room. After the world is complete there's an extra life on the roof which is at the far left of the castle.

guardian queen

Surprisingly this guardian's pretty easy. Avoid the first lot of cards then get onto the top platform. Then whenever she's below you catapult off her pack onto the platform. Repeat this until she's dead. The Queen doesn't require many hits.

art world

8-1 Jump onto the top platform and keep jumping onto platforms on the left until you reach land. Pick up the wings and fly off to the exit on the far right. There is a plane in a ??? box but you can't get it. Waah!



Robo 'Icke' Cod walks through walls to get bonuses.

8-2 When you get to the moving platform fall off to the right. Go through the wall, collect the bonuses and kill the birds. Jump through the wall on the right, collect all the bonuses and then go into the exit for a secret room.

8-3 Try to always stay on the top-but-one stave. Try to stay on the top notes if possible.

8-4 The annoying pencils require quite a few hits. When you get to the 'stairs' walk through the fourth stair to get the bonuses.

8-5 There are hidden holes in the bottom left and top right paint walls. Firstly go through the bottom left hole. Collect the penguin and the extra life which is at the top left. Now go through the bottom right wall, collect the penguin then re-trace your steps back to the start. Go through the top right hole, collect the penguin, then go through the hidden hole at the top left. Collect the penguin then exit.

8-6 Then go into the first exit you can. Don't get stuck behind anything. The first couple of exits go to secret rooms.

8-7 Don't get stuck underneath the moving platform or you'll die. At the bit where the large arrow is pointing down, jump or you'll lose energy. Jump off the moving keys as soon as you can. Get onto the plectrums to reach the exit.

8-8 Go up then left and enter the tuba for a secret room. Then get onto the moving mouthpiece and jump onto the plectrums. On the top blue one it will only move depending on what way you're facing. Go left, jump onto the tubes and keep going left until you get to the exit. After the world, go to the snowmen statues on the left. These have turned into a trampoline. Bounce on them and hit the ??? block to get a plane.

guardian dancers

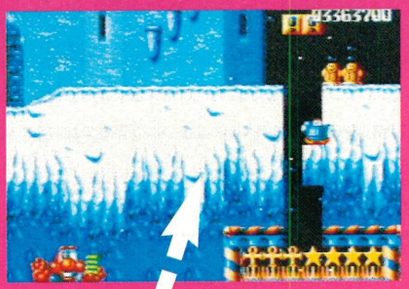
Keep your eye only on the Robocod on the left. Jump onto the videos and jump onto the dancers whenever they're below. Make sure you land back on the videos. Sometimes the hit will not register. This is because you can only kill one dancer, which happens to be the only one that can kill you. The dancers don't require too many hits but are pretty hard.

circus world

Jump to the top and you'll wing your way home.

9-1 Jump up at the beginning onto the big top. Go to the left and jump onto the small cloud. Like in the picture. Jump vertically up. Once you've done this you'll have wings and an extra life. Keep flying along. At the very end there's an extra life, but just before that is the exit.

9-2 Just enter the cannon and hold down jump to get to the exit.

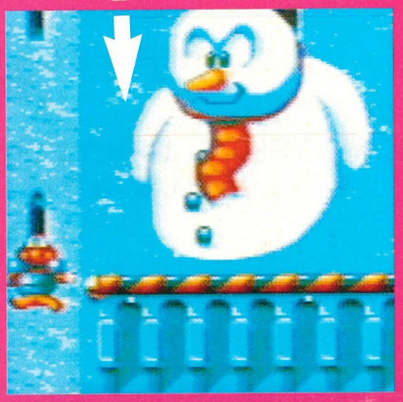


Bonuses galore below the floor.

9-3 Go left and enter the big top. Collect the plane. Fly up and collect the penguins, but kill the space invader things first. Once you've collected all four penguins make your way to the exit which is at the far bottom left corner. After the world is complete, go to the right and jump on the statues, then the surprise blocks. Fall down the hole and tool yourself up for the final level! Ooo! I'm wetting myself already.

the snowman

Well, your first go at the snowman is the easiest because you've got lots of energy – so don't waste it. Firstly your best bet is to kill the small snowman by drop-jumping him. But only do this when you're at either the left or the right of the area (eg. you haven't got a platform above you).



Frosty he ain't. Fierce, fat and forty he def is.

If you can't kill him and want to leave him, just keep walking, but never jump, because he'll jump over you. To kill the snowman when his head falls off, catapult off into the platform where his body is. Now drop-jump onto his body and stay there until his head gets nearer the end. Now scarper. Repeat this a number of times and he'll start to give out one or two mini snowmen. You'll now only have to hit him about once more, so just do what you did earlier. He'll then blow up and turn into Dr Maybe. You can't kill him so just sit back and give yourself a pat on the back. And if your arms aren't stretchy enough to do this, ask someone else to help you.

Dr Maybe I presume.

the end

Hurrah! Now you can watch the ending and sleep happily in your beds knowing that the world is safe once more thanks to James Pond, Underwater Agent! Double hurrah!

HELL DONE !!!

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What are they looking at? A skull could begin to feel uncomfortable. Surely I can't have spinach in my teeth?

devil crash

Alex Hagger is the satanic worshipper (*That's a porky actually. Ed.*) who's provided us with two tips. Firstly if you hold down A, B, C and START on the title screen you'll get an options screen packed with stuff. Secondly if you're about to lose one of your balls (Fnarr!) PAUSE the game and get a password (by pressing A.) Now reset and enter the password. Now when you restart, the ball will be back in the fires. Hurrah!

ninja gaiden

Thanks to **Nick Turner** we can supply you with all the passwords to this beat 'em up.
Level 2: NINJA **Level 3:** GIDEN
Level 4: DRGON **Level 5:** SWORD

curse

RESET the game, then hold down A and START for a handy dandy level select.

wonderboy I

Not only is **Mark Whyke** partial to the odd digestive but he's also the provider of these tips. Hurrah!

When the screen shows the round and area numbers press button 1 twice, button 2 twice, then keep them held down. Now moving the directional pad will change your level. Double hurrah!

If you collect 36 dolls from area 1-1 to 9-4 you'll be able to play a mysterious spooky tenth round. Oo-er! To find the doll on level 9-4 you'd best look in the fire.

Mark also tells you how to use the 'continue mode'. Wow! He says that you should place the arrow on the 'continue' sign when it's GAME OVER to start where you left off. What's the point in that? Everyone knows that so I'm not even going to give you a name check. (*But you have. Ed.*) Oh oops!

klax

If you've drunk one cup too many of herbal tea it may be right to assume you're crap at this game. Well fear not, as **Ben Speed** tells us we should press C ten times to get an easy mode on the option screen.

tennis

Tons of people have sent in this dead easy cheat. When you serve the ball, miss, then let the ball bounce on your head to win the point. Sounds easy... and it is really. I'll thank **Mark Vent** for that one (and the other thousand who sent it in).

strider

While the Russian geezer with the funny eyes laughs at you before you start, hold DOWN and press the buttons A, C, B, C then A to get a level select. Now you can laugh and poke fun at ol' Cyclops as much as you want.

ducktales

Custard cream crunching is one of **Jack Banner's** favourite hobbies as is *Ducktales* on the Game Boy. Anyway to get loads of points and lives collect as many diamonds, 1-ups etc. on a level then get Launchpad to give you a lift back to the start. Then do it again and again and get extremely bored.

bugs bunny

Not only do we have the codes to *Bugs Bunny II* but here are the ones to the original. **Steven Phillips** is the provider of these.
10 WZFS; **15** XWAS; **20** ZTPZ; **25** XZRZ; **30** WYCZ; **35** TS2W; **40** TX9W; **45** PWMW; **50** 2TWX; **55** TP4X; **60** YTKX; **65** S3S2; **70** SHE2; **75** X3J2; **80** XHO2.

populous

Here's a quick cheat for those who don't want to use the level codes. Choose what level you want (from 1-494) and multiply this number by five, ie. for level 72, enter 360 on the password screen.

rambo III

Plug in a rapid fire module, if you have one, to receive infinite bullets. My, what a marketing scam from Sega!

thunderforce III

To get to a super duper hidden options screen just press A and START on the title screen. Thanks to **Graham Boxall** for that one.

fastest one

Enter your names as HAPPY NEW YEAR in world championship mode for tyres that are tougher than old Arnie says **Alex Pink.** Also on test mode, hold down RIGHT, B and START on the team select screen for a surprise.

cock up corner

Well we all make mistakes don't we? I mean, look at Gyles Brandreth. Anyway over the last couple of months erm, a few mistakes have crept into PG Tips. Well here are the corrections, so don't hassle us any more!!

super mario bros 3

Err... the warp whistle's actually found on levels 1-3 not 1-5. Our fault there, sorry!

mickey mouse

Oh dear. This cheat didn't actually seem to work. The sender of it has been locked up in a room and is as we speak having Barry Manilow music pumped through his ears. I love being cruel! (Cue deep evil laughter.)

super mario world

Due to the prod ed's complete incompetence in reading my writing, my ones changed magically to sevens. (*Watch it Pembers, I could sabotage more of your tips if you don't improve your writing! Prod. Ed.*) Therefore you only get *1*-ups. Swizz!

roadblasters

Level 7 should actually read level 1. (*Hee, hee. Prod. Ed.*) See above for more information.

Well I hope that keeps you all happy for a while.

pg tips

the ninja

For a bed-wettingly exciting bonus of 50,000 points just get a hit ration of 100 percent. Thanks to **Owen Greenwood** for that cheat.

the simpsons

Sean Griffiths tells us that if you use a magnet on the Wheel Of Fortune (which is on stage three) you'll earn an extra life. Oooo!

factory panic

Andy Lewis reckons you should let the timer run down to 100 and collect all the stars on the conveyor belt for extra lives.

bubble bobble

Woo! Scary! Here's yet another cheat for *Bubble Bobble*, this time on the Nintendo. It was supplied by cookie crumbler **Michael Smart.** Enter the following as passwords:
GEJFJ – Level 99 of the super game. Super!
EECJJ – Level 132 – end of regular game.
EECFG – Screen before final boss. Woo!
Also Michael gave us this rather handy tip for killing the end of game baddie. (Password EECFG.) Enter the password and finish the level. You'll now be on the boss screen. We're not going to give you any advice on how to kill him because... um... er well Michael hasn't given us any. But when he's just about killed press START, SELECT, START to let Bub appear then kill him. You'll now get the happy ending instead of the normal dreary one player version. Oh yeah this tip won't work in two player mode. Sorry!

granada

Ooo! Bit weird this one. Anyway if you can complete the game, wait for the music to stop and press A. Your character will then act drunk and fall over. Japs eh?

bubble bobble

To get to the last level **Kwong Wing Tse** suggests we eat two packets of jammy dodgers then enter KGLD. Spookily enough this password also lets you play all the other 99 by pressing LEFT and RIGHT on the continue screen.

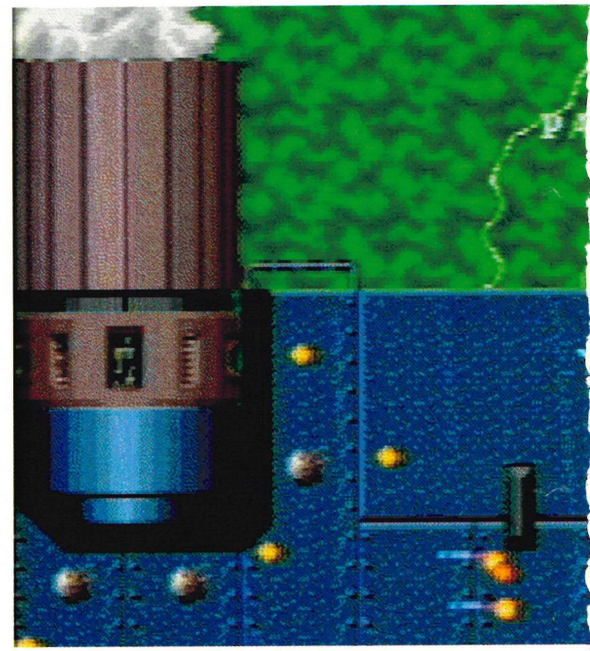
streets of rage

Dead simple this. In one player mode, just as you are about to die swap controllers and press START so you can crib all of player two's lives. Thanks go to **Thomas 'Slaphead' Watson** for that.

chips challenge

Paul Webber obviously drinks his tea from porcelain cups as he's given us the codes to five secret levels: **JHEN, COZA, RGSK, DIGW, MAND**

In fact MAND is not a level (gasp!) but a fractal generator (double gasp!). That's one of those 'chaos' theory jobbie type things for those who don't know. Anyway here's the controls:
Joypad: zoom window
Button A: zoom in
Button B: zoom out
Option 1: stop/start generation
Option 2: colour cycling



This has to be the weirdest bowling alley I've ever seen.

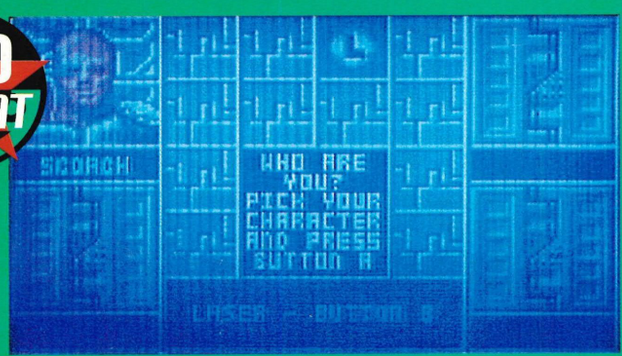
shinten myooh

I found this game as thrilling as going to the toilet. If it's possible to make it any better, maybe you should try dying at the same time as any end-of-level guardian. If you do, you should get infinite lives. Jeepers!

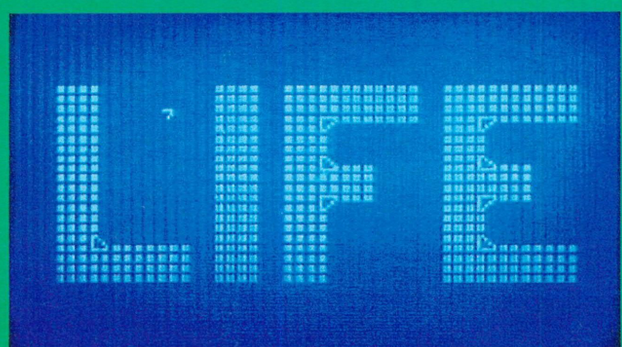
bubble bobble

Leon Etchells tells us that you should enter GEJBJ as the password for the second world.

£50 CHEAT



Who am I, wherefore am I? Existential crisis time for mercenaries.



Existential ditherers oscillate, but decisive Wham fans choose it.

zarlor mercenary

Paul Webber has sent in a very irritating, and confusing, cheat effect type thing. Well the reason it's different is that *Zarlor Mercenary* actually includes an art package!! Spook!!

Okay, firstly go to the character selection screen and hold down option 1. Now press UP, DOWN, LEFT, RIGHT and UP. The word LIFE should appear.

