GAME ZONE
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ZONE

Issue Seven May £1.75



SUPER NES

Exclusive! We lift the lid on page 12!

Super Mario 4

Super Mario World. The best game ever?

Carmen Sandiego
Terminator
Rampart
F-Zero
Super Wrestlemania
Champions Of Europe
New Ghostbusters 2
Handheld bonanza with 15 full reviews!

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GAME ZONE
May 1992 Issue Seven

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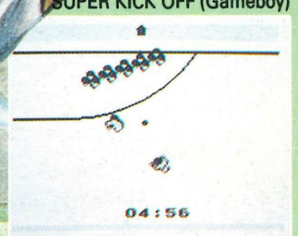

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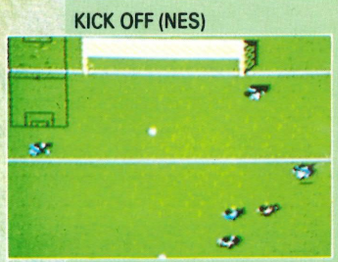

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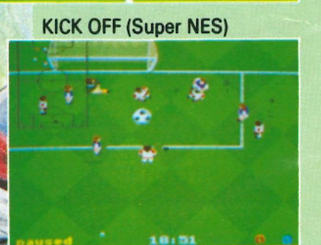

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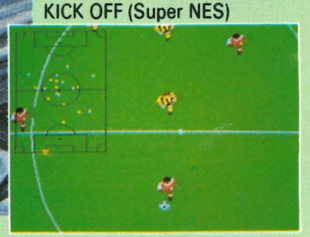

REVIEWERS RAVE

Best since Mario 3 - Glue The Cartridge In The Slot.
Best thing to happen to Gameboy since Tetris.
Your family is going to have to drag you screaming from the NES.
It's brilliant!

Winner of Game Of The Year and European Game Of The Year awards, KICK OFF is a sports simulation which is accurate and realistic yet great fun to play.
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games list

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

mega drive
40 Art Alive (R)
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74 Fantasy Zone (R)
79 Junction (R)

lynx
70 Hydra (R)
73 Rampart (R)

(R) = REVIEW
(P) = PREVIEW

+plus! OVER 250 GAMES reviewed in full from page 100!

GAME ZONE

19 Bolsover St, London, W1V 2BP
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Editor Paul Lakin; **Art Editor** Duncan C. Hemphill; **Deputy Editor** Jackie Ryan; **Production Editor** Vivienne Nagy; **Designer** Alex Patrick; **Staff Writer** Jeremy Daldry; **Contributors** Nick Baynes, Marcus Berkmann, Jane Goldman, Rik Haynes, Graham Lineham, Amaya Lopez, Duncan MacDonald, Daniel Pemberton, Ian Ross, Jamie Sewell, Phil South, Michael Squires, David Wilson; **Advertisement Manager** Stefanie Taylor; **Senior Production Controller** Ros Hall; **Ad Production** Controller Sharon Drumm; **Advertisement Director** Alistair Ramsey; **Publisher** Teresa Maughan; **Group Art Director** James Egerton; **Group Production Manager** Jim Bulley; **Newstrade Circulation Manager** Sean Farmer; **Marketing Services Manager** Jane Meadows; **Subscriptions Manager** Norman Diamond; **Managing Director** Colin Crawford; **Chairman** Felix Dennis; **Published by** Dennis Publishing Ltd. **Repro** Ebony, Heathlands Industrial Estate, Heathlands Road, Liskeard, Cornwall, PL14 4DH. Tel 0579 346880 **Printer** Garnett-Dickinson, Eastwood Works, Fitzwilliam Road, Rotherham S65 1JU. Tel 0709 364 721

Dennis

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GAME **ISSUE 7** MAY 1992

ZONE

6 news
Bong! More stories of cruelty to small furry animals in Leighton Buzzard plus everything that's going on in the console world (and few things that aren't).

12 the super nes
It's **here at last** and *Rik Haynes* has already got his hands on one. Lucky bast!

16 in the pipeline: terminator
Flexing her pecs, *Jackie Ryan* bursts in on Virgin's latest piece of Mega Drive action.

18 zone 7
As **Mario Mania** springs back into life *Jamie Sewell* finds out just how many toys he can buy with moustaschioed Italians on them.

20 reviews
Super Wrestlemania, Carmen Sandiego, F-Zero, Double Dragon, New Ghostbusters 2... **need we say more?**

38 compo
Get your hands on a truly **fab Super NES** complete with *Super Mario World* in our smart competition.

54 another compo
Get to see some **WWF wrestling** at a bout or on your SNES courtesy of those hunky grapplers at Acclaim.

68 yet another compo
It's up and running, at last! Take part in our national Lynx compo and get your hands on **£3,000 worth of prizes.** Well worth waiting for.

70 handhelds
Eleven pages of joy! *Rampart, Prince Of Persia, Sneaky Snakes*, **more handheld reviews than any other mag!**

83 pg tips
Open a pack of Rich Teas and let off steam with *Daniel Pemberton's* kettle full of hints 'n' cheats.

92 in the pipeline: champions of europe
The man with two left feet, *Paul Lakin,* trips over to Tecmagik to **get a kick out of** their latest **Master System** offering.

94 kill zone
Fearsome gamester *Amaya Lopez* causes **havoc** down the local arcades.

96 subs
Why risk walking to the newsies when you can get *Game Zone* delivered to your door?

97 geez
Just **how weird** is the average *Game Zone* reader? Read these pages, then make up your own mind.

100 console countdown
The **essential buyer's guide** for console fans. Don't leave home without it.

108 soled out
Want to buy or sell some console gear? Then pop into Soled Out - the **readers' ads** that aren't at all wet (wet wet).

111 back issues
A whole page devoted to **spinal problems,** oh and some old issues of *Game Zone* too.

112 twilight zone
The pages they tried to ban! Or they would have done if they'd known about it. Whoever they are.

WIN!
Scoop up a SNES, page 38.

WIN!
Wrest(le) yourself WWF goodies, page 54.

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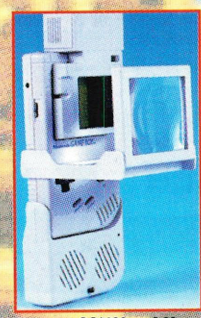

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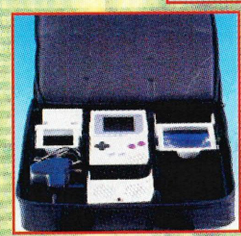

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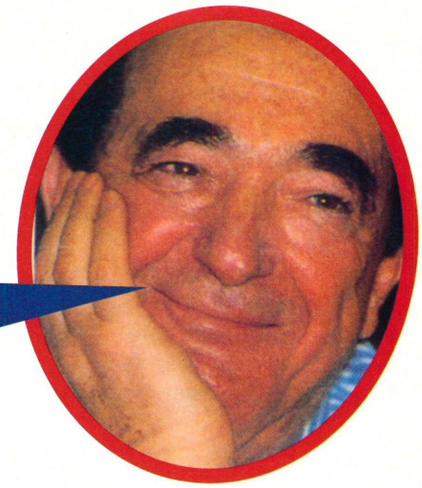

Greetings, and welcome to the new and much improved *Game Zone* News pages. Improved? Well, yes, 'cos from now on we'll be combining News and TBA to bring you a huge wodge of five pages devoted to all the latest steaming hot happenings in the world of consoles. Hoorah!

sega blues



Just as Nintendo's wonder box, the SNES, hits the shelves this month, the news breaks that Sega has delayed the UK release of its CD-ROM indefinitely. "But why?" we hear you cry. Well the main reason seems to be that at present there are literally no decent games around to be released with it as everyone who saw the trio of *Heavy Nova, Sol-Feace* and *Earnest Evans* will probably agree.

A new release date of early next year has been suggested, but by that time Nintendo's SNES CD-ROM will more than likely be sitting pretty on the store shelves (at least as an import).

We'll bring you more details on the CD battle between the two console giants as we get it.

£49 drop 'em



Nintendo is set to release a super cheap-o NES bundle. For just £49 you'll soon be able get yourself an NES console plus one controller, and erm... that's about it.

Nintendo argues that this means you can now buy an NES and the game of your choice, rather than being lumped with a NES plus a bundled cart you might not want. Smart (-ish.)

However it also means, rather oddly, that the NES will now be cheaper than most of the games you can buy for it! Weirdsville Arizona.

NINTENDO NES chart

1	**Super Mario Bros 3**	Nintendo
2	**Star Wars**	Lucasfilm
3	**Rescue Rangers**	Nintendo
4	**Super Mario Bros 2**	Nintendo
5	**Donkey Kong Classics**	Nintendo
6	**Duck Tales**	Nintendo
7	**Paperboy**	Mindscape
8	**WWF**	Acclaim
9	**World Cup**	Nintendo
10	**The Simpsons**	Acclaim

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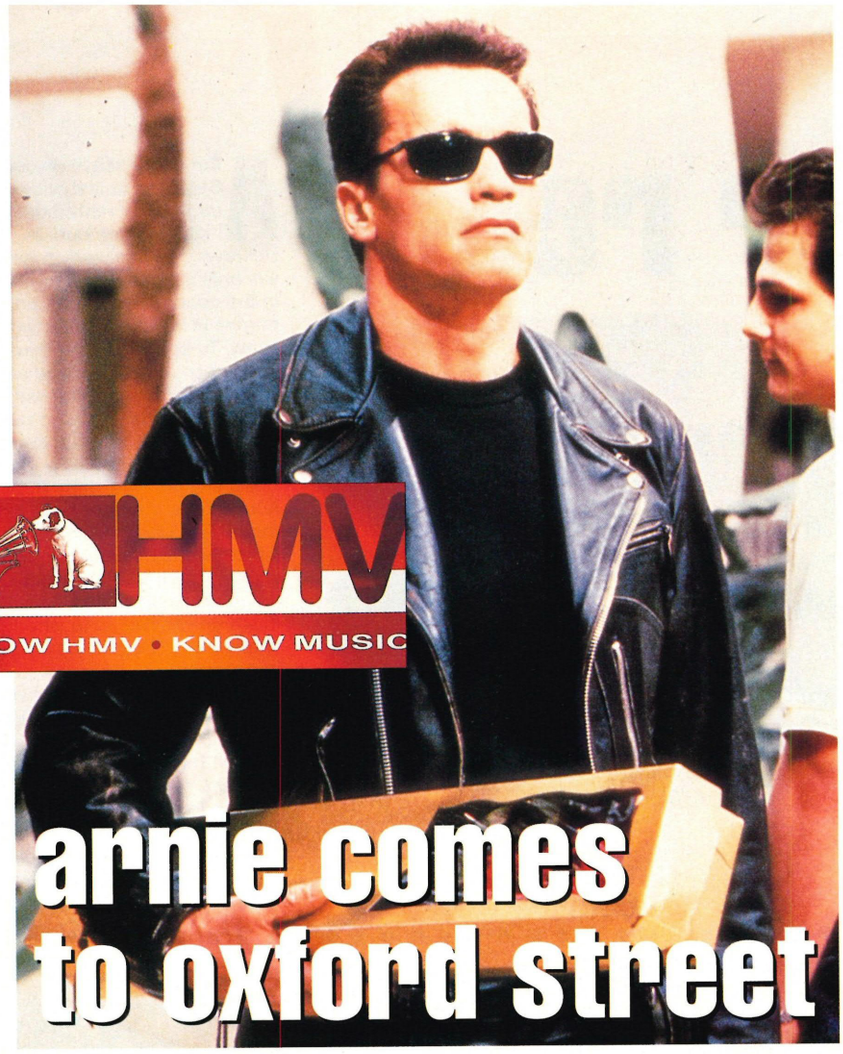


arnie comes to oxford street

Fancy pitting your wits against the best games players in the country; having your pic taken with an Arnie look-a-like; getting down to a funky live metal band, not unlike Guns 'N' Roses and winning more Nintendo goodies than you could imagine? Yup? Then make sure you get your buns down to HMV in Oxford Street, London (that's the one nearest Oxford Circus tube) on Saturday 25 April.