Move the joypad and press either option button to freeze everything. While frozen, press option 1 to turn on wraparound mode and option 2 to make explosions bounce off an invisible wall. Press A or B to enter the DRAW mode. A allows you to draw while B will erase. Now try the following buttons:

In DRAW mode:
Option 1 or 2: Sets the bomb rolling
Reset: Clears the screen
Pause and A: Puts you in COPY mode

In COPY mode:
Option 1 or 2: Puts you into DRAW mode
Pause and Option 1: Sets the bomb rolling frame by frame
Button A: Sets one corner of the copy box
Pause and A: Enter cursor select screen
Pause and B: Enter PASTE/ERASE screen

In PASTE/ ERASE mode
Option 1 or 2: Puts you into DRAW mode
Button A: Pastes contents of copy box
Button B: Erase contents of copy box
Pause and B: Rotate the copy box in eight directions
Reset: Clears the screen

No ten pins, just a load of yellow balls.

chase HQ

Barry 'Bazza' Wilson tells us a great way to turn your car into a complete write off (Only a joke!) and gain a continue in the process. Just bash into all of the oil barrels on level 2.

warrior of rome

To see the ending sequence **Paul Bush** reckons you should enter the password GREBDQ3QNE. He also thinks Kylie Minogue is a good singer, but then again he does live in a padded cell.

silver surfer

On the title screen press UP on both controllers. You'll now be at the password screen. Enter J85CL9 as the password to be able to grab lots of extra continues at the beginning of the game. Thanks to **Jamie Richards** for those.

revenge of the fatman

Ooo! Lots of people sent in this cheat, but I'm going to give the credit to... **Andrew Painten** and **Thomas Hill** 'cos I got theirs first. Anyway do the following on the title screen to get to certain baddies:

Stump	A+C, RIGHT, C
Weezil	DOWN, RIGHT, UP
Guano	UP, RIGHT, A+B
Buff	LEFT, C, B
Robochic	RIGHT, UP, DOWN
Sheba	B+C, B, B
Webra	A+C, UP, RIGHT
MC FIRE	DOWN, C, RIGHT
Branzal	RIGHT, RIGHT, C
Ramses	RIGHT, LEFT, A
Mondu	A+B, DOWN, LEFT
Bonaparte	A, UP, C
El Toro	B+C, A, UP
Edwina	LEFT, B+C, C

space invaders 90

Strutting your funky stuff should be a lot easier thanks to **Jimmy May** who tells us that we should press A, B, and START on the title screen, then RIGHT, RIGHT and DOWN for a sound test.

pacmania

Eric Matthews tells us that if you eat all the pills except the power pills, a large pill should appear on the centre of the board. Gobble this up to enter the secret level coin world.

air driver

Mr Illegible Handwriting of the year, **Paul Frewin,** tells us that we should move the cross hairs to the first selectable level on the map. Then we should hold down START and press A, B, C, B, A, A, B, C, B, A, B. Now let go of start and you should hear a dong. You're invincible.

hellfire

To get 99 continues in this brilliant blaster **Miles** and **Peter Seddon** reckon you should select 'hard' as the difficulty level then go to the sound test and listen to any tune for over a minute. And lo and behold! Where it normally would say 'hard' it says 'Yeah right' which indicates you've got 99 continues. Cor.

low-g-man

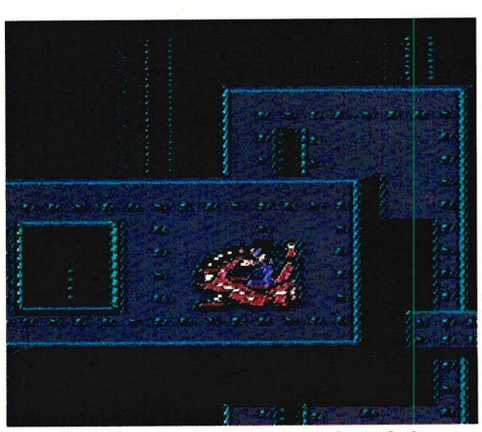
After threatening **Miles** and **Peter Seddon** with a three-year old packet of Rich Tea, we managed to force lots of passwords out of them.

2 MICH **3** ELLE **4** ISAC **5** BILL

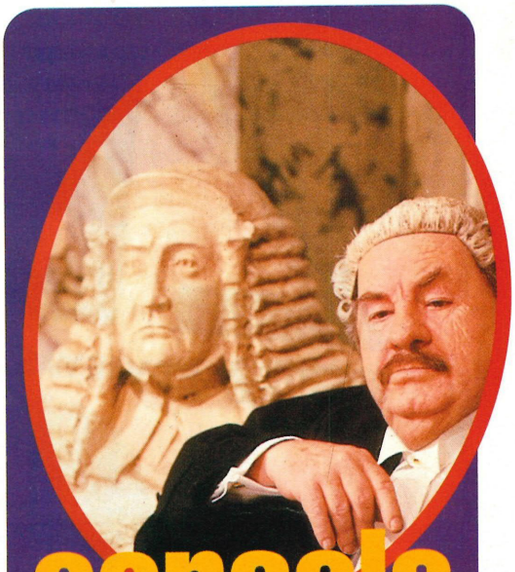
To enter the sound test enter SONG as a password. The words 'BGM 0O EFT OO' should appear. The BGM is the music while EFT stands for effects. Press A to start the tunes and B to stop. LEFT and RIGHT change the tunes, while UP and DOWN switch between music and effects.

Once you've finished the game it will restart but it'll be harder. To get to this more challenging version enter TERU as a password. To go to the level which you'd get to after you'd finished that level enter MARU as the password.

To see the enter, all herbal tea sippers should enter YES followed by a heart symbol. Also try these two code words: AMAN, NAKA. E



Splat! Tufty The Squirrel fails his Green Cross Code.



console counsel

Greetings luvvies, it's your caring Console Counsellor here, on hand to handle all your troubles, problems and misfortunes. No problem is too small, because remember it's not the size that counts, but what you do with it. So write to me with queries and remember that I treat every letter with the strictest (cough) of confidence (cough, cough, splutter).

Write to: Console Counsellor, *Game Zone*, 14 Rathbone Place etc...

Remember that a problem shared is a problem halved which happens to be a problem quartered then multiplied by two.

Also I'm afraid that even with an SAE, I can't reply to individuals. (Although a large sum of money might change my mind.)

Dear Console Counsel,

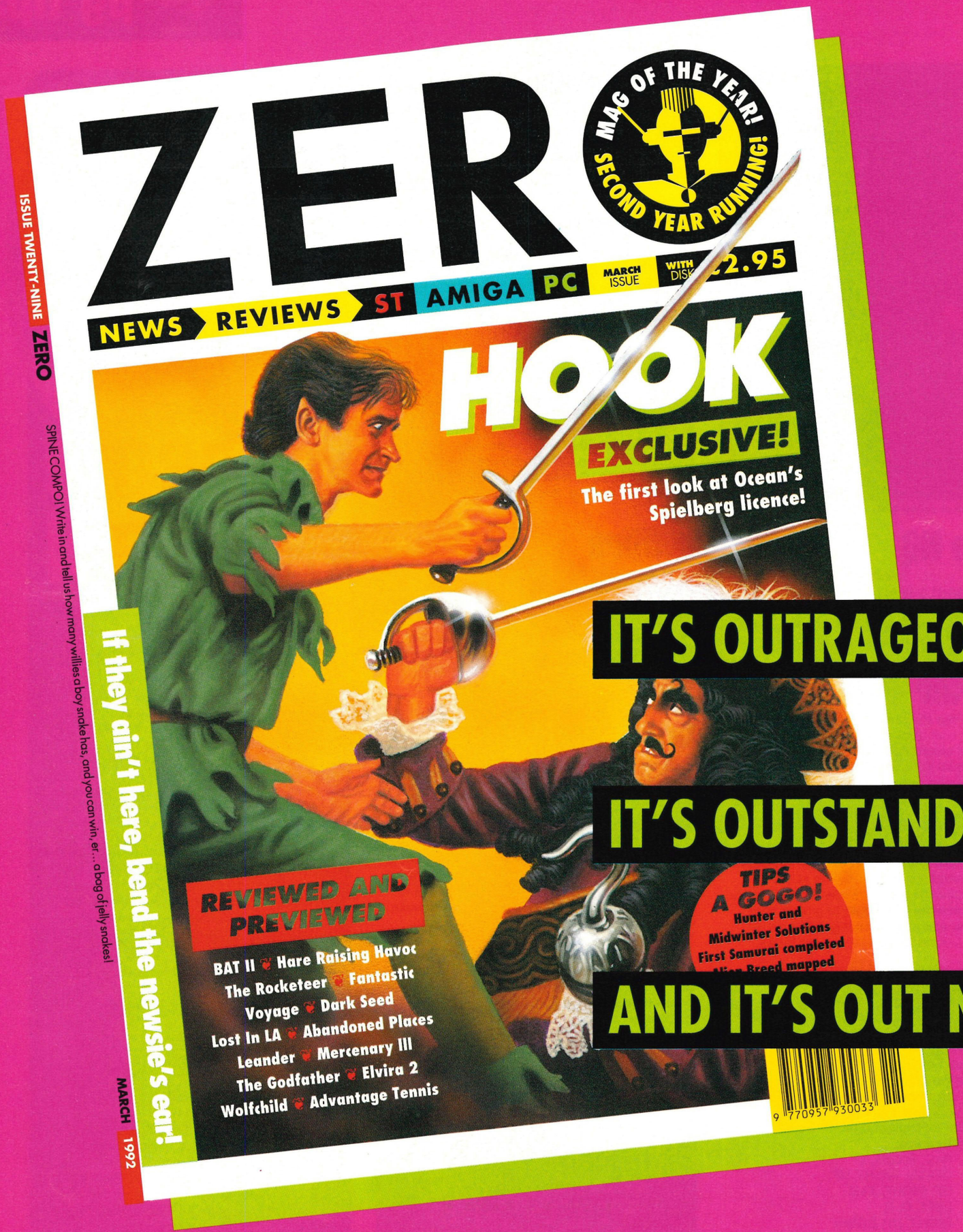
I recently bought that great game *Robocod* for my Mega Drive. I've played many times but cannot get past the fat dancers on the arts level. They're the ones in the big room where you have two Robocods. It's all jolly confusing, please can you help?

yours in hope,

Alex Halin

PS Someone told me that there's two hidden levels. Is this true??

*Well Alex, the dancers are actually quite easy to kill – the only trouble is trying to keep your eye on the right one. Try to just concentrate on one Robocod – he will only kill one sort of dancer and will only be hurt by one of the dancers. Once you've found which one it is, keep your eye on **only** one Robocod and jump on the video. Then keep jumping on the fairies' heads when they're below you and you'll soon kill them. Oh and the secret rooms are hidden at the right of the castle at the beginning. Jump on the roof and start to go left, you should find them.*



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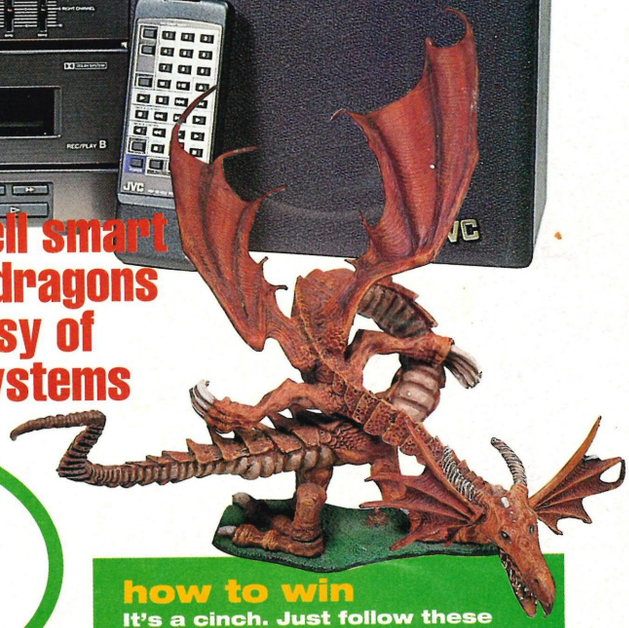


Let's face it, dragons have always had a pretty bad press. What with the horribly poncey Puff of Magic Dragon fame and namby-pamby Clifford on the Listerine ads, their well hard reputation from days of yore has gradually been whittled away. But now the days of the dragon dude are back, thanks to Elite Systems who has just brought out *Dragon's Lair* on both NES and Game Boy. The rather brilliant game comes complete with maid in distress, knight on a white charger and of course, your traditional fire-breathing, monster-mashing, well hard dragon.

what you win

To celebrate the return of this traditional mean reptile-like creature with scaley skin and a tendency towards pyromania, Elite has generously decided to give away a correspondingly mean and equally street tough sound system – a JVC W45.

This music monster is so hard it could even take a trashing from your dad's complete collection of Nana Mouskouri records. It comes in sleek matt black, with a smart CD deck, a turntable for your record collection, a radio, a twin tape deck plus a pair of mega loud stereo speakers that are capable of blowing the Toasties off your feet at twenty paces.

And if you don't manage to win this piece of well smart sonic machinery, you're still in with a chance of coming out with another brilliant prize. There's also five sleek die-cast model dragon and paint sets, similar to the one shown above (each worth £12), to give away to boot. So five lucky runners-up can create their own deadly dragon dudes in brilliant technicolour.

A

B

C

how to win

It's a cinch. Just follow these four easy steps:

1. Take a look at the pictures opposite and figure out which one of them is not remotely related to the dragon family.
2. Next, pick up the phone and dial 0898 299 266.
3. Pin back your lug-holes and listen to the message asking you which one of the four piccies shown is not of a dragon, then simply state the letter which corresponds to that piccie.
4. Finally, make sure you leave us your name and address before you hang up. Otherwise there'll be no chance of a prize poking its way through your letterbox.

rules

And that's it – almost.

- But don't forget, calls cost 36p per minute cheap rate and 48p per minute at any other time, so remember to get the permission of the head dragon slayer of the house before you dial.
- Get your entries into the *Game Zone* lair before Friday 13 March if you want to stand a chance of winning one of these well hard prizes.
- If you're an employee of either Dennis Publishing or Elite Software, or even a second cousin twice removed, then don't bother trying to enter – you're not allowed.
- The Ed's decision is final. So ner!

0898 299 266

Thanks to Games Workshop, The Plaza, Oxford Street, London, W1 for supplying us with our dragon.

ZONE 7

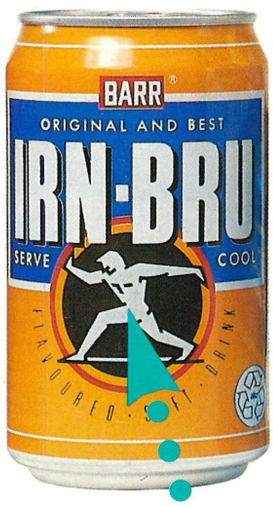
popped in, souled out*

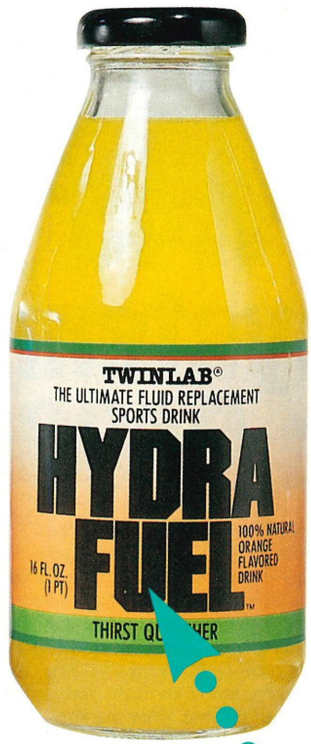
"You like pop don't you?" said Paul. "Yer, classic Eighties pop, Scritti Politti, The Blow Monkeys. Get funky!" sung *Jeremy Daldry* as he bopped round the *Game Zone* office. "No, not that kind of pop! Fizzy pop," frowned Paul. "Oh," said Jeremy.

Picture the scene. You're late for work, you had to run for the bus and then bolt up five flights of stairs. Nearly dying of thirst you slump over your desk, only to be faced with a hot cup of *Game Zone* coffee. Known to make grown men cry, *Zone* coffee is the last thing you would want if you were thirsty. (*It's the last thing you want even if you're not. Ed.*) Instead you decide on a refreshing gulp of fizzy pop. But what sort? So many to chose from, so confusing. Until now. Thanks to *Game Zone* you can now have the definitive description of the more unusual drinks around. Forget Pepsi, forget Coke, we're talking Supermalt here.

can't beat the feeling?

0-3 Yuk, avoid.
4-5 Okay, but wouldn't try again.
6-8 Drinkable every now and again.
9-10 Lip-smacking good.





dr pepper

45p/33cl

First cousin to that other member of the multi-talented Pepper family, Sergeant Pepper, the good Dr gave up medicine after a particularly nasty malpractice suit involving a female body builder from Shepton and half a dozen hard boiled eggs. However he went on to develop a revolutionary soft drink that looks, smells and tastes almost exactly like Coke. Describing itself as a 'unique, sparkling fruit flavour drink', it is actually a pukey almost sparkling mix of E numbers. Made in the States, Dr Pepper is only really for those people who like horrible drinks.

3/10

irn-bru

45p/33cl

Brewed in Scotland from gurders, if the advertising is to be believed. But then again brewed in Scotland from vegetable extracts and water doesn't have quite such a ring to it. The main reason this rather odd-tasting soft drink has been included is because it is recognised by both *Game Zone* and *Zero* offices as one of the best hangover cures around. Orange in colour, quite sweet and bubbly, it's just what you want the day after 17 pints and a vindaloo.