That's when and where *Game Zone* and those awfully nice bods at Acclaim will be teaming up to present the awesomely brilliant *Terminator 2* Games Challenge Day. The only event in town to be seen at.

There'll be loads of celebs hanging around on the day including Radio One DJ Neale James, Gabbi from Motormouth and of course your favourite *Game Zone* journos. Plus you'll also get the chance to win hundreds of giveaways too. F'rinstance, the first hundred people through the door will get an exclusive *T2* Games Challenge T-shirt, and everyone who comes along will get the chance to win a *T2* leather jacket, a SNES, an NES, a Game Boy, *T2* games, *T2* videos and even two tickets for a holiday in New York. Lorks a likey!

But what will you have to do to be in with a chance of winning such stonkingly good prizes? Just come along and set the highest possible score you can on Acclaim's super smart *Terminator 2* cart. Pretty simple hey? Don't you believe it daddy-o.

Are you up to taking the challenge? Then make sure you trog along to HMV in London's Oxford Street on Saturday 25 April to win some smart gear, listen to some far out sounds or just hang out with the stars. See you there – it'll be smart.

kuchikomi

Welcome to our exclusive news of what's top in Tokyo, hip in Hiroshima, neat in Nagasaki, odd in Osaka and down right ker-razy in Kyoto...

What's the worst thing about the Super Famicom? Hmm... the processor is a bit slow. True. Anything else? It doesn't have one of those mouse thingies which can help you whiz around the screen in no time at all to play fab games like *Populous* and *Sim City* where the joypad can be a bit of pain. Well, according to rumours circulating throughout the Japanese video games community, some very influential people are working on a mouse accessory for the successful Nintendo console as we speak. Some industry insiders are even suggesting that the handy peripheral could be ready for the launch of *Populus II* later in the year. Such a neat sales ploy will almost certainly annoy the makers of *Dungeon Masters* as they've spent a lot of time tweaking the game to work without one.

It's finally arrived! The WonderMega. The latest example of those fancy new generation consumer gadgets that delve into the mysterious, and as yet undernourished, multimedia market.

Yup, clever company Victor (yet another brand name of the giant Matsushita corporation) has repackaged the Sega Mega Drive and Mega-CD into a strangely shaped grey box, called it the WonderMega and packed it out with silicon chips 'n' stuff specifically designed to entertain and inform through the use of audio-visual trickery and wizardry.

The company has also thrown in a few extras to boot, namely a few microphone sockets for a bit of personal sing-a-long Karaoke and a Midi port which can also be connected for total sound overload. Don't forget you can also use the machine to play video games on cartridge and compact disc format too.

So what's the fly in yer rice bowl then? Well, have you ever seen or met anybody who has played a decent Mega-CD game yet? Quite. And if this trend continues, the future of Sega's CD ROM machine is in serious doubt.

Meanwhile, hot on the heels of the WonderMega, it seems Victor is keen to emulate the appeal of another Sega fave too. WonderDog is a cute cartoon character, not too dissimilar to the great Sonic himself. And rumour has it that we can expect a game based on *WonderDog* soon.

Reports about the game indicate that top British developer Core Design is at the development helm and going full steam ahead as we speak.

On the subject of our popular hedgehog, Sega is apparently developing a *Sonic* coin-op employing the talents of System 32. This impressive chunk of hardware was first used in *Rad Mobile*. It's worth visiting the local arcade hall if you're wondering what this gear is capable of, and while you're at it, take a look at the lovable creature swinging from the rear view mirror...

Finally, despite a chronic lack of research funding, European designers are still at the cutting edge of leisure technology. A tasty concept car, with video game thoughtfully built into the back seat, wooed punters at a major car show earlier this month. Which auto manufacturer could imagine such a fantastic piece of in-car entertainment? Toyota? Ford? Nope, try French firm Renault. It managed to surprise everyone and put one over on the competition. Let's hope others follow its distinguished lead.

GAME BOY solar boy



In an ever increasing attempt to go green, Nintendo has authorised Ice Distribution to develop an eco-friendly solar charge pack for the Game Boy. Not only will this smart power pak use the sun's power to charge up (very environmentally sound), but the battery inside the gizmo will also be very verdant too – rather than one of those nasty ni-cad types, which are something of an eco baddy.

As a worldwide distribution deal is still in progress, the brains behind the gadget are still to set a price, but we'll give you more info as we get it.

for sale or rent?

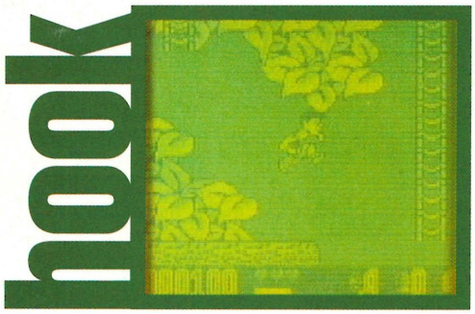


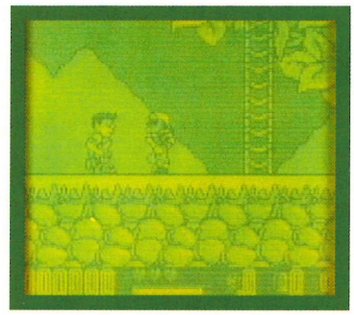
After many heavy discussions, Sega has at last allowed its carts to be rented out by leading video outlets. However, the deal, which reportedly will only affect half the rental stores in the country, will be somewhat narrow in what it will and won't allow. To begin with, no third party developer will be involved and the carts available for rental will be old established titles, with no new product making a rental appearance until its shelf life is well and truly up.

Meanwhile third party publishers Acclaim and EA have both made their views clear. Acclaim has indicated that it would be willing to support such a scheme once it was up and running while EA is still very much undecided as to whether to change its previous heavily anti-rental policy.

Prices? Well nothing is set yet, but £2.50 per night has been suggested. However once the scheme finally gets off the ground, watch out for ex-rental carts for sale. Not unlike ex-rental videos, ex-rental carts should be put on sale for a snip of their original price once their rental life is up. It could well be the place to pick up a bargain.

hook





GAME BOY

Hot on the heels of Spielberg's latest universally panned film, *Hook,* comes Ocean's universally acclaimed Game Boy cart of the same name. Well, it hasn't been acclaimed yet, but we're all sure it will be. Why? Because it's all rather good really, that's why. In fact, some would say, perhaps even better than the NES pre-production version we saw a couple of months ago.

And what makes it look like it's going to be such a humdinger? Well the sprites are fair huge within the screen and the animation looks silky smooth (we're talking Cadbury's Cream Egg smooth, here). Not only that, but there's a small matter of playability, too – the Game Boy version has certainly got some.

You play the part of Peter who has grown up and forgotten all about Never Never Land until Captain Hook comes along and steels his kids away, planting them (in an evil piratey kinda way) at different locations throughout the land. But instead of rubbing your hands together and shouting "Yippee no more smelly nappies to change," you, perhaps rather foolishly in retrospect, don your old pair of green jimjams and go off to leap about on a pile of platforms so that you can rescue them.

Okay, so maybe J.M. Barrie wouldn't have been proud of that plot, but hell it's only a game. And a jolly good one it is at that. Worth checking out if graphicy, platformy, piratey things are your bag.

● Available from Ocean in June, price £tba.

MEGA DRIVE chart

1	**John Madden '92**	Electronic Arts
2	**Golden Axe II**	Sega
3	**F-22 Interceptor**	Electronic Arts
4	**California Games**	Sega
5	**Winter Games**	Accolade
6	**Road Rash**	Electronic Arts
7	**Castle Of Illusion**	Sega
8	**Wrestle Wars**	US Gold
9	**The Immortal**	Electronic Arts
10	**Spiderman**	Sega

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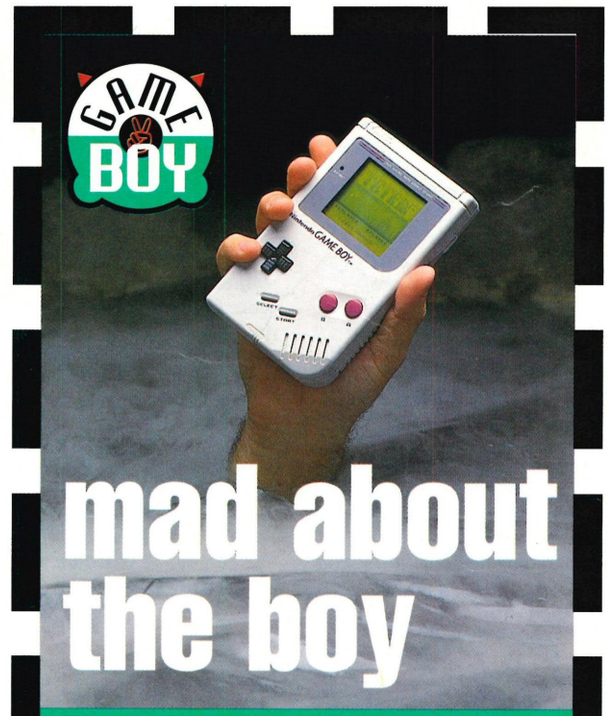


mad about the boy

In view of the rumours, counter-rumours, accusations and bad jokes surrounding the existence of a Colour Game Boy, the *Game Zone* News desk can bring you up to date with the very latest in the hunt for the great coloured handheld.