8/10

lucozade sport still

70p/25cl

Any drink that comes in a plastic bag is okay by me. Complete with a resealable cap, Lucozade Sport is yet another low cal sport-o-vit drink, but unlike most of them it actually tastes quite nice. Really quite sweet but very orangery it actually tastes of something other than healthiness. Trendy in sporting circles and trendy-ish among people who think exercise is a heinous sin Lucozade Sport is the surprise of the bunch. It also has the added attraction of being a health drink that tastes okay so you can drink as much of it as you want and still feel as if you are doing yourself some good. Smart.

9/10

twinlab hydra fuel

99p/1pt

You know when you leave pure orange juice out of the fridge and it goes kinda lumpy? But that doesn't matter 'cos you've just got in from the pub, pissed out of your brain and dying for a drink, of *anything*. So you mix what's left of the orange juice with some water and drink it? It tastes a bit like weak orange juice and sick, doesn't it? Which brings me neatly to Hydra Fuel. Described as the 'Ultimate Fluid Replacement Sports Drink', it's much more of a form of medicine than a drink, and certainly tastes really rather horrible (as all good medicines should). Full of vitamins, glucose and such-like, Hydra Fuel is a pretty good argument for not doing any sport at all.

3/10

***Game Zone* hates Wet Wet Wet**

aqua libra

79p/20cl

Bit like Purdey's this, but not quite as nice. According to the side of the bottle it's meant to restore your alkaline balance, and it certainly tastes a bit chalky. This is the drink that was trendy 18 months ago, but is now only drunk by wannabes and people with digestive disorders. You don't get very much in a bottle either.

5/10

purdey's elixir vitae

£1.09/25cl

The most expensive of the bunch, and most yuppie-ish. If you are walking down the Kings Road on a summer's Saturday afternoon, this is the drink you *must* be seen swigging. Made up of herbs, vitamins and other horribly 'natural' ingredients, I'm afraid to say it's rather nice. Maybe a bit too thick and gluppy for some, but I think you can't beat it, especially cold. You will either like it or hate it. I thinks it's pretty yummy.

9/10

dexters

59p/25cl

Tasting faintly of passion fruit, but looking not unlike a urine sample, Dexters is yet another 'replace those extra lost minerals' drink. With half a spoonful of sugar in an entire crate, you're left thinking "Well yes, it might be all very healthy and everything, but it still tastes like a glass of water that once was shown what a lemon looked like, but never actually got to mix with it". Nice tin though.

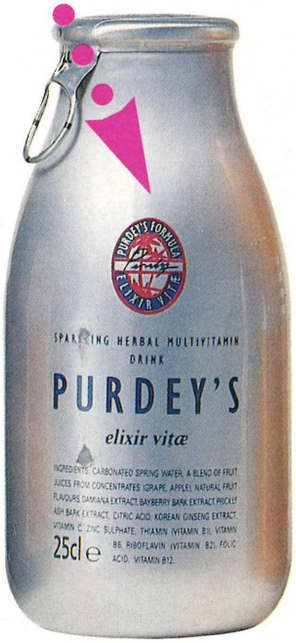
5/10

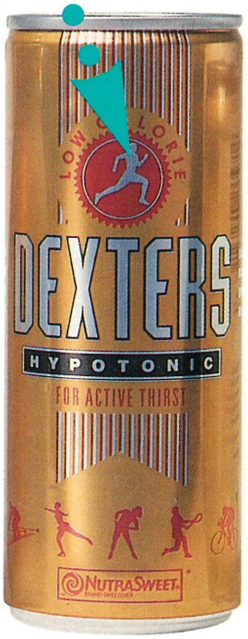
seltzer

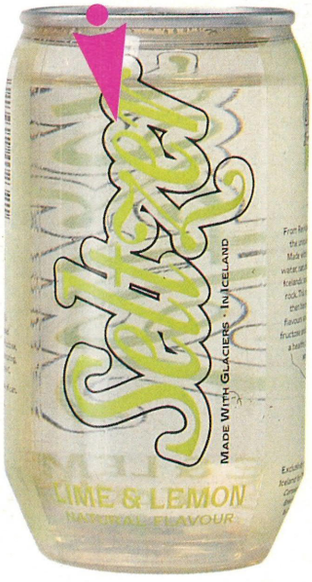
65p 32.5cl

This looks and tastes almost exactly like 7-Up. However Seltzer is made from glacier water in Iceland, 7-Up isn't. Now correct me if I'm wrong here, but I always thought that glaciers were a muddy grey kinda colour, full of grit and sand and things. Seltzer isn't full of grit or sand, it is crystal clear, so crystal clear in fact that the makers have seen fit to put it in a clear plastic tin. Trendy or what? And it is, of course, because of this revolutionary packaging that you pay 20p more than for a tin of 7-Up. In a wide selection of flavours Seltzer can be found in the lunch boxes of almost every school child in the Chiswick area of London. They all grow up to be Purdey's drinkers.

8/10







clearly canadian

89p/32cl

Loads of people told me this one would be rather nice. And at long last it was certainly great to try a drink that wasn't low-sugar vitamin k2-flavoured. Mountain blackberry flavour sounded both rather scrummy and quite romantic. Images of a little mountain stream bubbling down the hillside next to an exotic cherry bush flashed through my mind. However after tasting Clearly Canadian I clearly got the impression that the nearest the cherries got to a mountain stream was when they flew over it in a jumbo jet after being freeze dried. Tasting more of strawberry yogurt than mountain blackberries, Clearly Canadian is horribly synthetic and really rather vom-inducing.

6/10

supermalt

80p/33cl

I like to think I am a broad-minded kinda guy, I'll try most things. But Supermalt must be the most disgusting thing I have ever tasted in my life. According to the label it's 'a non-alcoholic malt drink with vitamin 'B' complex'. Maybe so, but that's not an excuse. Certainly from the bottle I wasn't sure if you were suppose to drink it, put it on your spots or use it to polish your boots. Having tasted it, I think the boots win hands down. Thick, black and tasting as if you are chewing neat malt, it is totally repulsive. Pukeville Arizona.

0/10

health and efficiency

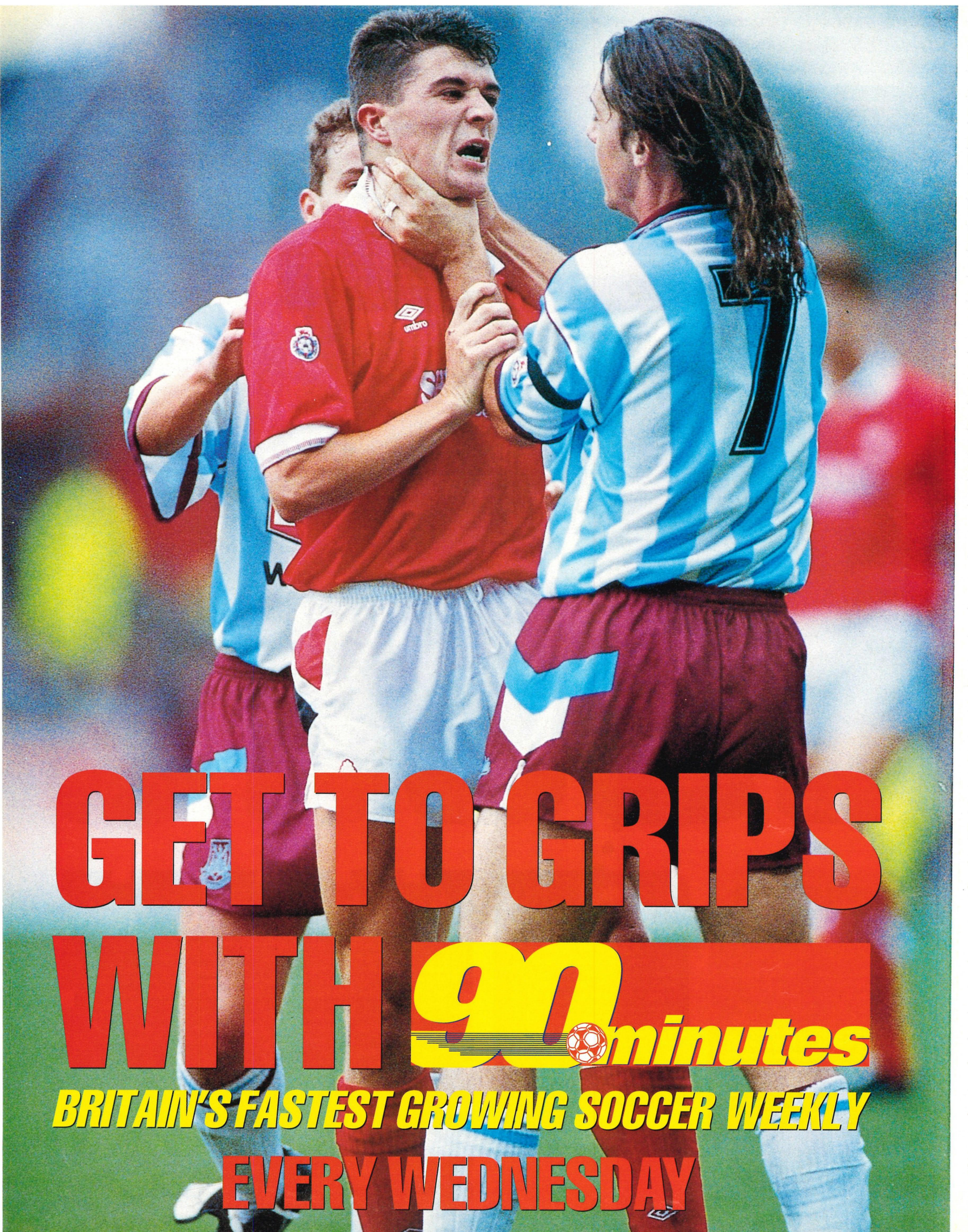
A rather disturbing trend is that almost every single one of these drinks pretend to do you some good. Whatever happened to the ultra high sugar, caffeine and badness content of fizzy pop? The rot your teeth factor that made you want to drink the things in the first place? It's all gone and in its place we get a herb infusion of ginseng root extract with 1-cal a crate. Yuk. So, in an attempt to rebalance the scales, *Game Zone* has put together its own soft drink which you can make at home. It's guaranteed to make you put on forty pounds and, after three glasses, give you your first coronary.

To make one **Dr Zone Purdey (and Steed) Malt Seltzer Bru Aqua Irn Pepper*** drink you will need:

Half a jar of instant coffee.
1lb of sugar.
The contents of an old Ford Escort car battery.
A bottle of sparkling mineral water.
A slice of lemon.

To make: Mix the coffee with the sugar and car battery juices (Ford Escort gives the best flavour, but any crap Seventies family four-door will do), add just enough mineral water to give an attractive fizz, drop in the lemon and serve chilled.

**Game Zone* will not accept any responsibility for personal injury resulting from anyone being stupid enough to actually drink this.*



GET TO GRIPS WITH 90minutes

BRITAIN'S FASTEST GROWING SOCCER WEEKLY

EVERY WEDNESDAY

geez!

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

Words, words, words. And of course pictures... and a few dotted lines, and the occasional address. It all adds up to Geez. Mind you no one has the faintest idea what 'Geez' means - except that it's a chance to win yourself a prize if a) your letter gets printed b) we're in a good mood. (Fat, hairy chance.)

homeward bound

It's Wednesday 18 December 1991 and my hands are freezing cold. I'm at Broadstairs railway station and the train doesn't come for another 25 minutes. I can't listen to my Walkman as my batteries have run out and I can't afford to buy any more as I am a poor, sad, cold student. The toilets are locked because some bast has vandalised them and I need a wee. The train will probably be late because of the dense foliage on the track. And I want to get home to get warm. I have 25p in my pocket which isn't enough for anything from a British Rail Buffet, not that there's a buffet here anyway. C'est la vie...

PS. How about a feature on stamp collecting?

Martin Brear, Ramsgate, Kent.

● *Who can say a student's life is easy heh? Mind you, you were probably lucky that there was no buffet; even with 25p you might have been tempted to buy something. Worse still you might have eaten it.* **Ed.**

scratch mix

I'm a devoted *Game Zone* fan who looks forward to your most excellent magazine every time it comes out. I need help! I have got a Game Boy and would desperately like to know how to clean the screen of all its disgusting SCRATCHES!!

How do I remove them? Is there anything around to get them off?

D. Millan, Norwich, Norfolk.

● *There's not really any way to get scratches off (unless of course you finely ground down the whole screen until it was level again). However it is possible to buy new screens. Check out* News *for more info.* **Ed.**

I know who is down the spine of your magazine. It is none other than Jack Nicholson, so I get to win the smart software, yeah?
Lawrence Hislop, Rugby, Warwickshire.
● **The spine star is other than Jack Nicholson, so you get to win the smart software, no. Ed.**

be my pal

You may think that I am the thickest computer whizz under the sun but I still don't know what 'SCART' or 'PAL' means. An embarrassed not to mention thick,

Neal Curtis,
Saffron Walden, Essex.

● *PAL, SCART and NSTC (see you missed one, go to the bottom of the class) are signals into your TV/monitor. British televisions run on PAL as do British consoles. US televisions and consoles run on NSTC. For this reason they have to be converted if you want to use them in this country. Most TVs don't have a SCART input which is more often used on monitors.* **Ed.**

is that a pistol in your pocket?

I am now frustrated and angry. Your most recent, previously wonderful magazine has fallen to the lowest of low. I own a Mega Drive, but I cannot get an adaptor for it for games made in China. Why? The 'Waterpistol' on the cover of *Game Zone* 3 was made in China. It just will not work on any console.

Somebody suggested filling it with water but other games say do not immerse in water. Does anybody have any cheats for this new game or do I just ignore it?

Thanks for a great magazine.

Chris Wood, Poole, Dorset.

● *More fool you Mr Smarty Pants Wood. The Waterpistol is a free standing handheld. It includes a rather novel cheat. Fill it with water, point it at a friend, press the trigger and s/he will get wet. Spook!* **Ed.**

crap letter corner

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

What a pathetic, meaningless and pointless section your so-called *Crap Letter Corner* is (to say nothing of its needlessly offensive title). Why are you encouraging your readers to write boring rubbish? It's bad enough that many of the games you cover are both morally offensive and creatively sterile. However since you've decided to waste your time writing about them you could at least take the opportunity to raise the consciousness of your readers not drag them down to the sewer which your own tiny, smug minds clearly inhabit.

You should be trying to write informative and interesting letters not rewarding them for their mistakes. It's as bad as the 'trendy' craze for underachieving in America. As a parent and a teacher I object to the way your magazine is making my work that much more difficult.

R. J. Kenny, Henley, Berks.

● **Pathetic and meaningless perhaps but *Crap Letter Corner* is not pointless. Its point is to shift a warehouse of GX4000s that we rather foolishly bought off a bloke in a cafe. Ed.**

maybe it's because i'm a londoner

I am a Londoner who lives in London, Anerley to be exact. When I was born and right up till I was 18 months old (I remember the days) I lived in Bromley.

To get to the point, I was reading the review of *Vapor Trail* in issue 3 and would just like to say there is no Safeway there. There is in fact a Sainsbury so there Mr Jeremy "I reckon I know all about Bromley" Daldry.

Please continue the excellent work on the magazine.

Do you prefer the outer design of the Super Famicom or the Super NES?

Jonathan Lemmon, Anerley, London.

● *Jeremy has been suitably reprimanded and now doesn't start writing a review without carrying out detailed study of his A-Z. As for the Super Famicom/SNES. On a vote the Famicom wins 2-1 but neither of them is going to win any design awards.* **Ed.**

poetic licence

Game Zone is my fave read,
It's the only magazine that I need,
I often read it while in bed,
Cuddling up to my Little Ted,
It's totally fab and utterly brill,
If it was in a footy match
it'd win 10-0,
So if you like a good read
and have a console,
Then grab a copy of *Game Zone*.

Glen 'The Crap Poet' Anderson, Bowering Park, Liverpool.

● *Well I admire the earthy honesty of your middle name. As for the poem, it starts well but after about two words it begins to go down hill. Interestingly it doesn't scan once. Still your decision to not even bother getting the last two lines to rhyme is... ah... imaginative.* **Ed.**

stop pistolling about

I am writing to you with regard to the free gift offered on the front of issue 3. It is lethal and could easily put someone's eye out. I find the easiest way of doing this is by fitting it in a catapult and firing it as hard as possible.

PS. I couldn't get bullets to fit in the small hole in the back of the gun.

Chris Swanson, Forest Hall, Newcastle.

● *Getting bullets into the back of the gun is one thing. It's when you try to fire them out of the nozzle that the fun really starts.* **Ed.**

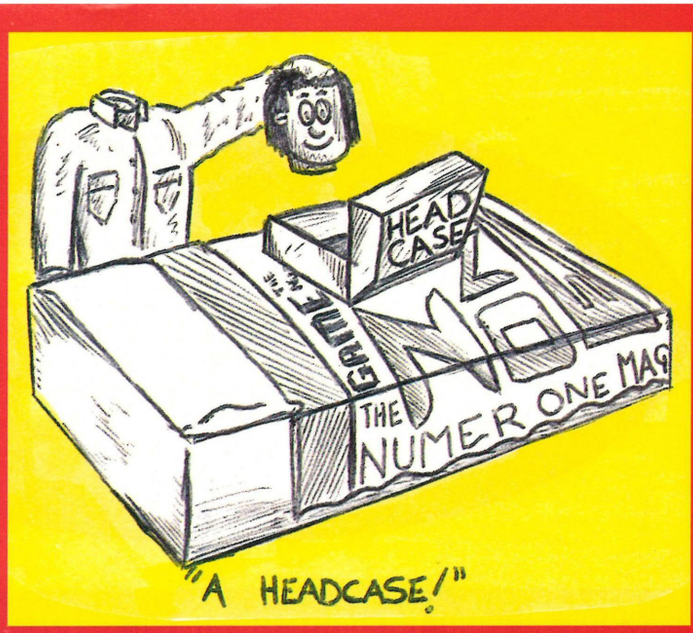
hand on heart

Congrats on an interesting read but here's my questions. I want to buy a colour hand games console. What do you think is best? Atari Lynx or Sega Game Gear and why? An inept assistant in Dixons said the Lynx had fewer games and may become obsolete. Both consoles seem to me to have similar spec and range. I also see that there are two Lynxes available 1 and 2. What are the differences? To end this long list of questions could you name one game which is most essential for each console above. PS 1. Is it true that a colour Game Boy is being produced and when. 2. Isn't 'Geez' an odd name?

Chris Back, Eggbuckland, Devon.

● *The Lynx is a more powerful machine than the Game Gear but has suffered somewhat from a shortage of software. This situation has improved recently and is likely to keep getting better. However the Game Gear can (with the addition of a convertor) play all the Master System games. The Lynx 2 is simply a repackaged Lynx 1, (much like the two Master Systems.) One of the hottest Game Gear games is* Sonic *(of course) while on the Lynx, well Toki is a bit of a fave. Are we finished yet? No. 1.There will be a colour Game Boy released in Japan this year. 2. Yes, but not as odd as 'Eggbuckland'.* **Ed.**

MR. X



doodles

This month's cartoonist is anonymous on the grounds that the letter became separated from the cartoon. So if Mr X would like to write in with his name and address (and the colour of paper the cartoon was drawn on) then s/he'll get a badge or something. Other budding cartoonists write to Doodles at the *Game Zone* address.

kev's kool kode

The Style War is a dangerous one and few come through unscathed. However there can be few more valiant style warriors than Kool Kev, a man for whom the words 'Sta Press' hold no fears. Each month the man in the mac gives help and counsel to those less fortunate than himself.

Dear Kev

I hope you will print this letter because then I'll know that at least somebody is willing to help me. Recently I have started listening to heavy metal because some lads I know are into it. I have also started to dress like a rocker but I don't know if it looks right on me. You see, I've got a pair of M&S skintight black jeans that I tuck into my Dunlop trainer boots and I wear my old blue parker coat (which has now got a rather excellent picture of AD/DC printed on the back) over the top of a black V-neck pullover. This is not the problem; what is the problem is that everybody at 6th Form laughs at me. Should I have got a picture of Roxette printed on the back of my parker? Please explain!

David Alger, Charlton.

Oh dear you're up the Wembley Arena without a plectrum and no mistake. M&S skintight black jeans sound unlikely but are not a bad start (they can be used as the foundation for any style). After that your wardrobe wanders from mod to school uniform to rather sad Swedish tourist. No wonder your friends laugh, I'm surprised they don't hang you from the bannister and attach small rodents to your laces.

Still there is some hope (not much admittedly, but some). Now black seems to be the answer. You've already got black trousers and jumper, a bit of dye will sort out the parker (and cover up the AC/DC picture at the same time). Then use the rest of your dye on your hair, trainers and eyelids. This way you've become a Goth (or a Drama Student). Not exactly stylish but not Swedish either.

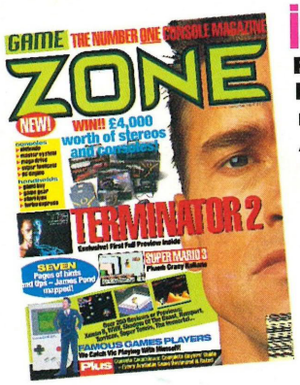
Send all style dilemas to Kev's Kool Kode, at the usual *Game Zone* address and remember – it's Kool To Be Kev.

back issues

Missed out on the last few issues of *Game Zone*? What a clot! That means you've missed out on all those brilliant game reviews, top tips, fabulous features and tons of other stuff too good to mention. Still, never fear. You can redeem yourself. Grab yourself a *Game Zone* Back Issue and you'll be able to hold your head high once again. Just fill in the coupon below, send us your dosh and you'll be laughing.

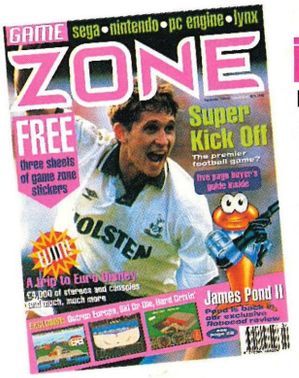
GAME ZONE

Complete Buyer's Guide each and every issue!



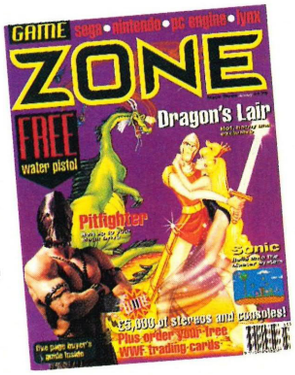
issue one

FREE 32 page tips booklet! • *James Pond* - mapped to pieces • Accessories for your Game Boy • Plus *Terminator II, Xenon II, Turrican, Marble Madness, WWF, Super Mario III* and more.



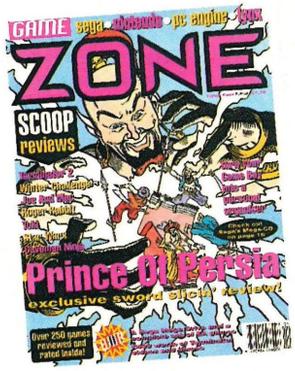
issue two

FREE - sheets of FAB stickers • *Technocop* mapped, *Super Mario III* sheets • Handheld Action - feature • Plus *James Pond II - Robocod, Super Kick Off, The Immortal, Outrun Europa* reviewed.



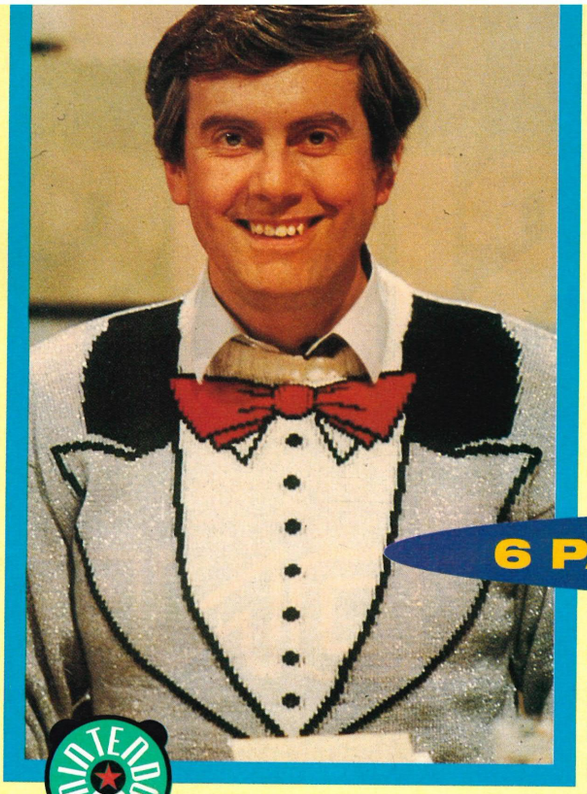
issue three

FREE Water Pistol - it's splashing! • *John Madden, Sonic, Batman* and *Populous* tipped • *Shadow of the Beast, Dragon's Lair, ToeJam and Earl, F-22 Interceptor, Pitfighter, John Madden 92, Smash TV* and *North and South* all reviewed • Plus the keyboard that's a Miracle.



issue four

FREE Thin Air • Complete *Duck Tales* solution, *Speedball* megatips plus cheats on *Teenage Mutant Ninja Turtles, Super R-Type, Battletoads, The Simpsons, The Boy and his Blob* • Reviewed and rated: *Prince of Persia, Star Wars, Terminator II, The Games Winter Challenge, Toki* and *Joe and Mac* • Exclusive Mega CD feature.



console countdown

6 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 more care of you we'd be mushing up your food and spoon-feeding you.

the scores

Ace Of Aces
Sega/£32.99 ● 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/£14.99 ● One or two player mode available. Standard sports management programme plus active play sequences gives you enormous control over your 'team'. One hell of a game.
★★★★★

Assault City
Virgin/£29.99 ● An atmospheric, shoot 'em up. Very colourful and action packed, if a little low on originality.
★★★

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.
★

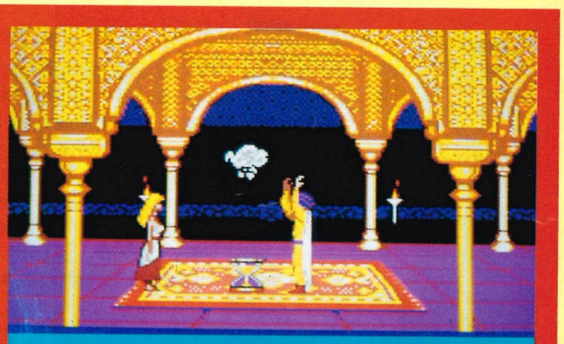
Basketball Nightmare
Virgin/£29.99 ● Standard basketball game with the twist of playing against various mythical and fantasy creatures, including a Wolfman and a Water Imp. Addictive.
★★★★

NEW ENTRY Bubble Bobble
Taito/£29.99 ● Faithful conversion of the old arcade classic of the same name. Super cute bubble-blowing brontos, masses of monsters and over 100 platforms to battle and puzzle your way across. Nothing new, but great gameplay and increasing difficulty levels should make this more than a challenge for most games players.
★★★

Chase HQ
Sega/£29.99 ● 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.
★★★★

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.
★★★

Heroes Of The Lance
US Gold/£29.99 ● 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.
★★★★



MEGA ZONE

NEW ENTRY prince of persia
Domark/£24.99 ● Outstanding conversion of an outstanding game. A brilliant fence 'em up (opponents clash in true cut and thrust sword fight fashion) which has you, as the Prince, racing through the corridors and dungeons of the Grand Vizier's palace in an attempt to rescue your Princess. Lavish sprite movement, excellent graphics and hugely addictive gameplay make this a must.

Dynamite Duke
Sega/£29.99 ● 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/£29.99 ● All really rather sad.

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Indiana Jones/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.
★★★★★

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.
★

Ms PacMan
Tengen/£29.99 ● Yawn. Really all rather boring. This is traditional *PacMan* with nothing new to offer. Yawn. Next...
★

Operation Wolf
Sega/£29.99 ● 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.
★★★★

console countdown

Outrun Europa
US Gold/£29.99 ● *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
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.

Paperboy
US Gold/£34.99 ● Above average conversion of one of the oldest games around. *Worth* adding to your collection!

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.

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/£29.99 ● 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/£29.99 ● 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.

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.

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/£29.99 ● 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/£29.99 ● 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/£34.99 ● 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/£44.99 ● 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.

Dragon's Lair
Elite/£39.99 ● 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/£42.99 ● 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/£24.99 ● 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.

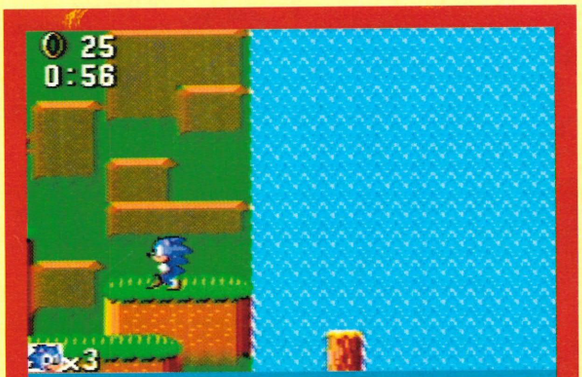
Low-G-Man
Nintendo/£34.99 ● Initially unpromising game comes good the more you play it. Pretty standard platform fare, with nothing particularly original. But *Low-G-Man* is relatively fast, well animated and really quite addictive. Not bad stuff at all really.

Mission Impossible (NES)

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.

Megaman 2
Capcom/£44.99 ● 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 Mission: Impossible
Konami/£39.99 ● Above average arcade adventure based on the old 70s telly series, which has you running, blasting and puzzling your way through mean city streets in your attempt to rescue Dr O and destroy the Sinister 7 hide-out where he is being held captive. A slick, addictive little number; its excellent gameplay more than outweighs the slightly wobbly graphics.



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.

NEW ENTRY Star Wars
Lucasfilms/£39.99 ● Superb conversion of the classic Seventies movie, it follows the plot of the film closely and stars all your fave space chums in battle against that deadly dude, Darth Vadar. This huge and highly addictive arcade adventure is set across three worlds, utilises three different kinds of gameplay from platform puzzler to space born shoot 'em up and even includes an element of RGP. A veritable galaxy of entertainment awaits.

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/£34.99 ● 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.

Rescue: The Embassy Mission
Kemco/£34.99 ● 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/£42.99 ● 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/£49.99 ● 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/£39.99 ● 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.

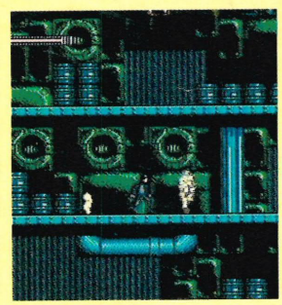
Ski Or Die
Tengen/£39.99 ● *California Games* on ice. And not much better really. Choose from half a dozen assorted winter sports and let the boredom begin.

Smash TV
Acclaim/£39.99 ● Oh dear, 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/£29.99 ● 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 / £29.99 ● 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/£34.99 ● 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.



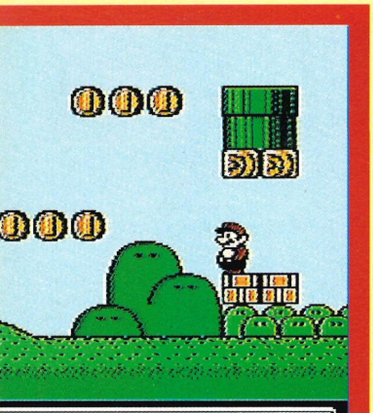
Terminator 2 (NES)

Super Off Road
Nintendo/£29.99 ● 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/£34.99 ● 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.

NEW ENTRY Swords And Serpents
Acclaim/£34.99 ● A rather unusual offering from the regular purveyors of film and telly licences, this well-structured RPG adventure contains all the usual RPG goodies: a slimy serpent to be found and finished; a team of four characters to do the job; a dingy dungeon to be explored, plus a myriad of other characters and objects. More suited to bearded hippies and *Dungeons And Dragons* freaks, but lots to offer gamesplayers of all ilks.

console countdown



Super Mario Bros 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.

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.

NEW ENTRY

Terminator 2

Acclaim/£34.99 ● Oh dear, oh dear. Yet another one of those games that doesn't quite live up to expectations. Promising-looking opening all too quickly gives way to rather thin and tad too easy gameplay. Nice graphics and excellent inter-level screens do add to this game's feel. But do you really want to fork out a load of dosh on something you'll probably finish in the first few sittings? It's up to you, baby.