According to Bandai (Nintendo's European distributors), "Nintendo would be mad not be working on one". *Game Zone's* friends in high places can confirm that this is *exactly* what Nintendo is doing.

Some reports say that the CGB is so far advanced that Jap-bound software houses already have a prototype to begin programming with. And apparently the only thing that is keeping the CGB off the shelves at the moment, is Nintendo's continued struggle to find a way of maintaining high battery life – one of the original Game Boy's many plus points.

Even so, Summer '93 looks like the earliest possible release date for the Colour Game Boy in Japan. More news as we get it.

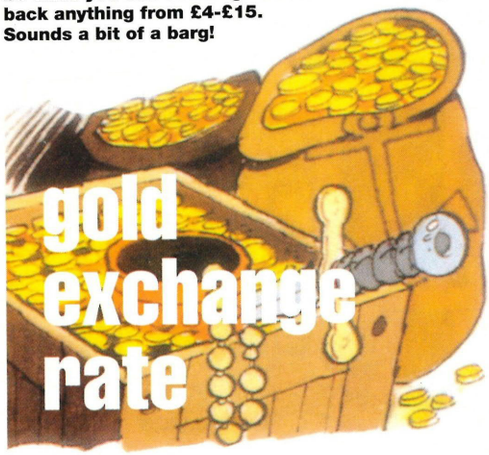


SUPER NES

tubular bells

Fancy having a crack at a few games without some hefty ex-Royal Marine security guard threatening to break your legs for you every thirty seconds? Well, the new range of Solid Gold Exchange Centres could be the thing for you. The first two opened in Aberdeen and Glasgow last month and there are plans to open up to thirty stores nationwide by the end of the year.

As well as being able to try before you buy in a smart arcade atmosphere, this new chain of shops will also offer you the chance not to buy at all. Although brand new games will be for sale, there'll be titles you can exchange instead. This'll set you back anything from £4-£15. Sounds a bit of a barg!



gold exchange rate

Following hot on the heels of its Winter CES launch in Las Vegas, plans to bring the SNES Super Scope (a kind of overdeveloped light gun for Nintendo's new 16-bitter) into the UK surfaced this month. Apparently the magic plastic drainpipe, which uses ultra-violet rays for increased accuracy in hitting things on screen, will hit these shores sometime in August. Hoorah.

The gun will be packaged with its own games cartridge featuring six shooty-type games and should retail at a very reasonable £79.99.

Mind you, rumour has it that by Christmas '92 the SNES Super Scope may well be bundled as part of a SNES package. How this will affect the price of the SNES is anyone's guess.

wizzy 'n' lizzy

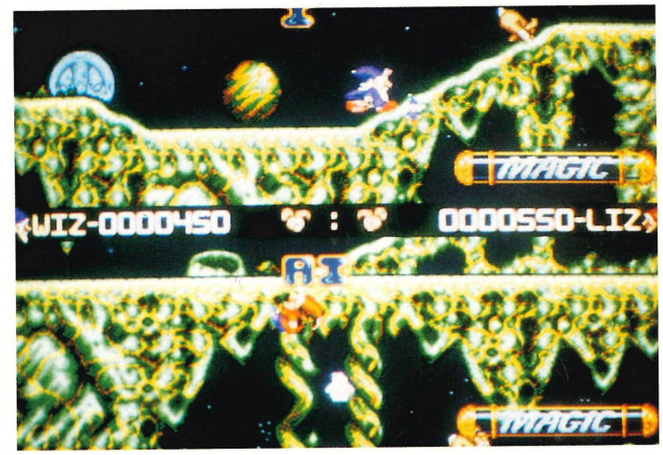
save the fluffy, wuffy bunny wabbit

MEGA DRIVE

If the name's anything to go by, this game just has to be brilliant, doesn't it? And so it seems it might be too, if initial reports from that Liverpool-based close harmony singing troupe, Psygnosis are anything to go by. In this Mega Drive monster which is due out fairly shortly, you'll be getting to play Wizzy (or Lizzy) – two young apprentice wizards, whose destiny it is to save the bunny wabbits of the title. But why do these rabbits need saving? Well, er, not to put too fine a point on it, because they've got a particularly bad case of wind and will swell up and explode if not liberated. Bleuurgh!

So how do you as Wizzy (or Lizzy) best go about such a task? By joining the Young Warlocks chapter of the hunt saboteurs maybe? Or turning farmer Jones into a hare and seeing how he likes having half a pound of lead shot up his derrière? Not quite. Try collecting various assorted letters that have been scattered around a multi-layered platform thingy and spelling out words. Ermm. Sounds odd for sure, but apparently it's the dog's. Very fast, very funny and very playable. Watch out for it.

● **Available from Psygnosis in August, price £tba.**



GAME BOY

chart

1. **Super Mario Land** Nintendo
2. **Dr Mario** Nintendo
3. **World Cup** Nintendo
4. **Duck Tales** Nintendo
5. **Bart Simpson's Escape From Camp Deadly**/Acclaim
6. **Bugs Bunny** Kemco
7. **Gremlins 2** Nintendo
8. **Golf** Nintendo
9. **Tennis** Nintendo
10. **F1 Racer** Nintendo

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what a barg

Are we good to you here at *Game Zone* News or what? Not only do we bring you the most up-to-date news and previews of all that is hot and happening in the world of consoles, but we also save you money!

F'rinstance, this smart voucher will get you £1 off the usual admission fee (£6 for adults, £4.50 for under 16s) for the Spring Computer Shopper Show. Not only will it allow you into a show stuffed to the gills with software and hardware for gamesplayers everywhere, but this year's show will also feature a special Games Arena Experience and a Console Alley. Smart!

The Spring Computer Shopper Show is being held at the National Hall, Olympia, London, between Thursday 28 May and Sunday 31 May, from 10am-6pm. Shopaholics everywhere – check it out.

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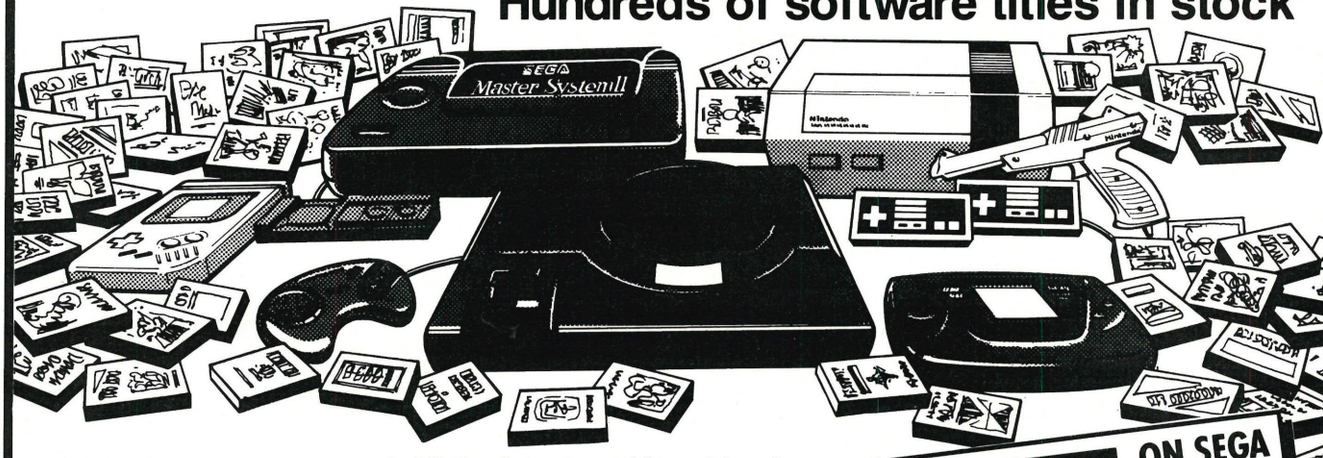

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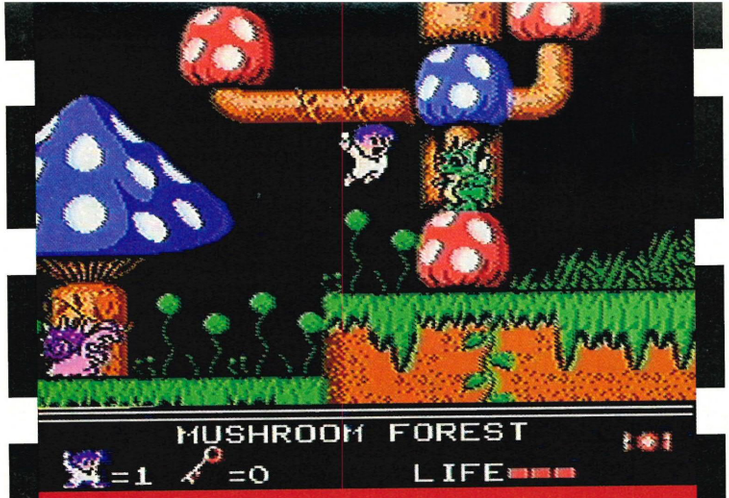

little nemo
the dream master

Fancy basing a game on someone's dreams. It's all a bit Freudian really isn't it? And all we at *Game Zone* News can say is that it's a good job no-one has ever based a game on the dreams of a *Game Zone* journalist – such scenes of horrible violent depravity wouldn't be allo... *(Snip. That's not allowed either. Ed.)*

Anyway, dream-dredging is just what Nintendo has gone and done with its latest platform adventure, *Little Nemo.* A game where you leap, jump and, it could said, even zoom through various platformy bits of dreamscape for a reason that is never fully explained and – let's face it – doesn't really matter a monkey's.

This dreamscape though, is rather cute overall. It's full of fluffy little animals who allow you to take on their characteristics which help you in your quest. A frog will let you swim underwater, birdies let you fly, a dog lets you crap on the pavement and so on. Good, clean, and a little bit clever, *Little Nemo* could become a bit of a tots' classic.

● Available from Nintendo in June, price £tba.

great game zone give away



Up and coming in issue eight of *Game Zone* will be the usual massive amount of reviews (over 250 in all!) the most exclusive previews and the most kickin' features! Plus of course, we've yet another totally free gift to sling your way.

So, what are we going to give you next month? A free car? A bottle of Scotch? (Certainly not, mother!) A group pin-up of the entire *Game Zone* staff? Nope. It's a well smart selection of *Game Zone* tattoos.Brilliant!

These *Game Zone* tattoos will be the trendiest thing you could ever hope to stick on your bod, will boast smart designs and be dead easy to apply ie. no messing with blood, needles and a tattoo artist from Macclesfield who goes by the name of Jennifer.