Top Gun: The Second Mission

Konami/£29.99 ● 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/£34.99 ● Follow up to the ancient *Track And Field 1* which must be among the oldest games around. It shows its age as well. Not very interesting.

Trog

Acclaim/£29.99 ● Stone age *PacMan*. 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/£19.99 ● 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 they arrived: Sigue Sigue Sputnik, appeasement and *WWF Wrestle Mania*.

After Burner 2

Sega/£34.99 ● 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/£29.99 ● 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'.

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/£39.99 ● 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.

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.

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/£39.99 ● 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.

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...

The Faery Tale Adventure

Electronic Arts/£39.99 ● 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*.

Granada (Mega Drive)

Fatal Rewind

Electronic Arts/£39.99 ● 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

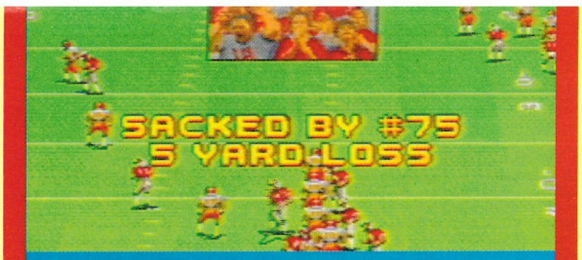
Infogrames/£39.99 ● While it all looks really sweet with dancing brooms, waddling cauldrons and Mickey in a natty red dressing gown, the game plan stinks. Awful collision detection doesn't help the learning curve which resembles Mount Everest. Great to look at, crap to play.

Flicky

Sega/£29.99 ● 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.

James Pond II: Codename Robocod

Electronic Arts/£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 issue two for a full review.



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.

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.

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/£34.99 ● Highly faithful coin-op conversion of an arcade classic. Excellent sound, graphics and animation make *Golden Axe* highly addictive.

Golden Axe II

Sega/£34.99 ● *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 *Golden Axe* fan, I'd stick with the original.

NEW ENTRY

Granada

Ubi Soft/£34.99 ● A shoot 'em up with a difference. Attempt to do your bit for world peace and stop everyone shooting the stuffing out of each other – by shooting the stuffing out of them! Not such a mad idea really, especially since you are in possession of a real muther of a tank, a Granada X. Standard shoot 'em up fare, but with enough challenge and originality to make it worth a look.

Hard Drivin'

Tengen/Domark/£34.99 ● 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.

EA 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.

The Immortal

Electronic Arts/£39.99 ● 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/£34.99 ● 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.

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/£34.99 ● *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/£39.99 ● 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.

NEW ENTRY

Marble Madness

Electronic Arts/£39.99 ● An excellent conversion of the old arcade classic. Guide your marble around six increasingly difficult courses, avoiding marble munchers, steely balls and hoovers, whilst still keeping your wandering sphere on the straight and narrow. A very addictive play, it will keep you coming back for more, time and time again.

Mickey Mouse And The Castle Of Illusion

Sega/£39.99 ● 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.

Marble Madness (Mega Drive)

console countdown

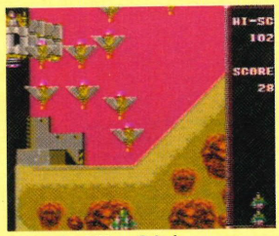
Mercs
Sega/£39.99 ● Superior coin-op conversion has you playing the part of the only mercenary on the block who can save the free world. Lots of power-ups and violence, combined with an over the shoulder viewpoint, makes for an addictive shoot 'n' splat game.

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/£34.99 ● 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/£39.99 ● 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.

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.



Raiden Trad (Mega Drive)

NEW ENTRY Quackshot
Sega/£39.99 ● Similar to other Sega/Disney tie-ins, *Quackshot* is another scrolling platform game starring one of the fave Disney characters (in this case Donald) in a scrolling platform adventure. Superb graphically, not bad gameplay-wise, but slightly too slow to make it a classic. Try before you buy.

NEW ENTRY Raiden Trad
Ubi Soft/£34.99 ● A sadly sluggish shoot 'em up that really has nothing new to offer. You'll probably manage to live without this one in your library, unless of course you're a hopeless case who still hasn't yet managed to give up blasting alien life forms out of the sky.

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.

NEW ENTRY winter challenge
Ballistic/£34.99 ● Superb winter sports sim that lets you try your hand at the luge, speed skating, bobsled, giant slalom, biathalon, downhill, cross country and ski jump, without having to embark on a bone crunching Thompson's winter holiday. A sim so real, you can see the peaks, feel the snow, even hear the cow bells. One of the best reasons to buy a Mega Drive yet.

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.

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.

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.

Shadow Of The Beast
Electronic Arts/£45 ● 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 game-play. Think hard before splashing the cash.

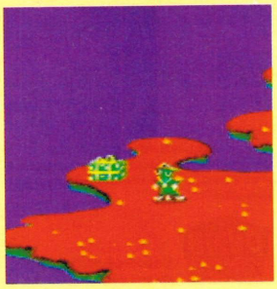
Sonic The Hedgehog
Sega/£34.99 ● One of the best, if not the best, games around, *Sonic* is destined to become as famous as *PacMan*. Amazing graphics and sound combined with some of the smoothest and fastest animation ever. The gameplay is so addictive, it keeps you gripped for hour after hour after hour. *Sonic The Hedgehog* is a true console classic

Shining 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
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/£39.99 ● 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.

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 has 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.


Toe Jam And Earl (Mega Drive)

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/£44.99 ● Above-average horizontal graphic adventure set in the distant future. Sparkling graphics and ear-bending sound 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/£39.99 ● 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/£34.99 ● Fast and smooth scrolling shoot 'em up. Excellent sound and graphics – one of the ultimate shoot 'em ups.

Thunderforce 3
Techno Soft/£35.99 ● 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.

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 Seventies throwbacks 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.

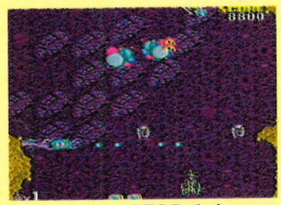
Vapor Trail
Ubi Soft/£44.99 ● Yet another arcade shoot 'em up conversion. Fine as far as it goes, it just doesn't go very far at all. Truly dull.

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 gan ·lay 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.


Formation Armed F (PC Engine)

NEW ENTRY Cyber Combat Police
FACE/£25 ● Variety is the spice of life, so this game must be a veritable cornucopia of pepper, cayenne, chilli, ginger and the like. Laser-toting dude picks off well-hard street gangs in this rather good game. Loads of locations, plenty of power-ups and tons of monsters. This game's got a lot going for it.

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.

NEW ENTRY Formation Armed F
Big Don/£25 ● A vertically scrolling spacey shoot 'em up, not too dissimilar from *Xenon II*. Quite tricky, quite fast and quite smooth, but overall a shoot 'em up of no particular merit or originality.

NEW ENTRY Joe And Mac
Deco/£60.00 ● Pots of palaeolithic fun in this brilliant conversion of the classic coin-op Caveman Ninja. Take the role of Neanderthal man, Joe or Mac, and set out to retrieve your chick from a fate worse than a deadly dude dinosaur. Beautifully detailed backgrounds, huge and colourful sprites and great arcade adventure style gameplay, make this one prehistoric play you'll be playing for centuries to come.

console countdown

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.
★

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.
★★

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.

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 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.
★★★★

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.

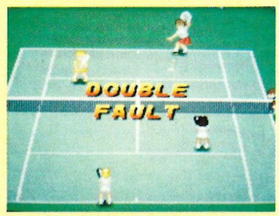
Super Baseball (Super Famicom)

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.
★★



Super Tennis (Super Famicom)

NEW ENTRY Raiden Densetsu
Toei/£60 ● Super Famicom version of Mega Drive game *Raiden Trad*. Fairly basic vertically scrolling shoot 'em up, which takes you from earth to space in your quest to rid mankind of alien invaders. Nothing new, not very difficult even on later levels. Still, at least it's crammed full of action.
★★★

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.
★★★★★

Super Baseball
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.

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.

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.

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.

GAME BOY

Alleyway
Nintendo/£21.99 ● 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/£21.99 ● 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.
★★★

NEW ENTRY Bart Simpson's Escape From Camp Deadly
Acclaim/£24 ● The punky-haired custard-coloured one returns in his second adventure. *Escape From Camp Deadly* mixes shoot 'em up (well more like spit or boomerang 'em up really) with a bit of puzzle and a tad of arcade adventure too. Neatly executed with just enough addictiveness to get you coming back for more.
★★★★

Batman
Sun Soft/£24.99 ● 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.
★★★

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 pal, the shape-shifting blob, wander around collecting things. Good adventure fun.
★★★★

Bugs Bunny
Kemco/£21.99 ● Well animated game with 60 levels to complete, *Bugs Bunny* is very playable. 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.)
★★

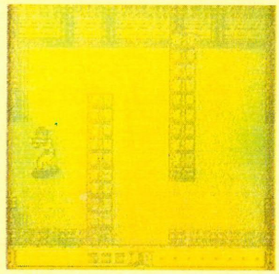
Castlevania II
Konami/£19.99 ● Brillo version of the classic Dracula hunting game. Once again we find Christopher Belmont heading out, whip in hand, to do a dentistry job on the man in black. The little screen and monotone graphics tend to be less of a prob than you might think and the game chugs along at a fair old pace. Good stuff, well worth a serious look.

Chess Master
Nintendo/£21.99 ● 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/£21.99 ● 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*.
★★


Fortified Zone (Game Boy)

Dr Mario
Nintendo/£21.99 ● Cross *Klax* with *Tetris* and add the *Mario* name and 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.
★★★★

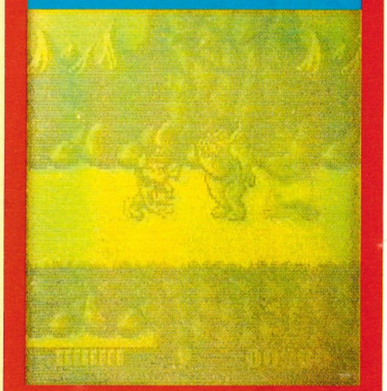
Fall Of The Footclan
Konami/£24.99 ● Standard beat 'em up in which you can choose to play any of the green shell-suited heroes. Nothing of any originality to raise it above the norm. Okay as far as it goes.
★★★

NEW ENTRY Fortified Zone
Jaleco/£24.49 ● Challenging gameplay and some impressively big sprites make this one a puzzley shoot 'em up that manages to be that little bit special.
★★★★

GAME BOY

NEW ENTRY

Battletoads
Trade West/£24 ● One of the best, if not the best arcade adventure for the Game Boy. Well hard Battletoads, Zit, Rash and Pimple must traverse many levels of action-packed adventure in search of missing chums. Balls bad gameplay, brilliant graphics and excellent animation. So good, it's rad.



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.
★★★★

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.
★★★

NEW ENTRY Home Alone
Capcom/£24 ● Mediocre conversion of fab film of same name. Harry and Marv are out of the slammer and looking for a house to rob. Kev McCallister is out to stop them. A puzzley, mazey kind of game, but nothing that you won't have seen before.
★★

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.
★★★

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.
★★★

SUPER FAMICOM MEGA ZONE

NEW ENTRY

legend of zelda
Nintendo/£60.00 ● Stonkingly huge and exceedingly gorgeous graphic adventure, so cleverly put together and such a pleasure to play that even the most hardened graphic adventure hater will fall in love immediately. Vast playing area covered with mountains, lakes and mazes, masses of knights, dragons, dwarves and a maiden in distress to rescue to boot. Well worth the hefty cover price.

console countdown

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.

Super Scrabble
MEGA ZONE

MB Games/£25 ● Superb version of the classic board game Scrabble. Simple to play, various levels of challenge and totally and utterly addictive. Has all the essential ingredients needed for a classic.

Tennis
Nintendo/£19.99 ● Standard tennis simulation game with above adequate sound and animation. For all that, a basic, functional tennis game with one and two player options.

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.

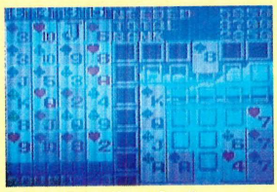
NEW ENTRY Who Framed Roger Rabbit
Capcom/£24 ● Jolly arcade adventure which takes Roger Rabbit on a romp through the maze-like Toon Town in search of Jessica Rabbit. Adventurish in the way you must enter into conversation with some of the town's more unusual inhabitants, so not exactly a fast mover. But well-drawn graphics make this a slightly more than average buy.

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.



Solitaire Poker (Game Gear))

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.

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 *PacMan* gameplay. Unfortunately *Pengo* shows its age.

NEW ENTRY Putt & Putter
Sega/£19.99 ● Ah, the putting green, home of peace, order and well cut lawns. Except it's not. Here it's gone mad. All twisted and turned, complete with hills, traps and bouncy bollards. You need to bounce as well as putt to get a hole in one in this game. Not very exciting.

Shinobi
Sega/£24.99 ● The classic slash 'n' dash, over four levels, survives the transition to the Game Gear well. Ultra-smooth graphics combined with a varied gameplay.

NEW ENTRY Solitaire Poker
Sega/£24.99 ● More like patience than poker. Nevertheless, still well-executed. If you're into hair-tearing puzzle games, then this'll be right up your street. But a pack of cards would probably be cheaper.

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/£24.99 ● *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/£29.99 ● Multi-event beach sports game including surfing, skateboarding, BMX and foot bagging. Highly detailed and very smoothly animated sprites.

NEW ENTRY Crystal Mines II
Lynx/£29.99 ● *Crystal Mines II* is really nothing more than a revamped version of *Boulderdash*. Still, it's a pretty nifty version of the old classic nevertheless, with enough playability and addictiveness to make it worth a whirl.

Electro Cop
Atari/£29.99 ● A 3D shoot and search game after *RoboCop*. An interesting and addictive game with some very high quality sub-games within the main program.

ATARI LYNX

MEGA ZONE

NEW ENTRY Toki
Lynx/£24.99 ● A game of near biblical proportions, *Toki* has you running around a huge world peopled by curious creatures in an attempt to rescue your girl. Originally out on the Amiga, nobody ever thought it would make it onto any handheld. But it has, with no loss of gameplay, sound or graphics. Buy this game. It's the mutt's nuts.

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/£29.99 ● 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/£29.99 ● *PacMan* 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/£29.99 ● Play a classic monster who must chew his way through as much of New York as possible. Pleasantly animated with nice touches of humour.

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.

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 Sub
Atari/£29.99 ● 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.

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

NEW ENTRY XY Bots
Lynx/£29.99 ● Big bot or small bot, XY Bots will probably appeal to all bots 'cos this is the kind of bot that trogs around a fiercely realistic 3D maze, blasting monsters in a splatty kind of way. The grand old man of 3D maze beat 'em ups, it loses nothing in its transition to the Lynx.

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.

R-Type
MEGA ZONE

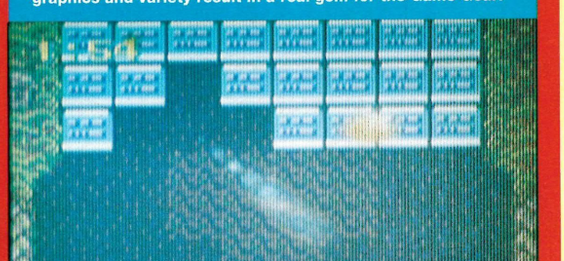
NEC / £35 ● What can you say about *R-Type* that hasn't been said before? Very little I expect, and on the TurboGrafx, *R-Type* shines with all its usual 'shinyness'. Baddies shoot all over the place, with only one thing on their mind, and we're not talking hugs and kisses here. Both graphics and sound are amazing, making this an utterly classic game. *R-Type*, you can't beat it, verily a shoot 'em up amongst shoot 'em ups.

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.

GAME GEAR

MEGA ZONE

NEW ENTRY Devilish
Genki/£20 ● Somewhere between *Pinball* and an excellent shoot 'em up, Devilish puts you in charge of a *Block Out*-style paddle which you must use to destroy nightmare versions of graveyards ie. hit the blocks to reveal dead peeps, treasure boxes and fire-spitting demons. Classic gameplay and oodles of graphics and variety result in a real gem for the Game Gear.



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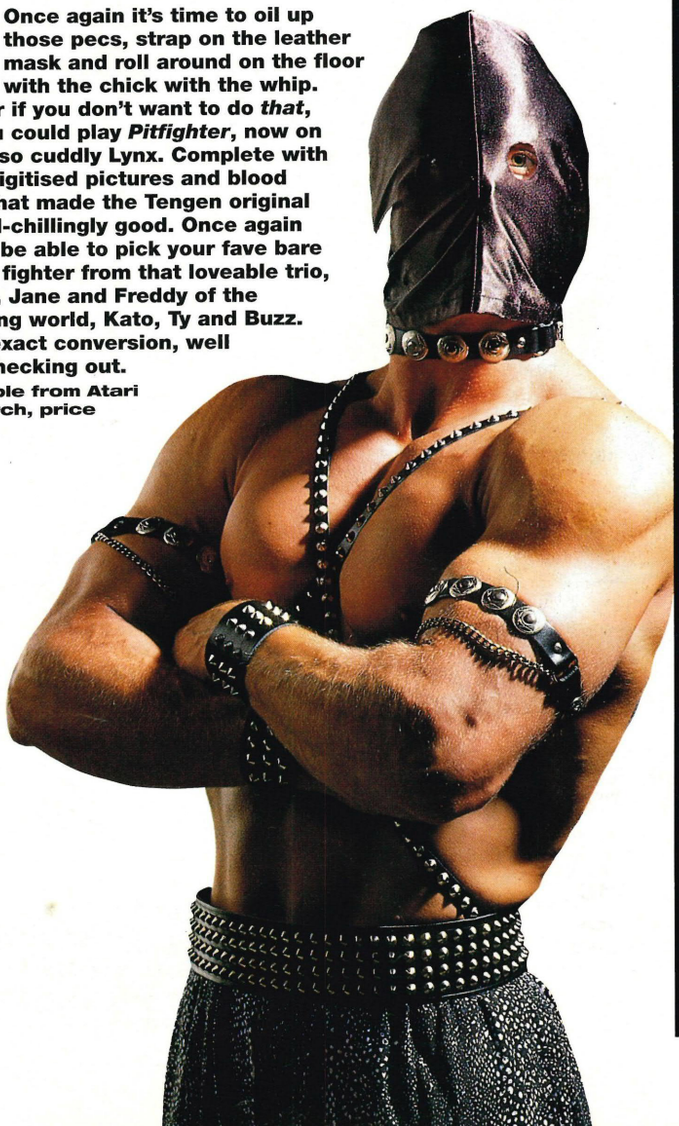
tba

This month's Terribly Bald Archbishop features some of the best up and coming goodies from the Software Houses. And a compo too. Cripes, I think TBA should stand for Totally Bloody Amazing.

pitfighter

Once again it's time to oil up those pecs, strap on the leather mask and roll around on the floor with the chick with the whip. However if you don't want to do *that*, then you could play *Pitfighter*, now on your oh so cuddly Lynx. Complete with all the digitised pictures and blood spurts that made the Tengen original so blood-chillingly good. Once again you will be able to pick your fave bare knuckle fighter from that loveable trio, the Rod, Jane and Freddy of the pitfighting world, Kato, Ty and Buzz. A near exact conversion, well worth checking out.

● Available from Atari late March, price £tba.



arcade classics

Way back in the mists of time when everyone was a lot younger, more fresh faced and full of hope, computer games were a simple matter of a couple of sprites that went ping. No amazing graphics, but playability that was second to none. That was a golden time, one long Summer evening of innocence. Now we live in a world of cynicism and back-biting, a world that is crying out for the simplicity of yesteryear.

Which is a good job really as those sentimental fools at Virgin have produced *Arcade Classics*, a three-in-one cart, jammed full of the old classic games of days gone past. Now all of you dewy-eyed Master System owners can drool over such old stonkers as *Centipede*, *Missile Command* and *Break Out*. All three are so simple that they make your toes curl, but positively drip one more go appeal.

● Available from Virgin at the end of March, price £tba.

centipede

1 You play the wiggly little hero who must avoid all manner of horrible nasty mushrooms, while attempting to stay as short as possible.

missile command

2 This old fave requires you to save your half dozen cities from incoming alien missiles. Simple idea, it's true, but not terribly easy to master.

blockout

3 This is just tennis against the wall really. A game that has been ripped off so many times, but you can't beat the original. True classic.

champions of europe

It's cold outside, the rain is pouring down, roll on flaming June. Happy hours spent in the pub garden, sloshed out of your mind, watching the European Footie Championships. Heaven. However now, thanks to those chappies, down at Tecmagik, Summer can last all year round. With the release of *Champions Of Europe*, there will be, at last, a footie game on a par with *Kick Off*.

Boasting a whole bundle of features, including buckets of digitised speech and game options, you can choose whether you play a single game or the whole UEFA shebang.

● Available from Tecmagik in May/June, price £tba.

dirty larry – renegade cop

Larry, Harry, what's in a name hey? Remember the Seventies? The days of Blondie, the three day week and dodgy trouser design? Yup, heady days. One of the other major 'happenings' of that glorious decade were the Dirty Harry movies. Made up, primarily, of Clint Eastwood, women's breasts and spurts of blood, they certainly were a formative influence on the nation's youth. Now, I'm happy to say, the whole shebang has moved onto the Lynx. Admittedly Dirty Harry has turned into Grubby Larry, and there is a distinct lack of breasts, but despite that, Dirty Larry is really pretty smart.

Set over five levels of bone-crunching action, our man Larry who, let's face it hasn't been blessed with the most macho of names, breaks heads, knee caps and arms in a fair fury of violence. If buckets of blood is your kinda thing, check it out.

● Available from Atari in March, price £tba.

MEGA DRIVE chart

1	**John Madden '92**	Electronic Arts
2	**Sonic The Hedgehog**	Sega
3	**PGA Tour Golf**	Electronic Arts
4	**Quackshot**	Sega
5	**Golden Axe II**	Sega
6	**James Pond II**	Electronic Arts
7	**Fantasia**	Sega
8	**J. B. Douglas Boxing**	Sega
9	**Phellos**	Sega
10	**Joe Montana Football**	Sega

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

top players golf

Following the release of the Neo Geo in the UK last December, the games will no doubt begin to pour in. And one of the first is *Top Players Golf Challenge*. Not unlike any other golf game, *Top Players* finds you placed very firmly in the middle of the fairway, with a massive selection of clubs and almost as many different courses to 'drive' round, you're bound not to get tee-d off with it. Ha, ha, ha. (*Pathetic. Ed.*)

● Available from SNK in March, price £tba.

GAME BOY chart

1	**Super Mario Land**	Nintendo
2	**Double Dragon**	Acclaim
3	**F-1 Racer**	Nintendo
4	**Fall Of The Foot Clan**	Konami
5	**Gremlins 2**	Nintendo
6	**Bugs Bunny**	Kemco
7	**Duck Tales**	Capcom
8	**Robocop**	Ocean
9	**Batman**	Sunsoft
10	**Paperboy**	Acclaim

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Master System chart

1	Super Kick Off	US Gold
2	Heroes Of The Lance	US Gold
3	Lucky Dime Caper	Sega
4	The Flintstones	Grandslam
5	Golfmania	Sega
6	Shadow Dancer	Sega
7	Columns	Sega
8	Joe Montana Football	Sega
9	Super Monaco GP	Sega
10	Outrun Europa	US Gold

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Nintendo NES chart

1	Super Mario 3	Nintendo
2	The Simpsons	Acclaim
3	Duck Tales	Capcom
4	Super Mario 2	Nintendo
5	Top Gun II	Konami
6	Gremlins 2	Nintendo
7	The Adventures Of Link	Nintendo
8	WWF	Acclaim
9	Batman	Ocean
10	Solstice	Nintendo

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m lord

NEO GEO

Otherwise known as a crap British sitcom simulator, you play Croft Perry a sad, pathetic character who writes sitcoms for a living. Your 'creations' include *You Yelled M Lord?* and *Hi De Crap*. In the game *M Lord*, for the Neo Geo, you must collect and use as many old jokes, snide sexual jibes and clichés as possible to use in the next series of M Lord. *(You're making this up aren't you? Ed.)* Yes, alright I am. *(Well stop it, and tell us all about the game. Ed.)* Okay, okay, you play the 'M' Lord, not that what the 'M' stands for is ever revealed, and it is your calling in life to venture on bold quests, combat evil doings and generally act in a manner becoming to a lord of the great M.

● **Available from SNK in February, price £tba.**

alpine frolics

To celebrate their stonking new winter sports cart, those sexy people at Accolade have decided to give away a whole bucket load of lovely prizes. They are just so nice and cuddly.

WIN!

the goodies

What are they giving away? Well ten copies of their brill *Winter Games* carts, ten Accolade T-shirts (the fashion statement of '92) and ten framed Accolade games posters.

the catch

All you have to do to win one of these prizes of almost Biblical proportions is to answer this oh so simple question.

In the last winter Olympics, Great Britain had a really rather awful ski jumper in its team. Was his name?

a) Eddie 'The Budgie' Edwards
b) Eddie 'The Eagle' Edwards
c) Eddie 'The Flies Like A Brick' Edwards
d) Eddie 'The Crap Ski Jumper' Edwards

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GZN

CUT OUT OR PHOTOCOPY THIS ORDER FORM

soled out

Want to trade up your silver-haired granny to a Mega Drive? Or swap your silly siblings for a Game Boy? And when you've run out of members of your family, you can even beg, barter or buy anything consoley in your non-penny pinching (ie. totally and utterly FREE) column. Soled Out - Nine out of ten readers said their grans preferred it.

hard ZONE

✪ **Game Boy** for sale with *Mario Land*, *Tetris*, *Robocop*, *Revenge Of The Gator*. Headphones, two player lead, Light Boy. Excellent condition. Fully boxed with some magazines for £105. Phone 0733 63877.

✪ **For sale: Game Boy** with eight games including *Mario Land*, *Tennis* etc. supplied with case and batteries. Worth over £210. Sell for £100. Telephone Stuart. 0483 422639. After 6pm please.

✪ **For sale NES,** two control pads and *Super Mario 2, RC Pro Am* and *Teenage Mutant Hero Turtles.* Boxed and in excellent condition £80. Phone Wendy on 081 807 2131.

✪ **Who** wants to buy a Tamiya Terra Scorcher radio control car with all radio gear. Battery, slow and quick chargers? New £200+. Alasdair McAlley, Aldaron, Poplar Close, Wolverton Road, Baughurst, Hants.

✪ **Commodore 64.** £600 worth of games, two joysticks and all other accessories. Unbeatable offer £200 ono. Ideal for beginners. Tel 091 4143899 after 6pm. (Only 11 months old!)

✪ **Mega Drive for sale.** Plus 22 top ten games and a Pro 1 joystick and joypad. Deal at only £500. Phone 0782 632643.

✪ **Commodore 64 for sale** comes with joystick, data, cassette, printer, two power packs and yes, over 150 games. Boxed as new only £150. Phone Zac on 058279 3897 after 5-9pm.

✪ **Amiga 500 for sale** some games and 150 blank disks, two mice and three joysticks boxed as new. £300 or swap for Mega Drive and games. Ring Phil on 0377 46878.

✪ **UK Mega Drive,** Japanese converter, arcade power stick plus *EA Hockey*, *Alien Storm*, *Crackdown* and *Mystic Defender*. Still under guarantee, worth £350, sell for only £200 ovno. Phone Steven on 0592 260136.

✪ **Sega Master System,** Light Phaser, 3D glasses, 15 games all boxed. Mint condition worth £480. Will sell for £210. Games include *Golden Axe*, *Double Dragon*, *Outrun*, *R-Type*. Tel 0279 411630 after 6pm.

✪ **Bargain,** official Famicom scart machine, boxed as new, plus *Ghouls 'N' Ghosts*, *Mario 4*, *Castlevania IV*, *F-Zero*, *Pilotwings*, *Gradius III*, *R-Type*, *Final Fight*, *UN Squadron*. Only £400! Phone Sam on 081 954 2571 after 7pm.

✪ **Boxed Game Gear.** Two months old. Including five games, *Psychic World*, *G-Loc*, *Shinobi*, *Super Monaco* and *Dragon Crystal*. Call 081 845 4388 and speak to Mike. £160 the lot. Evenings after 7pm.

✪ **Nintendo** for sale with *Bionic Commando* game and extra joystick for £60. Phone Shabana between 5-7pm if interested. Needs to be sold urgently.

✪ **Atari Lynx,** *Klax*, *Zarlor Rygar* and *California Games* as new, will sell for £110 or swap for Game Boy pack with seven games. Must be as new. Tel 0272 679505.

✪ **Game Boy** with *Dragon's Lair*, *R-Type*, *Bugs Bunny*, *Ducktales*, *Mario* and *Tetris* plus Light Boy. Sell £160 or swap for PC Engine/Mega Drive with games. Call Mark 0530 831 684 evenings.

✪ **PC Engine** (scart) for sale with four good games, excellent condition £100. Also Amiga A500 with modulator joystick softwares etc. Hardly used for £350. Interested? Tel Peter 071 2266275 after 6pm.

✪ **Atari Lynx** for sale, two games, £100. Atari ST 520 for sale over 200 games, one mouse and five joysticks, mint condition, £350. Ring Russell on 0703 866880. Willing to bargain?!?!

✪ **For sale.** Two screen visors for Lynx Mark II. Boxed, never used. No longer needed. £3 each inc. p+p. Tel Simon 0746 762165 most evenings.

✪ **Mega Drive** boxed as new and 19 games for sale, worth £1000+ will sell for £425 ono. Phone Jeremy on 081 8441 688.

✪ **Amiga for sale** with 30 great games. Most are boxed. Worth £750, only £450 ono. Also NES deluxe pack with one game £80. Both in safe condition. Call 0707 58787.

✪ **Spectrum 128+2A** for sale, includes light gun, joysticks, games. Everything boxed with instructions. All excellent condition. Worth £1100, sell for £275. Phone Chris after 4pm please on 0444 871670.

✪ **PC Engine GT** handheld + one game. Excellent condition. Worth £250, still a bargain £150. Ring Mark on 021 705 8891 after 5pm. Mains adaptor, rechargeable batteries + charger also available.

✪ **Master System** for sale includes three games, light phaser and control pad. £75. Also Master System games for sale. Some top titles eg. *Mickey Mouse*. Phone 0634 360304. Ask for Lee.

✪ **For sale.** Atari Lynx. Good condition with four games including *Warbirds* and *Ninja Gaiden*. Adaptor and Comlynx also. £160 ono. Contact Keith. 081 850 5787.

✪ **Atari Lynx** with five horny games like *Slime World* and *Electrocop* etc. Comlynx adaptor boxed as new. Bargain at £120 ono. Give James a bell on 0493 720959.

✪ **For sale:** Sega Master System, light gun, boxed as new. Games including *Operation Wolf*, *Alien Syndrome*, *Power Strike* and *Double Dragon*. Sell £150. Phone 0784 450 334. Ask for Martin.

✪ **Sega Mega Drive** + seven games including *ToeJam And Earl*, *Arnold Palmer Golf* and *Joe Montana* with extra joypad. Will cost over £400 new but sell for £300. Phone 0732 851788.

✪ **Lynx** with *California Games* for only £60. Phone 0242 513990 after 5pm and ask for Jean-Pierre.

✪ **Game Boy** for sale, excellent condition with *Castlevania*, *Spiderman*, *Tetris*, Light Boy, Magnifier and three pairs of brand new Duracell batteries. Sell for £110. Phone Keith on 0904 766668.

✪ **Nintendo** and seven games including *SMB III*, *WWF*. Great deal. Phone Ian on 0625 530406.

✪ **NES for sale** with 12 games including *SMB I + II*, *Zelda II*, *Batman* etc. £280 ono. Will split (NES + SMB £40, games £15-£25.) Phone Duncan after 6pm on 0353 778251. Everything mint condition.

✪ **Game Boy** for sale with *Tetris*, *Super Mario Land*, *Mickey's Dangerous Chase* and *Fortress Of Fear* only £80. Also includes Light Boy . Phone Paula on 0530 62008.

✪ **Nintendo Game Boy** for sale, comes with two games, *Tetris* and *Super Mario Land*. Boxed as new. Immaculate condition but without headphones. Phone Phil on 0245 72933. After 4pm.

✪ **For sale.** Nintendo NES two control pads four games inc. Turtles for only £130. Call 061 941 2923 and ask for JP or Richard.