So don't miss out. Nip down to your newsies sharpish on the morning of Wednesday 20 May and grab yourself a copy of issue eight of *Game Zone*. Then you can get seriously trendy and wear a *Game Zone* tattoo. De Niro did... well he would have done if he could've got his hands on one.

king's quest



The latest smash at the box office Stateside, is Stephen King's new movie, *The Lawnmower Man.* However unlike Stephen King's other towering works of literary fiction, the plot of his latest potential Booker Prize winner doesn't involve bug-eyed monsters or devil worshipping, but Virtual Reality – a thing of virtual interest to be sure.

The plot (sic) revolves around a retarded gardener who, while mowing the lawn of the local mad scientist, gets invited down to his basement to play on his Virtual Reality machine. The upshot of which is that his intelligence level goes through the roof and he turns from a mild mannered, if stupid, gardener into a cackling, highly intelligent, megalomaniac who likes to kill people.

The only reason it might be worth checking out is for the computer generated graphic sequences when dumbo gardener enters into the world of the VR machine.

chart

1. **Sonic The Hedgehog** Sega
2. **Super Kick Off** US Gold
3. **Lucky Dime Caper** Sega
4. **Mercs** Sega
5. **Mickey Mouse** Sega
6. **Populous** Tecmagik
7. **California Games** Sega
8. **Bonanza Bros** Sega
9. **Line Of Fire** Sega
10. **Running Battle** Sega

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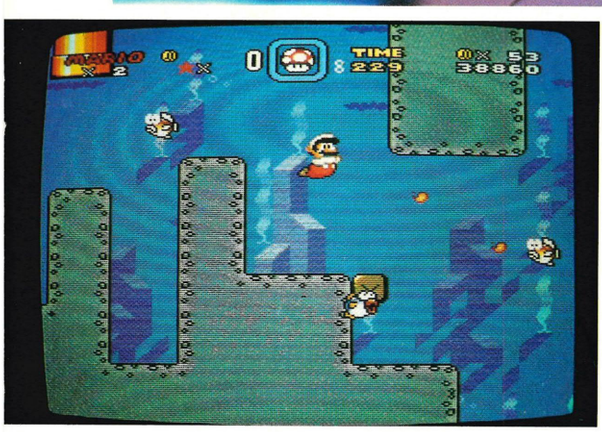
line back

Nintendo's hotline is upgrading its operation to cover SNES once the squat little box is released here in just a few days time. So for any of your gaming queries on SNES, NES or GB just phone 0703 65222 between 12-8pm Monday-Friday or between 10-3pm on Saturday/Sunday.

super nes judgement day

Is the Super Nintendo Entertainment System really the best thing since *Terminator 2*? *Rik Haynes* reports...



Like a plumber to water and not a U-bend in sight!

super mario world

(nintendo/out now)

It's one of the best video games ever made and it comes free with your Super NES. Hurrah! Eat your heart out Sonic, Mario is the most loved video game character of all time. Journey over 96 different levels of platforms and pitfalls in an attempt to rescue Princess Wendy from an evil lizard. The surprises never end. For instance, you can ride on a friendly dinosaur who likes to eat the opposition! An instant classic.



Forget the bib – here's one game where you can dribble to your heart's content – *Super Formation Soccer*.



coming to a snes near you...

Japan, 1992. Nintendo, the company which controlled the video games industry, sent two consoles to Europe. Their mission: to destroy the leader of global resistance, Sega. The first console was programmed to strike with outdated eight-bit technology in the year 1985, before Mega Drive was born. It failed.

The second was set to strike at the 16-bit market itself, while Mega Drive was still a child. As before, the resistance was able to send a lone warrior, a protector called Mega-CD. It was just a question of which one would tempt you first...

It's true. Those inscrutable oriental types have finally decided to officially launch the Super Nintendo Entertainment System in this country. After 18 months of frustrating delays, anybody can stroll into their local Dixons and exchange three thousand shiny five pence coins for this sexy console, two perky joypads, bland but functional cables and some rather attractive foam bits inside the packaging. Oops, a copy of the most triumphant *Super Mario World* video game is also thrown in. Hang on, chum. Why should we bother handing over such a whopping heap of cash?

let's do the time warp

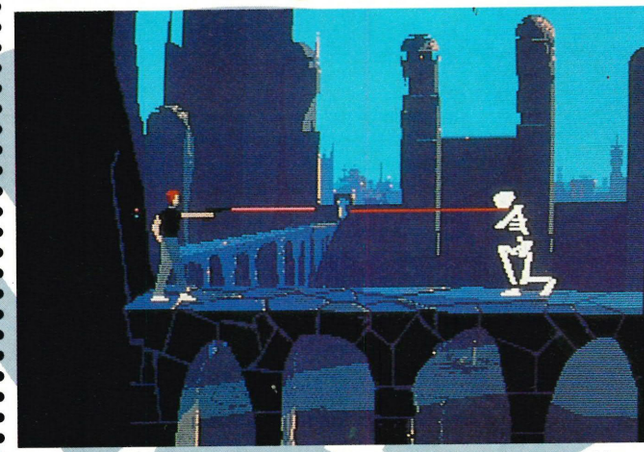
Hmm, let's go back through time to late 1988. These were darkish days for Nintendo. Sales of the original NES were fast reaching saturation point. Sega had surprised everybody with its Mega Drive, the first fully-fledged 16-bit video games system. The future, always so clear to Nintendo, had become like a black highway at night. It was in uncharted territory now... making up history as it went along.

The brightest boffins at Nintendo quickly bought a batch of Mega Drive consoles and retreated back to their labs. After weeks of reverse-engineering they had uncovered its secrets. How could they possibly compete with Sega's marvellous machine? Their expertise wasn't as advanced, moreover, they had to concentrate on the forthcoming Game Boy portable. The proposed Super NES was put on the backburner. It slowly boiled away, gaining some succulent specifications and plenty of hungry supporters.

Two years later, Nintendo eventually prepared its consumer debut. Japanese gamesters took to the new machine with customary vigour. Long queues of eager punters waited outside their local electronics emporium. Horrendous shortages gave rise to an unusual techno crime wave. Organised gangs of thieves traded this highly desirable commodity on the black market for outrageous profit.

Watching a player with the new console, it was suddenly so clear. Of all the would-be top games systems which had come and gone over the years, this thing, this machine, was the only one that measured up. In an insane world, Super NES could be the sanest choice.

Here's some of the hot new SNES releases that'll be winging your way soon.



It's, erm, *Another World!* A radical surreal interactive cartoon from Delphine.

another world

(delphine/out tba)

Easily the smartest computer game in recent times, this should perfectly suit the tasty graphical abilities lurking inside the Super NES. It took over two years before the French designer was completely happy with his radical interactive cartoon. It's a bit like the old laserdisc arcade game *Dragon's Lair*. Expected later next year, Delphine's surreal action adventure is packed with stunning animation, stylised backdrops and neat cinematic touches (zooms, close-ups, pans and so forth).

f-zero

(nintendo/out may)

Fast racing game with sci-fi hovercraft charging around seven courses. (See our review, page 56.) Furthermore, it's a fine example of Mode 7 graphics, the trump card in a programmer's repertory. Any non-sprite images can be rotated around and/or made smaller or bigger, giving the impression of those fancy 3D visual effects seen in arcade games. As a bonus, there's the chance to play with an attractive 256 colours on the screen out of a 32,768 palette. The Mega Drive can only conjure 64 from a palette of 512 colours. Sega's black beastie also has to waste precious processor time mimicking those yummy scaling and rotation operations. So Mode 7 sets the Super NES apart from the rest. *Wing Commander*, an award-winning 3D space combat simulation on the IBM PC, should push these capabilities to the full. Mindscape and Origin hope to have *Wing Commander* ready for launch this Christmas.

super formation soccer

(human/out june)

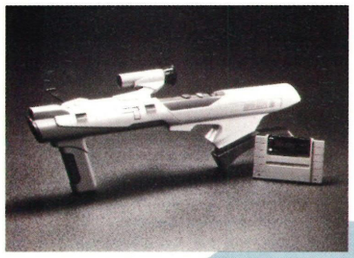
Whoah! Undoubtedly the most impressive combination of graphics and gameplay since *Super Mario World*, this has already stormed the charts in Japan. *Soccer* is also the result of a pioneering method to find new talent. The Human Creative Group is a Japanese college for children who want a career in video games. After lessons in rudimentary English, these lucky boys and girls play games as part of their course work. It's not all hi-scores and power-ups, though. Designers are taught how to keep players gripped to the edge of their seats while programmers learn the basics of parallax scrolling and sprite motion. Surely the only school in the world where kids beg for extra homework! (Check out our Famicom review in issue six.)



Fab – a cardboard box! (And you get two joypads, a SNES and *Super Mario World* thrown in too!)

judgement day

is that a plasma pulse-laser in the forty watt range?



No, it's the Super Scope 6! Just released for the SNES in gun crazy America, this strange-looking infra-red zapper is fired from the shoulder like a bazooka. Nintendo bundles a cart which includes six shooting games like *Blastris* and *Lazerblazer*. Erm, it should keep the kids quiet for a few minutes...

come with me if you want to live

So this other guy... Mega-CD? It's a console system too, right, like the Super NES? Not like Nintendo. An advanced prototype CD-ROM player. What's that mean? It drastically improves the capabilities of Sega's Mega Drive.

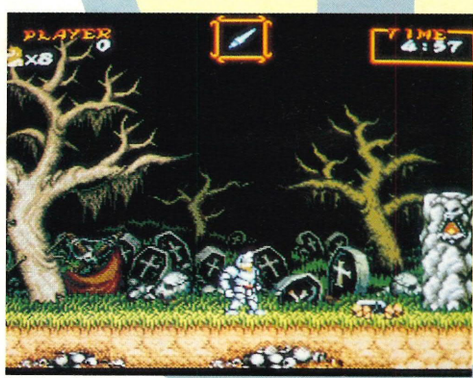
A lot of faith and hype is going into the next generation of video games. Instead of the normal carts used now, software comes on an uncommon compact disc format known as CD-ROM. The equivalent of many hundred cartridges, a single CD is a lot cheaper to make.

Hopefully, CD-ROM video games will be bigger, brighter and sound better. Although Sega has the edge in this emerging market, Nintendo plans to launch a cheap compact disc accessory for the Super NES in 1993. The unknown future rolls toward us. Gameplayers face it for the first time with a sense of hope, because if Sega can learn the value of CD-ROM, maybe Nintendo can, too.