✪ **Mega Drive** for sale with five safe games and two controllers. yours for £215. Give me your PAL Famicom with seven or more games and you get my £800 Amiga. Phone 0707 58787.

✪ **Game Boy,** two games, swap for Sega Game Gear preferably with a game or mains adaptor. Swap only. Ring 0842 761234 or write to 11 Fisher Way, Thetford, Norfolk, IP24 2LD.

✪ **Sega Master System** for sale complete with 21 games including *Golden Axe*, *Operation Wolf* and *Double Dragon*. Will sell for £250. Bargain. Write to Andrew Harris, 38 Beachcroft Way, London N19 3HR.

✪ **Atari Lynx** with five games inc. *Warbirds*, *Gauntlet*, *Klax* for sale. Excellent condition. PSU inc. Any trial welcome. £100 is all I'm asking. Phone 09887 352 after 4.30pm. Ask for Robin.

✪ **For sale,** Amstrad 6128K including colour monitor, printer, paper, joystick, AMXart and loads of games. Bought for £800, selling for £250. Good condition. Call Ivan on 081 747 431.

✪ **Sega Master System,** zapper, two rapid fire units, 13 games, six issues of *Sega Power*. Worth £350. Sell for £165. Phone 081 941 4548 after 4pm or leave a message. All answered.

✪ **Amstrad CPC 464** colour monitor over £100 worth of games. Two joysticks. Sell for Master System. Ring Andrew on 0296 86654.

✪ **Game Boy** for sale inc. five great games, a carry case, two player lead and Light Boy. Only £135. Phone Peter 081 840 4282 after 4pm.

✪ **Lynx plus** *California Games, Rygar* kit bag, Comlynx power supply, screen guard, all for £85. Ring 0675 462672 after 6pm. Excellent condition half a year old. Phone no: 0675 462672.

✪ **Atari STFM** for sale. Lots of games and mags including *F15, SE2, Speedball 2* and many more. £230 or swap for Mega Drive with two or more games. Tel: 0282 866475.

✪ **Sega Master System** for sale with seven top games including *RC Grand Prix*, *Italia 90* and *Battle Outrun* for only £130 ono plus two joypads and one stick if you're interested. Phone Darren on 0753 552436.

✪ **For sale.** Handheld games, *Donkey Kong* £10, *Boxing* £15, *Karate* £5 (no box). If interested send cheque to Arjun Nevile, 43 Dorset Road London SW8 1EH.

✪ **Nintendo Game Boy** for sale. Light Boy, magnifier, hard case, link cable, headphones included. *Tetris*, *R-Type*, *Fall Of The Footclan*, *Castlevania II* also thrown in. £120 ono. Call Oliver on 0920 870001. 9-5pm.

✪ **Mega Drive** plus 20 games for sale. Includes *Mercs*, *Quackshot*, *Streets Of Rage*, *Golden Axe*, *SMGP* and 15 others. All boxed with second joystick. Only £500 ono. Call Paul on 071 237 1596.

✪ **Super Famicom** with seven games including *Jerry Boy* and an American *UN Squadron* complete with adaptor. Only £400. Phone Michael on 0934 842933 after 4pm.

✪ **For sale:** Commodore 64. Over 70 games worth up to £300 (easy). Light gun, joystix and games for light gun. Games such as *Robocop*, *Terminator 2*, *Smash TV* and *Cisco Heat*. £150. Ask for Ross on 0795 424844.

soft ZONE

✪ **Nintendo NES** games for sale. *Megaman II* (£24) and *Punch Out* (£18). Phone 0296 84851 or both (£40).

✪ **Super Famicom** games to swap or sell, includes *F-Zero*, *Super Tennis*, *Super Ghouls 'N' Ghosts*, *Mario 4*, *Gradius III*, *Populous*, *UN Squadron*. Tel Peter on 0846 602825.

✪ **Sega Master System** games *Afterburner*, *F16 Fighter*, *R-Type*, *Double Dragon*, £10 each. ZX spectrum, loads of games £75. Call 081 348 0457 now! 7-9pm.

✪ **Game Gear** games for sale or swap. Will swap *Shinobi* and *Super Monaco* for anything good. Desperately seeking *Sonic* and *Super Kick Off*. Please call Luke Fowler 041 946 1301 after 4pm.

✪ **Sega Master System** games for sale. *Afterburner* £15, *Rampage* £15, *Golden Axe* £18, *Double Dragon* £15. All games boxed in good condition with full instruction manual. Robert Bowers, 17 Woodham Park Road, Woodham, Weybridge, Surrey.

✪ **Mickey Mouse** game for Sega Game Gear, brand new £17 including p+p. Contact Danny James, 27 Medway Road, Culcheth, Warrington, Cheshire. WA3 5EL.

✪ **Game Boy** games for sale including *Tetris*, *World Cup*, *Castlevania* and *Kung Fu Master*. 50 quid for the lot or £13 each. If interested phone Raden on 076 1241 454. What a bargain!

✪ **Mega Drive** swap *Rambo 3*, *Super Monaco*, *Mickey Mouse* for *Maddens*, *Streets Of Rage*, *Wonderboy 3*, one for one etc. Interested? Write to Terry Grant, 118 Anderson Crescent, Forres, Moray, Scotland. IV36.

✪ **Game Gear** games for sale: *Mickey Mouse*, *Columns* and *Wonderboy*. £30 for all three, £12 each. Willing to swap.

✪ **Mega Drive** games *Altered Beast*, *Super Hang On*, *Super Real Basketball* and *Cyberball* £17.50 each. Tel: 0638 741911. Ask for James. 30 Abbey Close, Burwell Cambridgeshire CB5 OHN.

✪ ***Fantasy Star III.*** Two months old, very bored! £15. Call Andy on 0252 629483, 8.30-5.30pm.

✪ **For sale.** Nintendo games. *Turtles* and *Castlevania*. Contact Kelly. Price £40 for both or £20 each. Ring 0703 785245 after 4pm.

✪ **Atari Lynx games** for sale or swap *Xenophobe* or *Electrocop* will sell for

Ninja Gaiden. Write to Dara, 19 Birchview Close, Yateley, Camberley, Surrey. GU17 7DL.
✪ **Atari Lynx games** for sale, excellent condition, *Viking Child*, *Ninja Gaiden*, *Electrocop*, *Zarlor Mercenary*, *California Games*, *Klax*. £15-£20. Call Ben on 0934 415074 (Weston Super Mare.)

want ZONE

✪ **Wanted: Mega Drive** Turbo joypad. Will pay around £8. Please hurry desperately wanted. Phone James on 0249 661058 after 4pm on weekdays please!!! Any time weekends.
✪ **Did anyone video** the computer animation programme shown on Channel Four in December? If you did can you please, please, please, please contact Paul, 57 Pilgrim's Way, Spalding, Lincs. PE11 1LJ.
✪ **Wanted: Mega Drive** games. Send list and prices to Alan Quirke, Bally Quirke, Killeagh, Co. Cork, Ireland. 100 percent reply.
✪ **Wanted: Mega Drive** plus games will swap Atari Lynx with PSU and game plus cash. If interested phone Bracknell 0344 52057 after 3.30pm weekdays or any time weekends.
✪ **Wanted *Fantasia*** or *Quackshot* for Sega Mega Drive in good condition for £20 to £30. Contact Yvonne on 051 423 3518 between 5-7pm. To be collected in the north west.
✪ **Wanted Atari Lynx** games console. will pay £40. Has to be in good condition or any offers considered. Please contact Gary Milne, 2 Ardeer Place, Fraserburgh, Aberdeenshire, Scotland. AB43 5SW.
✪ **Free Mega Drive** with £300 worth of games (in your dreams) but I will buy a second hand Lynx or Game Gear for about £60-70 with 1-2 games. Contact Pete on 0986 894623.
✪ **Nintendo games** wanted. Will pay £8-10 each. *Megaman I/II* and *Mario Brothers 2/3* will pay up to £15. If interested phone Danny for some hard cash on 0372 378480. Surrey.
✪ **Mega Drive** games wanted. Pay between £5 to £18 for ones required. Phone 081 874 5408.
✪ **Game Boy** games wanted. Will pay £8/9 for each one. Call Ben on 081 530 1381. Wanted Light Boy. Will pay five to eight pounds. Call after 6pm please.
✪ **Wanted: Atari Lynx** games. must be in good condition. Will pay up to £10 each. Phone between 4-6pm. Ask for Dave.
✪ **Wanted:** A brand new Atari Lynx. I will swap for £150 worth of football autographs and Shimano DX STI levers for a mountain bike worth £60, used once. Contact Gary Milne, 2, Ardeer Place, Fraserburgh, Aberdeenshire, Scotland. AB43 5SW.
✪ **Sega Mega Drive** with *Sonic The Hedgehog* game £95. Wanted C64 and disk drive or Atari ST. Tel 0922 404023 and ask for Dave between 5-7pm.
✪ **Wanted: Lynx 2** and games and mains adaptor + cash adjustment. Will swap for Amstrad CPC6128 with colour monitor, lots of games, tapes and disk worth £225. Phone Farnborough 0252 524836 after 6pm.
✪ **Wanted: PC Engine** games for cash. £15 a game. None refused. Send game and SAE for cash. Mr C Holley, 11, Admirals Walk, St Johns, Exmouth, Devon. EX84DP.

love ZONE

✪ **Lonely, unhappy,** attractive 17-year old girl, genuine, unemployed, wants to meet handsome male aged 18-22 for lasting relationship. Recent photo appreciated. Fiona McIntyre, 14 Poplar Way, Kirk Hallam, Ilkeston, Derbys. DE7 4NP.
✪ **17-year old boy** owner PC Engine wants a friendship with 15-35-year old women. Please send photo to Michael Starkey, 30 Osric Court, Eastfield Peterborough. PE1 5LW.
✪ **Are you between** 16-18 and of the female species? If you are, write to Danny Rogers, 14 Wattisfield Road, Clapton, London. E5 9QH. PS Loonies only, yer you, you headcase (possible relationship).
✪ **Lonely 22-year old,** looking for fun with lively girls, any age. Enjoys travelling, cinema, everything. Write to Grant, 69A Stakehill Road, Waterlooville, Hants. PO7 7BQ.

fan ZONE

✪ **Game Boy Guide** – Game Boy fanzine full of absolutely everything and more! Send us your reviews. Send your name, address and 70p to: Game Boy Guide, 10 Jarvie Place, Glenrothes, Fife, KY6 2LE.
✪ **Atari Lynx User.** Comps, news, reviews. Yes issue 3 is finally here! Send 50p + large SAE or just 90p including P+P to Lynxuser, 11 Montgomery Drive, Spencers Wood, Reading. RG7 1BQ. Please support us.
✪ **Console Crazy** issue two!! Only £1.80, full of reviews, news and a VR section. Send cheques payable to 'CC' to Console Crazy, 28 Watergate Lane, Woolton, Liverpool. L25 8QJ.
✪ **Electric Brain,** the ultimate console magazine. Send a stamp for free back issue or £1.30 for latest. Cheques payable to 'Onn Lee' to 125 Arnold Road, Bestwood, Nottingham. NG5 5HR.
✪ **Console Teck** is a new fanzine for Mega Drive and Famicom owners. First issue out now. It's almost as good as sex (only not quite)! Phone after 5pm. Ask for Mark.
✪ **Famicom fanzine** featuring news, reviews, exchanges, tips etc. Details from Chris Howard, 1 Normount Road, Newcastle upon Tyne. NE4.

scribble ZONE

✪ **Looking for** a STRONG honest computer crazy kid who needs a pen pal aged about 11 years old? Write to Daniel Sanzen Baker, 19, Sovereign Drive, Milton, Southsea.

swap ZONE

✪ **Yo Mega Drive** owners! Wonna swap your *F-22*, *Road Rash*, *Mercs* or *Midnight Resistance* for my *Sonic*, *Strider*, *Turrican*, *Shadow Dancer* or *Columns*? Call Paul on 0707 331801 now!
✪ **Your Mega Drive games** to swap for mine. My games include *Ghouls + Ghosts*, *Gynoug*, *Sonic*, *Bonanza Bros* plus many more. Phone 07048 71828 after 7pm any day. Also coming soon. *Marvelland Beast*, *Warriors*, *Fighting Masters*.
✪ **Swap Game Boy games.** *Bugs Bunny*, *Baseball, Final Fantasy*, *Solar Striker*, *Boxing*, *Dr Mario*, *Nemesis*, *Turtles* for what you have. Sam 0204 495857.
✪ **Game Boy games** to swap. Please send SAE for details to 89 Broomfiel Avenue, Worthing, West Sussex. BN 14 7SD.
✪ **Swap Sega Mega Drive** with five games for Super Famicom with one or two games. Nino Cavallino, 33 Adlington Street, Watershedding, Oldham. Tel 061 624 8795.
✪ **Swapsies.** I want *Golden Axe* or *Budokan*. I have *James Pond I*, *Arnold Palmer Golf* and *Moonwalker*. Phone 0250 64196. I will also sell the games for £15-20 each. Ask for Nick.
✪ **Radio controlled** Hi-rider Corvette with two batteries and all other accessories, £100 or swap for Game Gear or Mega Drive. Phone Tim on 0788 560205 after 5pm.
✪ **Swap Game Boy** games *Bugs Bunny*, *Baseball*, *Final Fantasy*, *Solar Striker*, *Boxing*, *Dr Mario*, *Nemesis*, *Turtles* for what you have. Sam 0204 495857 Bolton.
✪ **Swap my Mega Drive** with four games and arcade power joystick for your game gear with three games or more or sell MD for £150. Ring 300 8297. Kent only.
✪ **I have 23** original individually boxed Amiga games and would like to swap them for just four Game Boy games. If you're interested, please phone Mike on Worthing 0903 237321.
✪ **Someone swap** my *Xenophobe* for *Ninja Gaiden* for the Lynx. Contact Daniel after 5pm on 071 350 0487. 15 Inster House, Ingrave Street, Battersea, London. SW11.
✪ **Masterswap club II,** hasta la vista baby. Oy you! Do you want to swap a Mega Drive game for a small fee, *Sonic* etc. Phone for latest list. Call Dan: 0850 353 484 after 6pm.
✪ **Game Boy** swaps. I have *Mario Land*, *RC Grand Prix*. I would like *WWF Super Stars* or *Double Dragon II*, *Robocop II*, *Simpsons, Kick Off* and others. Phone Matthew 0703 462490.
✪ **Swap Toshiba Walkman** (cost £90) it has digital radio, auto-reverse etc. and free mini-speakers for Game Boy, three Mega Drive games or three Lynx games. Tel 0745 354660.
✪ **Swap your Mega Drive** for my Nintendo and Lynx. Both with six games. Mega Drive must have games. Phone Karl 0384 636872.

thing ZONE

✪ **This ace letter** is to say yo! to all my mates of Kingswell School, and that I wish that they would stop calling me a spaz! From Cooke machine.
✪ **Join the anti Mario** console club! If you like consoles, it's the club for you. For details on how to join ring 0484 852 925 and ask for Gareth.
✪ **Are you stuck** with your games? Sega Mega, Lynx, Game Boy, Game Gear, Nintendo, any console. Send SAE enclosing 20p. Write to Allun Price, 46 Wagner Close, Brighton HIII, Basingstoke, Hants. RG22 4JD.
✪ **Mega Drive** and Atari Lynx exchange club. No membership fees. Send an SAE for more details to: Megalynx club, 161 Clewer Hill Road, Windsor, Berks. SL4 4DU. Free newsletter every month.

book your free ad here!

If you want to advertise FREE, in Soled Out, please write in BLOCK CAPITALS below and send the coupon to Soled Out, *Game Zone*, 14 Rathbone Place, London, W1P 1DE. Don't be a plonker and remember to include your address and phone number. Business advertisers will not be accepted, they can jolly well go and advertise in the classified section and pay for it 'cos we all know they are stinking rich.

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***Game Zone* cannot guarantee to place every ad received. Sorry!**

THE TWILIGHT ZONE

Hello, and welcome again to The Twilight Zone, the pages at the bac...

UH? SO I'M WELCOME AM I?

... What???

I'M WELCOME. YOU SAID "WELCOME AGAIN TO THE TWILIGHT ZONE," SO YOU'RE WELCOMING ME: YOU'RE GLAD I'M HERE.

Of course. Everyone's welcome in The Twilight Zone.