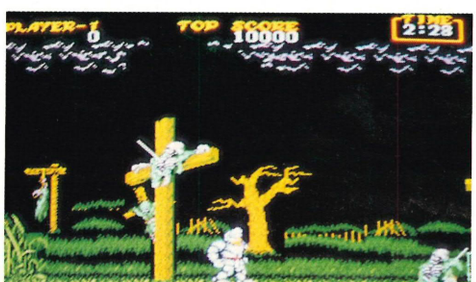
Speak to the bods at Nintendo about the SNES and their eyes will glaze over as they talk dreamily about hardware rotation and scaling. Talk to the bods at Sega about the SNES and their eyes will glaze over as they talk of sprite slow down and lack of software. So how do the two machines compare on the tech front? Well, pull on your most speccy swot expression, pour a ton of grease on your hair and then cast a glance at the tech table below.

	MEGA DRIVE	SUPER NES
Processor	68000	65816
CPU	16-bit	16-bit
Work RAM	64k	128k
PPU	16-bit	16-bit custom
Colours Displayed	64	256
Colours Available	512	32,768
Resolution	320x224	512x446
Max Sprites	80	128
Max Sprites/ Lines	20	32
Max Sprite Size	32x32	64x64
Min Sprite Size	8x8	8x8
Package Cost	£129	£149
Package Contents	Console, one joypad, TV leads, copy of *Sonic The Hedgehog*	Console, two joypads, TV leads, copy of *Super Mario World*

battle beyond the sprites: super nes versus mega drive

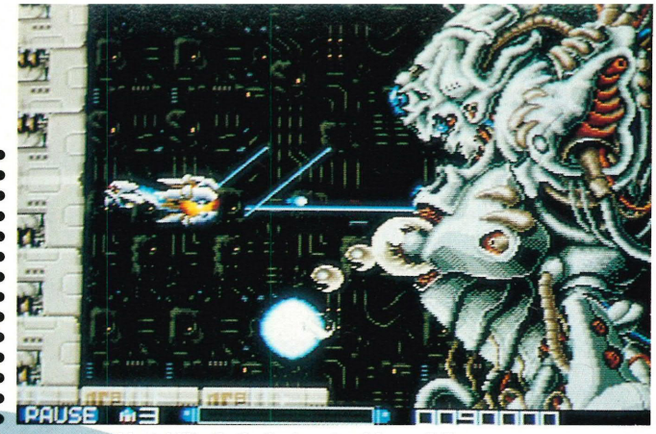


(Above) Trying the same game on both systems is probably the easiest way to judge the relative performance from Nintendo and Sega. Gamers doubting the superiority of SNES should attempt this form of acid test. These screenshots have been taken at the starting point of Capcom's thrilling *Ghouls 'N' Ghosts*. Notice the wealth of colour and detail in the Super NES adaptation.



Although the Neo Geo console from SNK is technically grander, most buyers will concentrate on the Super NES or Mega Drive. The latter piece of mechanismo has a more powerful processor, or brain if you will, and marginally sleeker design. What about the software, eh? Mega Drive is still way ahead in terms of pure numbers. Sadly, many of these games are crap and hardly ever look or sound better than their Nintendo counterparts. Only *Sonic The Hedgehog* and *Castle Of Illusion* come anywhere close to the punch of most SNES games. There are a few exceptions, of course, *Big Run* from Jaleco gets the vote for biggest turkey so far. It's nothing personal.

(Left) Oh dear, the Mega Drive version looks a bit sickly and far less dramatic. Make no mistake, *Ghouls 'N' Ghosts* is still an immensely playable romp but don't those sprites and backdrops look weedy? The orchestrated tune sounds horribly tinny when compared to the previous version too!



Blast, blast, blastability that's the beauty of *Super R-Type*.

gradius III

(konami/out september)

Exhilarating adaptation of the established coin-op series from Konami, this standard issue shoot 'em-up should satisfy your lust for total action. Additionally, it's a good example of the way some games have sprite graphics that constantly flicker and completely disappear when there's too many of them! Leading developers blamed the puny processor inside the Super NES for this lack of finesse. They said it simply wasn't up to the job of overseeing the electronic slaves which pump out those stunning pictures and noises. Nevertheless, clever coders have worked around the sort of problem found in *Gradius III*. Software in production today shouldn't show any signs of it.

street fighter II

(capcom/out tba)

Like the fist frenzy arcade game, *Street Fighter II* is full of huge sprites doing their thang in spectacular fashion. In fact, this is the first 16-megabit cartridge on general SNES release. Word is, however,that the Euro console *won't* be compatible with grey imported Jap or Yank carts.

super ghouls 'n' ghosts

(capcom/out december)

The tales of Sir Arthur and his quest against graveyard zombies and fire-breathing dragons is a hoot. A catchy soundtrack sets the scene for a lively arcade adventure. Super NES is capable of reproducing realistic stereo sound samples from eight separate audio channels. The sound chip, made by Sony, has an adjustable sample rate between 6 to 48kHz. For the record, compact disc quality sound is sampled at 44.1kHz while the average telephone conversation equals 16kHz. Additionally, special effects like echo, reverb and chorus can stretch the sounds further. Listen out for some of these tweaks in *Super Mario World*.

super r-type

(irem/out june)

Regarded by many as the best SNES blast 'em-up released so far, it's a good example of the Super NES' ability to handle four different sizes of sprites and multiple playfields, normally reserved for backgrounds, that can move independently of each other.

zelda III

(nintendo/out august)

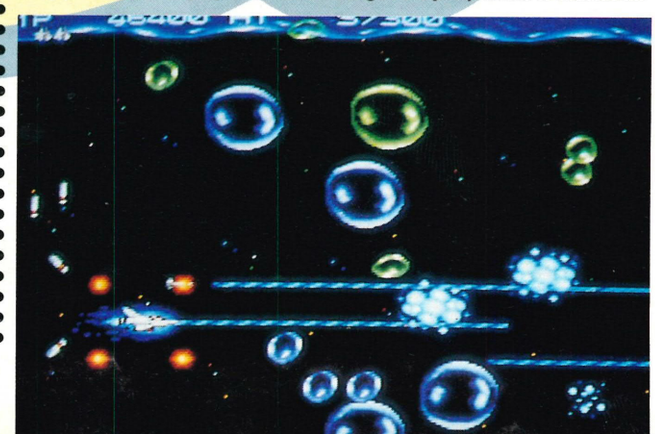
For those who demand more substance than the average beat 'em-up, this will satisfy the parts other games cannot reach. Crafted by the same design team responsible for *Super Mario World*, this fantasy fable is four times larger than previous incarnations. Zany comedy actor Robin Williams liked the game so much, he named his daughter Zelda. If you really demand brain over brawn, give *Populous* or *Sim City* a go. These so-called 'god sims' are worryingly addictive and thoroughly enjoyable. Who would have thought being a city mayor could be such a laugh? The sequel to *Populous* should be here sometime later this year.

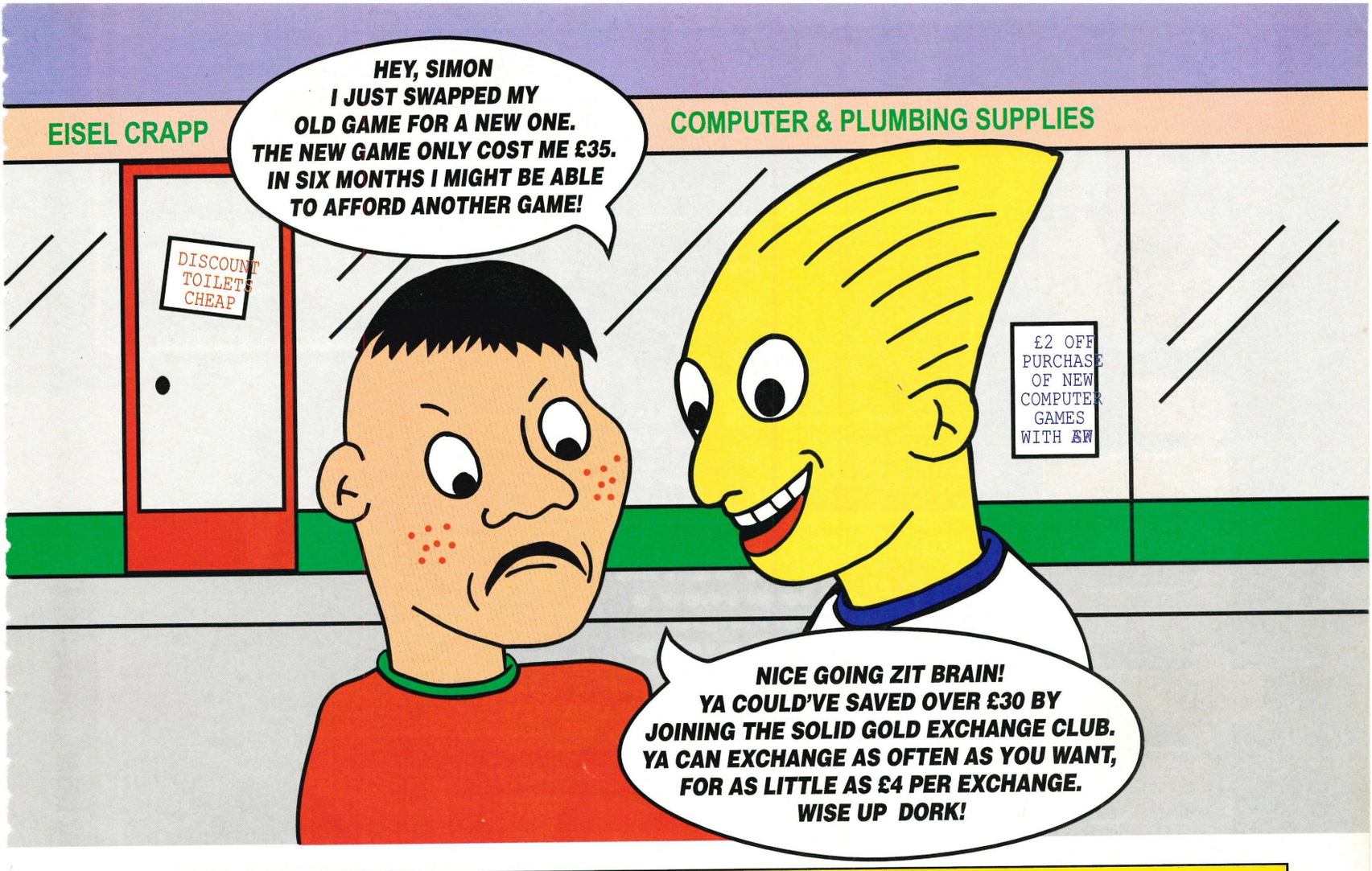
pga tour golf

(electronic arts/out tba)

This respected Californian company has made an absolute fortune converting computer games over to the Mega Drive. As there are a handful of golf games already available on the Super NES, will Electronic Arts continue to enjoy the same level of success with this sporty conversion?

Puny processors ahoy! Spite flicker's a thing of the past, thanks to *Gradius III*.





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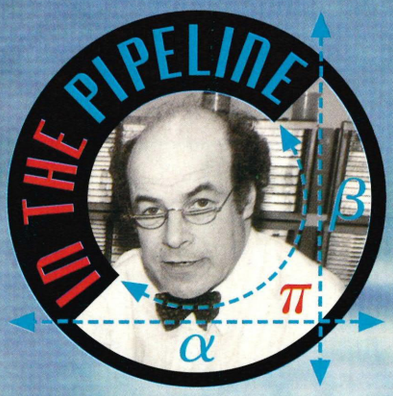
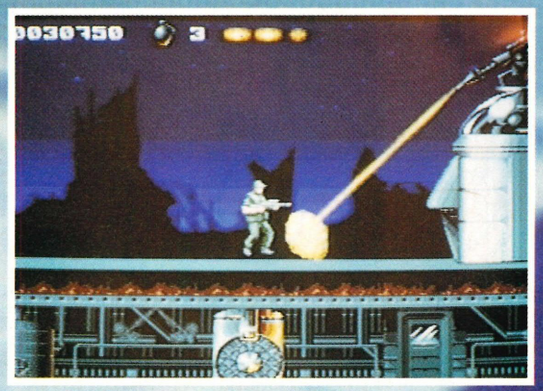
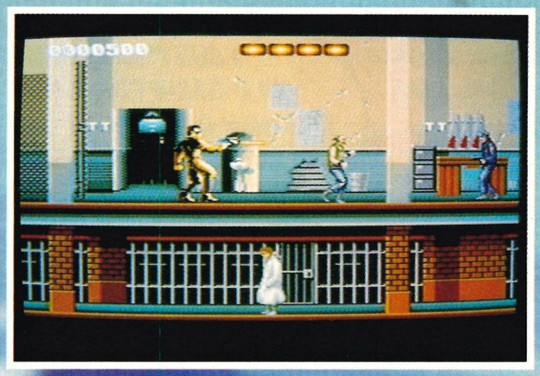


terminator



That looks like a marshmallow on a stick, but I bet it'll hurt.



Arnie blasts off (Mr Smelly), while Kyle practises flasher tactics.

"You want me to preview a terminator?" said a rather confused *Jackie Ryan*, "But aren't they something to do with electrical circuitry or the like? What on earth do we want to preview one of those for?" Erm... perhaps someone should have a quiet word?

I'll be back.

Oh dear. Maybe I should get out more often. You see for years now I've been labouring under the illusion that terminators were those hard, shiny, silver things that you were supposed to use in your devilishly complicated General Science CSE electrical circuit board experiments. You know, the sort of smart devices that if you forgot how to use them properly, would cause a full three volts to be discharged into your chum's arm during the odd tedious moments of your Entire History Of Electricity In Three Nano Seconds lesson.

So you can imagine my surprise recently when I turned up at Virgin Games for a sneak preview of *Terminator*, armed with my trusty Junior Sparky Kit and voltmeter, to find that *this* terminator had absolutely nothing at all to do with electrical resistance and everything instead, to do with human resistance.

measure for measure

As Virgin carefully explained to me, *Terminator* on the Mega Drive is of course, not part of an electrical circuit, but rather a brilliant film conversion of the original 1984 cult movie of the same name in which that pecs-flexing muscle-bound wall of flesh Arnie Schwarzenegger played Termi. This meant, that I wouldn't be able to use my voltmeter to measure it for potential difference or electromotive force, but I *was* going to be able to measure it for lots of other things instead – like film faithfulness factor; well hard, pecs-flexing, playability portion; graphic gorgeousness grading; sonic sound spans, ooh, and loads of other things besides. "In fact," I thought, when I saw the game up close, "this is obviously just the job for my trusty multi-purpose *Game Zone* tape measure." (Whiiiiip!)

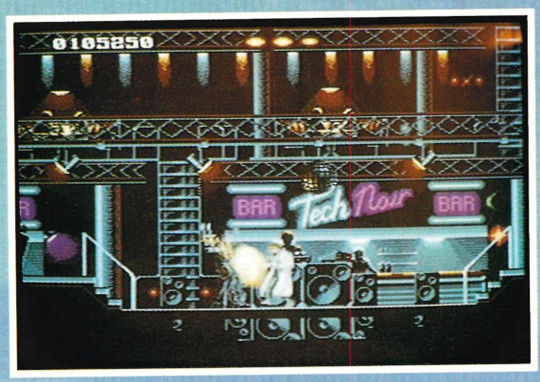
film faithfulness factor

The thing was, the tape wouldn't go far enough around the girth of the game for me to get a proper measurement of the first thing I tried to calculate – the film faithfulness factor. *Termi* on the Mega Drive looks like being as faithful a console conversion of a film as you can get. All five levels of the game mirror the story of the film perfectly.

You begin, appropriately enough, in the American capital of movie-making, Los Angeles. The year is 2029 and the movie industry seems to have suffered a bit of a setback, well more a complete and utter disaster really. Hollywood is no more having been completely flattened by a nuclear holocaust begun by a band of rebellious machine-type chappies. And not only is Hollywood no more, but so too is the entire human race – almost. You see those selfsame machines which caused the nuclear holocaust are also trying to rid the world of all future potential Hollywood actors – ie. everything human must go.

Thankfully though, one man, John Connor, wants to see a future for all actors everywhere. In fact he wants to see a future for all humans everywhere – he's nice like that – so the rebel leader begins to initiate a successful revolt against the machines.

In retaliation though, the machines hatch a devilish plan to stop him. They plot to send one of their number, Cyberdene System Model 101 – alias The Terminator – back in time on a mission to destroy John's mother, Sarah Connor before she can give birth to her son. Devious eh? In response the rebels hatch their own plan to send futuristic guerilla fighter Kyle Reese (ie. you) back in time too. His mission is to find Sarah Connor before the Terminator does, in order to save her, her unborn son, and the lives of all future Hollywood actors everywhere. Just like in the film. Hoorah!



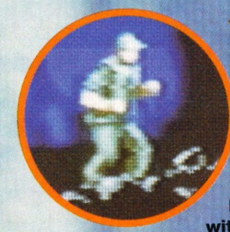
The Tech Noir bar, run by the brothers Hi, Lo and Dee.



Evening all. Kyle tries out his new hyper bobby-blaster.

it'll be all sprite on the night

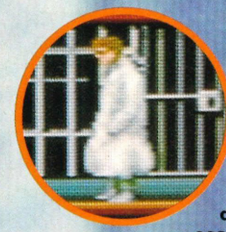
One of the best bits of *Terminator* on the Mega Drive is the graphic gorgeousness of all the main sprites. They move well, are animated beautifully and are so smart looking they wouldn't look out of place on the cover of *Vogue*. So now, for style gurus everywhere, here's a brief run down on what all the best-dressed futuristic freedom fighters and Terminators are wearing.



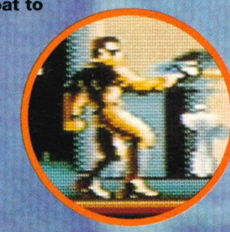
◀ If they take a tip or two from Kyle Reese, all freedom fighters of the future will be able to face any kind of combat with confidence dressed in Army greens such as these – obviously *the* fashion statement for all future style warriors.



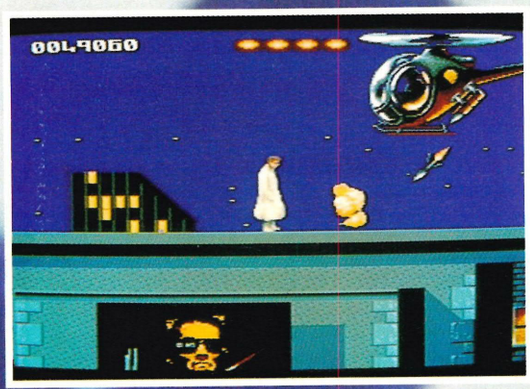
▶ It's uncanny. Even in 2029 the bandana is still 'in' – though admittedly only amongst rogue robotic types.



◀ Futuristic freedom fighters can blend in anywhere. Kyle dons a smart grey duster coat to hit the streets of LA circa 1984.



▶ Terminators 1984 style, on the other hand, plump for a more classic look – black leathers plus a pair of Ray bans. Very, um, hip.



What a cute yellow blob you are, I think I'll take you home.

Level two finds Kyle back in 1984, searching the streets of Los Angeles for Sarah Connor. The action is similar, but this time Kyle is 'only' armed with a sawn-off shotgun, so getting rid of police and vigilantes becomes a mite more difficult. Here avoidance tactics come into play, as you nip up the odd fire escape and hurtle from roof-top to roof-top in order to make progress. Make it to the end of this level and you get to level three – the infamous Tech Noir Café where you encounter the Terminator himself for the first time, as well as Sarah Connor.

Level four is set in the police station where Sarah has been locked up. You must search the cells to get to Sarah before ol' Termi does.

The final showdown comes in platformy level five. Here you must overcome the Terminator once and for all before watching Sarah Connor disappear into the Mexican sunset.

graphic gorgeousness

By the time the bods at Virgin had shown me all this, my *Game Zone* tape measure was wearing a bit thin. Luckily there was just enough wear left in it to let me measure both the graphic gorgeousness grading and sonic sound span of the game. It was these two elements which, when added to the well-executed, but fairly standard gameplay and film faithfulness factor, really make *Terminator* look like something quite special.

The whole game is so beautifully drawn and the action of the sprites so carefully and faithfully animated, that it is a real pleasure to watch. Not only that but the digitised pictures taken from the film add a nice feel to the game too. And the trés smart, atmospheric in-game music plus very satisfying sound effects throughout, make the complete package something which is definitely worth watching out for.

At this point I would have had a go at measuring a few other things too – but unfortunately the *Game Zone* tape measure had had enough. It finally gave out under the strain and snapped in two. We'll obviously need to invest in a new one when we get the finished version to review in the next few months. Or maybe we could try to adapt my trusty voltmeter...

Out: June
Price: £tba
Publisher: Virgin Games

playability portion

But enough of the game's jolly high film faithfulness factor – what of its well hard, pecs-flexing, playability portion? This was another high scorer on the trusty *Game Zone* tape measure.

As the bods from Virgin showed me, this five level, shoot 'em-up arcade-style adventure is obviously going to have extremely large measures of playability. The main character, Kyle, is the hard as nails, muscle-bound hero of the film, with brains as well as brawn. He has to be really, since he has five horizontally and vertically-scrolling levels ahead of him. In them he must out-run, out-jump and out-shoot not only a dangerous number of metal monsters that wouldn't look out of place in a Ford machine room, but also, police helicopters, laser-toting gun points, armed vigilantes and of course the irrepressible Termi.