EVERYONE EH? GYLES BRANDRETH? NOEL EDMUNDS? COREY HAIM? THE SMUG GIT FROM THE CRAP ROVER ADVERTS?

Well okay, maybe not everyone...

HADN'T YOU BETTER START AGAIN THEN, AND CLARIFY THE MATTER?

You've got a point. Here goes: Hello again, and welcome to The Twilight Zone (unless you're Gyles Brandreth, Noel Edmunds, Corey Haim or the smug git from the crap Rover adverts). If you're not any of these people then send stuff to us, get yourself in print and win a groovy *Game Zone* badge to boot. The address you'll need is The Twilight Zone, 14 Rathbone Place, London W1P 1DE. There. How's that?

WHAT ABOUT ESTHER RANTZEN AND NIGEL KENNEDY?

(Oh shut up, or we'll be here all day. Ed.)

celebrity phone call corner

Every month there are new readers – readers who haven't got a clue as to what's going on in The Twilight Zone. For them we'll just quickly explain about our telephone, and hopefully the rest of you will bear with us. Our phone is weird – quite often celebrities come through on it by 'accident'. Is it simply our particular number or what? We don't know, but there's one thing for sure – it keeps on happening. Roy Castle? He's phoned. Cheryl Baker? Her too. The Queen? Yes. Sonia? Unfortunately yes. Brian Blessed? Yup. Michelle Pfeiffer. Yup. Shaun Ryder from The Happy Mondays? Yup. David Attenborough? Yup. The list is endless. All we ask of you is that you send us questions so we can turn these regular spooksome telephone blunders into interviews: We don't go to the stars, they come to us. This month the questions come courtesy of **Ahmed Mulla** of Walsall in the West Midlands and **Kashif Akhtar** of High Wycombe in Bucks. So who's on the line? Read on.

TELEPHONE: Ring ring, ring ring, ring ring...
T-Zone: Hello?
TERRY: Eh? What?
AMANDA: Hello?
T-ZONE: Blimey, is that Terry Christian and Amanda de Cadanet from Channel Four's *The Word*?
TERRY: Hey, I was talking to Amanda. Who's that interrupting?
AMANDA: (Bzzzzzt.) Hello? Hello?
T-ZONE: It's obviously some sort of weird crossed line - this is *Game Zone* here. Our phone went and it was you. Can we ask you both a few questions while you're there? For an interview?
TERRY: An interview eh? Okay, I'm game. Go 'ead.
AMANDA: Hello? Hello? (Crackle.)
T-ZONE: How do you both feel about signing for Wycombe Wanderers?
TERRY: You what? I haven't signed for anyone, nor has Amanda to my knowledge. We're TV presenters, not footballers.
AMANDA: (Crackle.) Hello? Is anyone there? (Buzzzz.)
T-ZONE: You've found the corner in the circle. Is this true?
TERRY: I... er, I don't understand. That question didn't make any sense.
AMANDA: Hello? Terry? Can you hear me? (Crackle.)
T-ZONE: So did you both do the circles in the corn fields then?
TERRY: Oh, I get you, you're talking about corn circles. Yeah, I've made a couple of small ones - I went on holiday to Wiltshire last year and there was absolutely nothing else to do. I don't know about Amanda.
AMANDA: Hello? I can't hear anything. Can you hear me? (Crackle.)
T-ZONE: Have you paid any poll tax yet?
TERRY: No, I haven't personally. I think Amanda has though. She likes to think she's a party-going wild child, but in reality she's a bit of a stuck-up bint and she's obviously got more money than sense. She's pregnant you know. Her boyfriend used to be in a group called Duran Duran.
T-ZONE: Yes we know. We wish we didn't. Thanks for your time. Bye bye.
TERRY: Oh, is that it? Bye.
AMANDA: Hello? Hello? I can't hear you. (Crackle.)

There you go. Quite an illuminating interview that one, and thanks again to Ahmed and Kashif for the all important quessies. So who's going to be on the phone next time? We don't know basically, and neither do you – but that shouldn't stop you sending in questions. As many as possible and on any subject you want: it's the luck of the draw as far as our celebrities are concerned. And as far as you're concerned? Well, a badge and your name in print at the end of the day. A fair deal, eh?

the twilight zone 'reply helpline'

Here's the first in a short series of replies which you can memorise and then use when people ask you extremely annoying rhetorical questions - those rhetorical questions you're totally bored of hearing. Rhetorical questions that are asked again and again and again by people who can't think of anything interesting to say and are trying to be 'funny'. So don't be polite: rhetorical in nature or not, answer the question... and tell the truth. Like this.

this month's annoying rhetorical question:

"Can you programme the timer on your video recorder? It's all double dutch to me – it's far too complicated and only young children can manage it. Ho ho ho... I always end up taping the wrong channel on the wrong day."

this month's rhetorical question reply:

"Then you're obviously bloody thick, aren't you. A chimpanzee could programme a video if you gave it the right manual and just about everybody else learns by a simple bit of trial and error. It takes two minutes, if that."

No. 5: a negative-psychic-energy nullifier

No, we don't expect you to know what a negative-psychic-energy nullifier is, but stick with us and soon you'll not only know *what* it is, but how to actually construct one as well. It's just like we always say - if you want to make something crap then watch Blue Peter, if you want to make something smart then read *Game Zone*. This month's blueprint came from **Sven Johansson** of Stockholm in Hurdie-ho land, and here's what his letter said...

Dear *Game Zone*, my name is Sven and as you guess, I am indeed from Sweden. Ho! However, that is not the case right now, because I am currently living in England where my father is working. Ho! (*Ho! Ed.*) I was listening to the afternoon radio show, on BBC1 radio, called Steve Wright In The Afternoon, and I heard a news story about negative psychic energy. It is a form of energy, very real, which comes from such things as cameras and photocopiers. It is like a dark force which not only confuses but can also kill some people, if they are not ready for it.

What is needed is something to stop this negative psychic energy, and I know how. Here it is, with a full instruction...

negative-psychic-energy nullifier

step one: First of all is need many toilet paper rolls – empty ones, the tubes inside are the things. If you use kitchen paper rolls then these are better, because they are longer and you will need not so many. You will need ten normal toilet paper rolls or five kitchen paper rolls. (*Get on with it. Ed.*)

step two: You now need balls of some description (ten balls for the normal toilet paper rolls, five for the kitchen paper rolls) and some glue. For the balls, tennis balls are the right size, but maybe they are too hairy for the glue to set, unless you pull the hairs out. Find something else of similar dimensions. Maybe very large ping-pong balls, maybe not. Decide. For the glue I prefer Superglue myself, but maybe you like a certain type of glue of your own. I will not argue. Not flour and water paste though, because that doesn't work on anything. It is crap.

step three: Glue the first toilet paper roll onto your photocopier or camera and then glue your tennis ball type ball on top. Glue another toilet roll on top of that ball and then another paper roll on that. Then another ball, then another roll, then another ball, then another roll. And you go on, because your negative-psychic-energy nullifier will have to be quite tall and handsome if it is to work. It must be deadly.

step four: Let the glue set then choose paints or felt-tips of different colours and change the plain cardboard of the toilet paper rolls into pretty patterns. Red and blue rings with yellow shapes if you like, or maybe something else which you prefer. The prettier the patterns are, the more better the nullifier will work. (*Why didn't you paint it before you glued it all together though? Oh well, who am I to argue with an obviously totally mad Swedish person. Ed.*)

step five: Now you need Plasticine or clay, or as you seem to like it so much at *Game Zone*, I will say Blu-Tack. This is for making your balls into faces. Make noses and eyes and ears from your Plasticine and stick them onto the balls, possibly with the glue, or maybe just push hard. They are now faces, these balls. Paint these faces realistically if you are able to. The top face, the ball at the very highest point, should maybe have horns or a scary hat. It needs to be fierce you see. Make some of the other faces nice and some of the other faces nasty. It is now finished, your very own negative-psychic-energy nullifier.

how to use your negative-psychic-energy nullifier

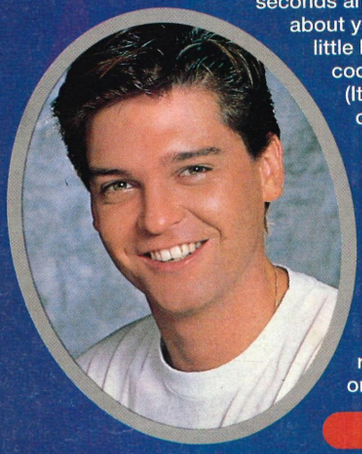
It is glued firmly in place, on your camera or photocopier, and your negative-psychic-energy nullifier will work on its own so leave it alone. The bad negative-energy maybe gets caught up inside it and is not let out, or maybe it gets too scared even to come out to begin with. I don't know which, but it is guaranteed to work and nobody has to worry ever again about badness vibrations and these other things that are not nice. Your negative-psychic-energy nullifier is like a magic thing... once it is in position you can leave it alone and forget all about it.

We haven't been able to forget about ours... it's the biggest thing in the office and everybody's scared to use the photocopier now. Still, if that's the only price we have to pay in order to keep all that bad energy at bay then it's cheap at half the price. (Er, which was precisely nought pence when you come to think of it). Well done Sven. Badge en route. So what about the rest of you? Have you got something you'd like to share with the rest of us? Yes? Then send in **a)** finished articles with instructions on how they were assembled, **b)** blueprints and instructions so we can do the assembly this end, or **c)** a letter saying something like Dear Twilight Zone, I've always wanted to make a blah-de-blah, but I don't know how. Please could you show me? Yes, we can do it all on our own if we have to, even without instructions - we're that clever, we really are. Try us out and see. Badge anyone?

the thumbprint analysis

with bobby zillion

Who could know more about you than your mum or dad or girlfriend or boyfriend? You could, that's who. And who could know more about you than you? God? No, Bobby Zillion as a matter of fact. You don't believe us? Well don't, but it just so happens to be true. All Bobby has to do is study your thumbprint for a few seconds and he knows everything there is to know about you. Absolutely everything. It's all in the funny little lines apparently – all the information is coded genetically onto the end of your hand. (It's a bit like the magnetic strip on a bank card, but there's more involved than just an account number.)



so you want proof do you?

Oh ye of little faith. Never mind, proof is near to hand (no pun intended) in the form of two thumbprints, sent in this month by **David Gibson** of Derby and **Andy Poole** of Hove. Here are their details, so remember what they've said and then move on to Bobby Zillion's uncanny analysis.

JASON DONOVAN (left)

left dab

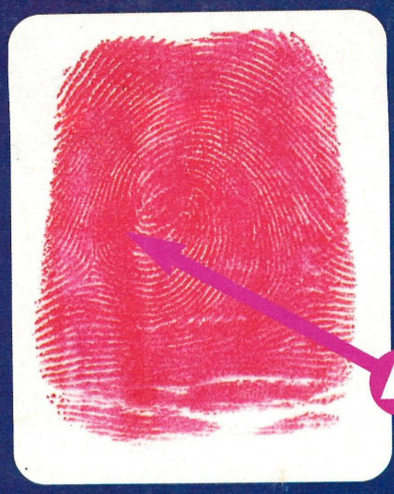
NAME: Andy 'Spanner' Poole.
HEIGHT: 5'11".
AGE: 16.
STARSIGN: Leo.
HAIR: Dark brown.
EYES: Blue.
TEMPERAMENT: "I get stressed very easily and enjoy collecting dangerous firearms."

right dab

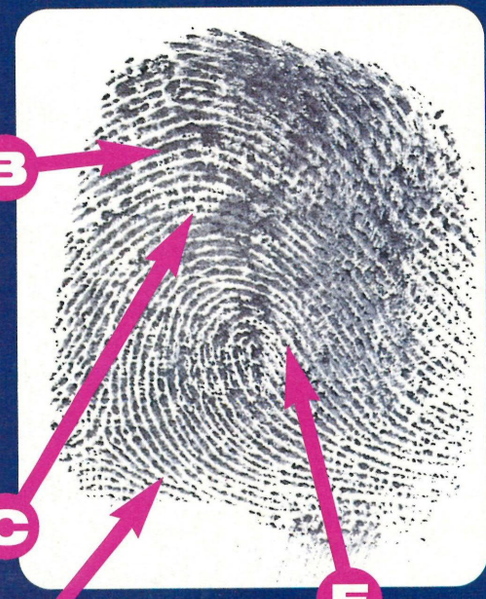
NAME: David Malcolm Gibson.
HEIGHT: 5'10".
AGE: 38.
STARSIGN: Cancer.
HAIR: Dark disappearing to grey.
EYES: Blue.
TEMPERAMENT: "Extremely bad tempered if woken up early, otherwise okay."

Got all that? Good, then it's over to Bobby – who, of course, hasn't read any of this information at all. Can he guess who they are? Where they come from? Their age? And more? We're about to find out...

over to bobby



There are two thumbprints here, and from that I deduce we are dealing with somebody who has two thumbs – a right thumb and a left thumb. This counts out anyone who has ever lost hands or arms in nasty accidents, so this person doesn't work on a farm. That's for sure. *(Not the greatest start. Ed.)*



I'll leave the left thumbprint and concentrate on the right, because it's clearer. Aha! This is a heavy 'Everyone Thinks I'm Gay But Actually I'm Not, Honestly' line. So this person is a bit 'poncey' in some way (if you'll excuse the term) which helps narrow down the field somewhat. I think I've already guessed who it is in fact. Jason Donovan.

This certainly adds credence to my previous 'stab in the dark' – it's the 'Joseph And His Amazing Technicolour Coat' line and it's pronounced, which suggests a certain West End show to me. Yes. These thumbs belong to one of two people. But is it Jason or is it Philip? *(Oh dear. Ed.)*

I looked for it and I found it. It's very faint, but it's there. It's the 'Schofield's Europe And Going Live With Sarah Greene' line. But as I said, it's very faint. Very, very faint. Does this mean the owner of these thumbs is Philip Schofield or isn't Philip Schofield? This is getting tricky.

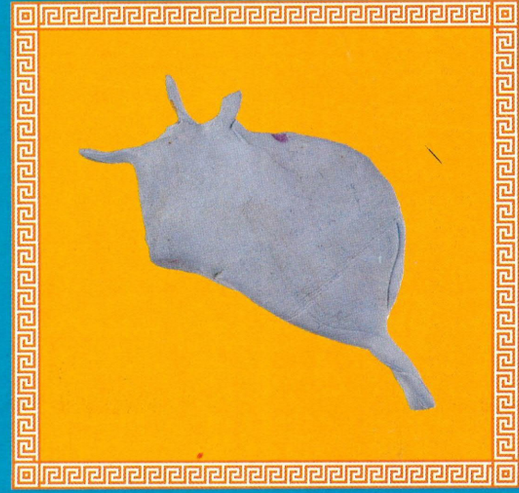
Aaaaah. A very strong line here, and it's the 'Now I've Finished Playing Joseph I Can Get Back To What I Do Best And Appear In Yet Another Australian Mini Series, Maybe Co-starring With Kylie's Sister Dannii' line. So there you are. This is Jason Donovan we're talking about here. It's Jase alright, bless his socks. I'd stake my life on it. *(That was rash, but I'm quite prepared to take the bet. Ed.)*

SEND US CRAP

readers' extremely useless models

Pretty self-explanatory really, this section – we want your models and we want them now. Subject: up to you. Materials: up to you. This month it's Blu-Tack again though, and it's from David Fahy of Sleeford in Lincs. It's a model of Sonic The Hedgehog which David didn't actually send. No. He took a photograph of it and sent that instead. Not on, not on at all (especially as the photo is so crap) and it's cost David his badge as a result. Sorry and all that, but we want models, not pictures. What we did though was to reconstruct David's Sonic model and send it to ourselves, so we could see what would have happened after the Postmen had done their stuff. You can see the results for yourselves. Oh, and by the way, models please. Badgey badgey...

This is David's Blu-Tack Sonic (which is rather blurred and for which he doesn't win a badge because he didn't actually send it in in case it got damaged).



This is our Blu-Tack Sonic (which has suffered the same fate as all things hedgehogy, but which wins us one of our own badges nevertheless. Postmen eh?).

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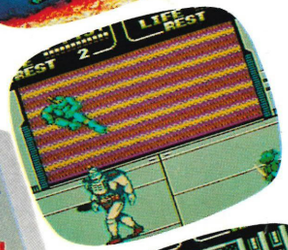

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