Weapons at Kyle's disposal include grenades, time bombs, Uzi sub-machine guns and a sawn-off shotgun. And for those of you that like a challenge, there are four difficulty levels ranging from Easy to Rock Hard *(Are you sure about that? Ed.)* which when accessed alter the ease with which you can complete each level of the game.

The action throughout is fast and furious. Level one, for example, sees Kyle battling his way through the post-nuclear world of 2029, picking up time bombs, lobbing hand grenades and dodging the odd explosive as he makes his way to the heart of Terminator headquarters. Here he must plant a time bomb which will blow up and disable the machines' Skynet master computer, before making a dash for the time-machine which will take him back to 1984.

ZONE 7

SUPER NES

how much is that mario in the window?

With this month's launch of *Super Mario World 4* in good old Blighty, a *Super Mario Bros* movie under way in the US, and appearances in his very own cartoon/live action show and in Nintendo comics in Japan, Mario looks set to become bigger than Arnold Schwarzenegger's muscles. For a while now Nintendo's great merchandising machine has been in motion, churning out (or licensing other people to churn out) all manner of Mario-related paraphernalia. Zone 7 gave *Jamie Sewell* a round-the-world ticket and told him not to come back until he'd checked out the world Mario marketing scene...



Remember the good old days of cheap, nasty Korean soft toys, fashioned so that the eyes fall out and choke some poor infant? Well sadly those days are long gone. Cuddly toys are safe and with the arrival of the **Mario doll** they're a bit smart too. Well worth a hug.

If you're a ropey skateboarder still suffering from nearly breaking your back attempting to pull off a 'fakie nose grab grin to fakie' on the mini ramps then this is the answer. The super stylish **Super Mario Bros skateboard** looks like a dream, plays like a dog. No danger of anything more serious than terminal boredom. There's more to skateboarding than looks you know...





Not watching your weight and into filling your face? If so these cheeky chappy **Mario models** could be yours for only 49p plus the price of anything edible at McDonalds™.





Well Sonic's got his own comic now, but is Mario going to be left out? Hell no! So check out an issue where you can read about the all new adventures of the *Super Mario Bros* which appear each month in this very hip **Super Mario Bros comic** from Japan. Trouble is, I don't understand a word of it...



Revolting enough to be stylish and cheap enough to be bought (£4.99), the **Mario digital watch** is a bit on the big side. Still it's undeniably Mario and it's got a fabbishly tacky flip-up lid. So, if anyone asks you the time you can yell "Mario time" and whip out your Game Boy. After which you'll probably get a punch in the mouth for being a swank.



Most calendars in my local newsagent's come in the guise of either the Timmy Mallet, Vanilla Ice or Sonia kind. *(You obviously haven't been in my local newsagent's recently. I didn't realise it was legal to... oh never mind. Ed.)* Straight from Japan, the ultimate in calendars – a **Super Mario Bros in Super Mario World 4 calendar.** All new artwork, all new Mario. This is good enough to frame and keep, which is exactly what I'm going to do with mine. *(So how do you turn the pages heh? Ed.)*

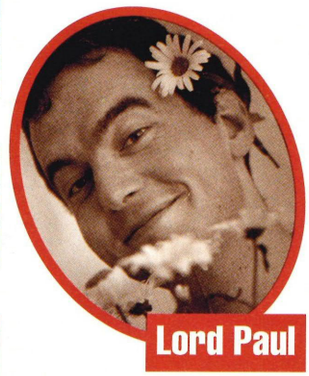


Telephones are things we use everyday, *(Very observant. Ed.)* but most of them look totally boring. Most novelty phones look even worse. But not this **Super Mario Bros phone.** Definitely a must for any true Mario-tonian, and with its swanky design, right down to the cute star-shaped buttons, it's a phone with real buzz.

reviews

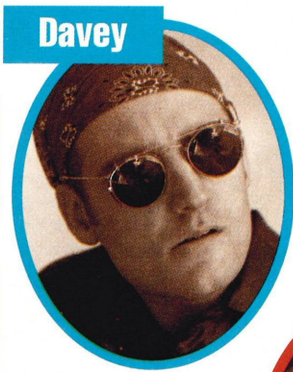
the cartridge family

By day they review console games, but in the evenings and at weekends they discard their working clothes, don their flowered jackets and kaftans, and 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 our caring octet find that adventure is literally outside their front door. But what sort of adventure could it be?



Lord Paul "That's strange," remarked Paul as he examined the large cardboard box on the doorstep. "It seems to be a parcel, but there's no name and address on the front. There doesn't appear to be a stamp either." Jackie was instantly concerned... "Well I don't think we should open it then," she said, "it may not be for us at all. It's a serious crime to open other people's mail. We could be hanged." Everyone agreed, but Paul pointed out that the only way to find out who it *was* for would be to open it. "Then we can deliver it in person," he said.







Jackie "Ugh! It moved!" Jackie, jumped back in alarm. "You're right," said Paul. "Look – it just moved again." The box was indeed moving in small, sudden jerks from left to the right. "It's a bomb!" screamed Viv. "We've been singled out by the IRA! We'll be ripped to shreds by shrapnel." Everyone felt she was over-reacting, but stepped back nevertheless. Several minutes later, the bomb still hadn't gone off. "I don't think it is a bomb," piped Jeremy. So Paul volunteered him for the task of opening it.





Jeremy "If by any chance I *do* get my arms blown off," asked Jeremy, having second thoughts, "will you replace me with another guitarist?" Janey reassured him that they would never do that, and that he could play keyboards instead (Davey would have to learn the guitar). "Here goes then." said Jeremy. He squeezed his fingers under the flap on the cardboard box and with a heave the staples ripped away. The box opened. Jeremy leapt back and stood with the others, gawking. The puppy barked and wagged its tail.



Davey "It's a baby doggie!" said Davey, laughing. And it was – a beautiful little labrador puppy with big brown eyes and tiny rolls of puppy fat. It was just like the one from the Andrex commercials, only nicer. "It's adorable," said Janey. She was crying. "Why are you crying?" asked Davey, as he picked





ews



the puppy up and held it in his arms, kissing its furry ears. "Because I'm so happy," came Janey's reply. "I'm so glad we opened the box. If we hadn't the poor dog would still be inside and would be so scared." "Yes," said Paul. "We did the right thing."

Viv Ever pragmatic and hard-headed, Viv reminded the rest of the Cartridge Family as to why they'd opened the box in the first place. "The idea," she said, "was that we'd discover who the package was intended for and then deliver it ourselves." Janey was still crying: "I don't think it was meant for anyone," she sobbed, "I think that this gorgeous puppy has been abandoned. What's the matter with you? Don't you want to keep it?" Viv studied it closely and said, "Well, it hasn't got a collar... and there's no forwarding address..." Janey hugged Viv. Viv cried.

Amaya "So it's our puppy then is it?" Amaya babbled excitedly. She took the dog from Davey and kissed it on the nose. The puppy screwed up its eyes and gave a tiny sneeze, then shook its little head – which made its ears flop about. It opened its eyes again, fixed Amaya with a loving, trusting gaze and licked her cheek. Then it wagged its tail. Amaya shone. "What shall we call him?" she said. "How about Arsehole Face?" suggested Jeremy. Jackie recoiled. "Jeremy, how could you be so horrid. We'll call him Fluffo." "Yes, and I'll write a special song," said Janey.

Janey Having quickly composed a song in her head, Janey took her tambourine and began to sing. "Fluffo's fur is golden, his ears are golden too, his little paws are perfectly formed, nonny nonny noo." Everyone cheered, and Janey looked to see if Fluffo was enjoying his special song too. He wasn't. He'd stopped breathing and there was a trickle of blood from his nose. His lifeless eyes were staring into the middle distance.

"Fluffo!!!!" yelled Janey, dropping her tambourine and rushing to where the puppy lay. It was as she feared. Fluffo *was* dead.

Dunc While Janey sat wailing on the doorstep with Fluffo's motionless body cradled in her lap, Duncan was checking out the cardboard box. "Here's a note," he said. "It says 'To the Cartridge Family. Please look after my dog, as I can't afford to. He has a rare disease which means that he will die if exposed to high frequencies, so watch your tambourines.'" Janey whitened and stiffened slightly. Duncan continued: "It was your song that did it Janey, you killed Fluffo as surely as if you'd shot him." Everybody cried.



The Partridge Family*

*They are kind to animals and wear guaze masks so they don't swallow flies.



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

It's that part of the mag again. The bit where we tell you how to approach the reviews and you think, "What a load of patronising basts," and turn the page. But here we go again...



game zones

CONSOLE

HANDHELD

IMPORT

Reviews are divided into three categories. Console covers the machines which are too big to sit in your lap while Handheld takes a gander at their more portable pals. This leaves the wacky world of Import which sneaks a peek at games which aren't officially available in this country as yet, but can be found biding their time in the emporiums of the so-called Grey Importers.



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 canine's wedding tackle".



Games scoring below 20 get a Zone Groan and a ride in a dust cart.



what's on

As you all know this magazine gets produced by osmosis. We don't sit slaving over a hot word processor all day, nor do we spend hours designing beautifully laid out pages. We just sit here, playing games all day and somehow our thought waves miraculously form a magazine. Here are the games we played most when we were, er, playing games.

1. **Exhaust Heat** Super Famicom
2. **F-Zero** Super NES
3. **Asterix** Master System
4. **Super Mario World** Super NES
5. **Prince Of Persia** Game Boy





MEGA ZONE

Duncan MacDonald **has always wanted to throw Hulk Hogan to the ground, stamp on his head and say "That's for being a very large prat - now go back to America before I really hurt you." Oh well, everybody has to have a dream...**

Wrestling's a funny old game, and sort of falls somewhere in-between boxing and morris-dancing. Do you know what I mean? It's rather violent on the one hand, but it's also extremely silly on the other – just check out the average wrestling match and you'll get all the proof you need: thumps, bangs and groans from the ring while hundreds upon hundreds of elderly women in the audience shout things like "Behind you, behind you, he's behind you." It's like a very weird pantomine when you get right down to it – there are the 'goody' wrestlers and there are the 'baddy' wrestlers. Everyone cheers the goody wrestler when he knocks down the baddy wrestler and everyone boos the baddy wrestler when he knocks down the goody wrestler. And nothing else happens. There's not even any blood. But is it fixed though? That's the question most people ask about the sport, "Is it fixed?" and the answer is 'very probably'. Think about this... If you were to draw a graph plotting the amount of times the goody wrestlers win against the amount of times the baddy wrestlers win, you'd end up with a squiggly line telling you that the goody wrestlers nearly always win. It's that simple. The ratio would favour the goodies by about four to one, which smells suspiciously like 'fixed' from where I'm standing. *(He's made all this graph stuff up you know, plucking figures from the air. Ed.) ("Yes, tell him to get on with the review." A reader.)*



Macho Man Randy? Andy Pandy more like. I'll have him!



Mom's apple pie has taken a tumble out of the ring. Bet he'll make apple jelly out of Animal when he gets back in.

the wwf wrestling stars

There are ten wrestlers to choose from in *Super Wrestlemania*, and you've probably heard of all of them. But what the Hell, eh? Let's go through them one at a time.



1 HULK HOGAN: He's six foot eight inches tall, weighs 303 pounds and has held the WWF championship title four times.



2 THE UNDERTAKER: He's six foot six inches tall, weighs 294 pounds and has a strange fascination with death.



3 SID JUSTICE: He's six foot six inches tall, weighs 279 pounds and, er, well, he's blonde, isn't he. 'Mom's apple pie'.



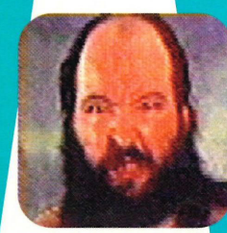
4 TED DI BIASE: He's six foot three inches tall, weighs 260 pounds and has a rather un-catchy name. He's supposedly very rich.



5 ANIMAL: He's six foot two inches tall, weighs 262 pounds and makes up half of the team called The Legion Of Doom.



6 HAWK: He's six foot ten inches tall, weighs 328 pounds, and is the other half of The Legion Of Doom. He's the bald one.



7 EARTHQUAKE: He's six foot two inches tall, weighs 486 pounds and is a jellytum – he hasn't set eyes on his 'winkie' for years.



8 TYPHOON: He's six foot one inch tall, weighs 358 pounds, and is Earthquake's partner. (They're the Natural Disaster team).

SUPER NES

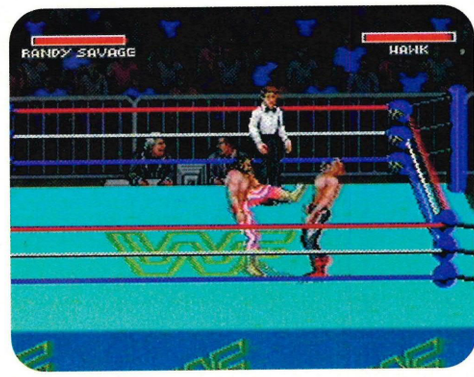
wwf super

so it's fixed, it's all a bit of a panto, the blokes are a bunch of plonkers, and one of them owns a snake, but what do you get to do in the game?

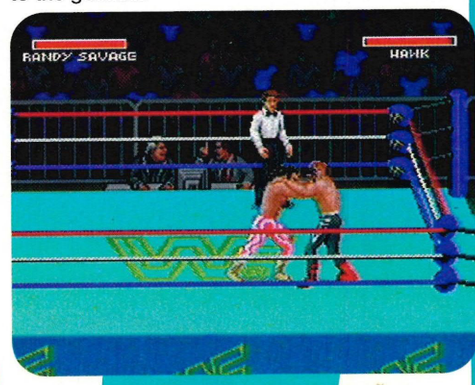
You get to wrestle. Yes, I know it sounds a bit obvious, but that's the quickest way of describing a game as realistic as this: it is, as the screenshots won't tell you, extremely well animated, and I mean *extremely* well animated. It's almost like the real thing, with fights starting inside the ring, moving to one side, back to the middle, back to the side and then 'whooomp', over the ropes and onto the floor, where the fight continues for a brief period before the ten-count forces it back into the ring. It's all so fluid.

The wrestlers have a multitude of moves available to them, and some of these can be strung together to form yet others. The 'run' for instance... Pushing the Y button makes your chosen wrestler charge back and forth across the canvas, bouncing off the ropes and changing direction as he gets to either side. If your opponent gets in the way of this body-charge you can either steamroll him, or, by quickly pressing the B button, take the momentum from the run and turn it into a flying drop-kick.

That's just the two moves though, the basic run and the flying drop-kick, but, as I said, there are a multitude of others. Time for a *Game Zone* break-down.



The Kick: Plain and, in this case, straight to the goolies.



The Lock: Where you lock up with your opponent and try to gain the advantage by repeatedly pressing the X button more rapidly than he can. The loser gets thrown onto his back.

The Punch: Plain and to the point. (Or, if you prefer, plain and to the mouth – that's where it goes.)

The Pull: A handy one for directly after a succesful lock – you drag your opponent back up onto his feet before he has the chance to get his bearings. If you're quick enough you can throw him back down again before he counters you. And again. And again.

The Bodyslam: Up and over, slamming your opponent down onto his back.

The Headbutt: Right to the bridge of the nose.

The Suplex: It's a bit like the bodyslam really, but your opponent lands on the nape of his neck rather than on his back.

The Stomp: If your opponent is down, you can stomp your foot on him a few times before he gets up.

The Elbowdrop: If your opponent is down you can jump on his head (landing on your elbow).

The Flying Elbowdrop: It's like the elbowdrop, but you pull this one off in the middle of a run. (More momentum, more damage to your opponent.)

The Hiptoss: A sort of judo throw in which you use the momentum of a moving opponent to your own advantage. (And if you're near enough to the ropes you can throw him out of the ring.)

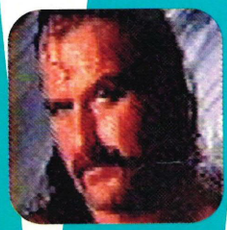
The Clothesline: What would happen if your opponent ran full speed into a clothesline strung at neck level? Exactly.

The Flying Elbowdrop From The Top Of A Cornerpost. You can climb to the top of the cornerposts and... need we go on?

The Roll: You can sometimes (but not very often) bluff an opponent into thinking your lights are still out – he might go for an elbowdrop. Roll out of the way and he'll hurt himself when he lands.

Getting Up: You, er, get up off the ground. Quite useful this.

The Pin: And this one's the clincher – if your opponent's energy bar has hit the big zilcho then pin him down for a three-count and win the match. (Or vice-versa of course.)



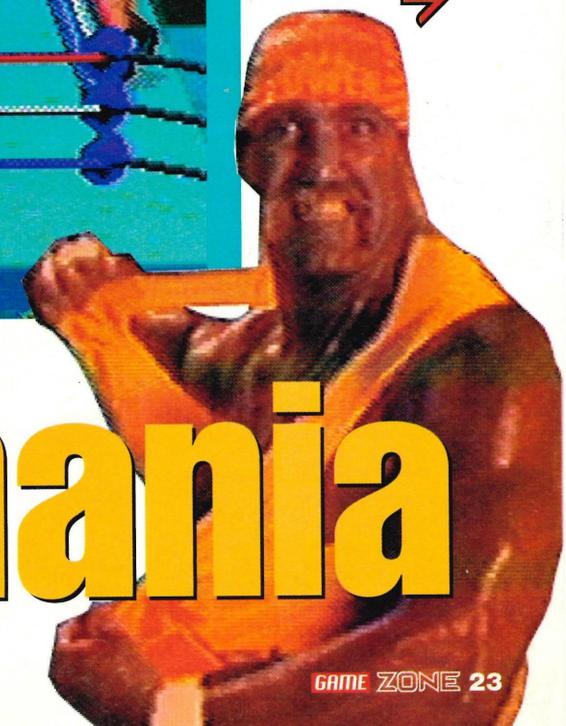
9 THE SNAKE: He's six foot three inches tall, weighs 247 pounds and owns a 'prop', a snake, a ten foot long python.



10 RANDY SAVAGE: He's six foot five inches tall, weighs 302 pounds and is a bit of a 'dude' – spot a gaudy leotard and it's Randy!



How the mighty fall! Hulk Hogan - what a dopey old geezer.



wrestlemania

the different types of match

There are three ways to play *Super Wrestle Mania*, and in each you can go either head-to-head with a chum or, if you haven't got a chum, head to chip with the computer.

One-On-One: You choose one of the ten wrestlers on offer and your opponent chooses one of the remaining nine wrestlers on offer. There will be one winner and one loser. It's a wrestling match.

Tag: You choose any two wrestlers and your opponent does likewise. The match is much the same as before but for two things: If the wrestler you're controlling (ie. the one in the ring) gets pinned down by your opponent, you suddenly get control of your other wrestler (ie. the one standing like a spare prick on the other side of the ropes). You can rush into the ring and 'cheat'... unfortunately so can your opponent's partner. The second difference between one-on-one and tag is that in tag you can, um, 'tag'. Stand next to your partner, press a certain button, they slap hands and you'll get out of the ring. He gets into the ring and now he's the one you'll control. If either one of your wrestlers is pinned down for three seconds, the match is over for both of them.



verdict

Just as the title says, 'super'. Very super indeed in fact.

Survivor Series: The survivor series is along the lines of tag except for the fact that both you and your opponent each have four wrestlers at your disposal. What's more, if one is pinned for the three count and sent from the ring in disgrace, it doesn't affect the others. It's a fight to the death for everybody, one after the other. The first person to have all four fighters counted out is the loser.

SO FINALLY...?

So finally, *Super Wrestle Mania* is yet another one of those Nintendo titles in which the prefix 'super' is not an exaggeration. You have to see the animation to believe it, especially as the sprites are so big. And the sound is pretty special too – it sounds like a real wrestling match, with all the right "ooomphs" and "aaaahs", the cheering crowd, the thumps of body on canvas... everything's there. So the graphics are excellent and the sound follows suit, but what about the gameplay? Well, it's almost as good, but there are three little niggles I've just got to get off my chest.



"Hey, I can see the dressing room from here. " "Never mind about that... jump on him, quick!!"

(A) Actually this isn't so much of a niggle as a 'wouldn't it have been nice'. All the wrestlers behave in the same way. That's to say they all have exactly the same moves, and carry the same momentum. It would have been icing on the cake if their different weights/strengths and fitnesses had been taken into account – it would mean the game would play differently depending upon who you chose. And if the wrestlers each had one 'special' move (like they do in the slightly crap NES *Wrestle Mania)*, well, what can I say?



Fat tums need big belts.

(B) Now this *is* a niggle, and it's something which could easily have been rectified. The power bars for the wrestlers move one way – down. Take a hit and you lose a bit. Take another and you lose a bit more. As soon as the power bar is empty your wrestler can be held down and counted out. Surely it would have been better to make it so the wrestlers 'rejuvenated' over time: for every second that a wrestler 'rested' (ie. wasn't being hurt) his power bar could have risen slightly. This would not only extend the length of each match (they're a tad on the brief side) but it would also have made them a lot more fun by introducing a sort of cat and mouse feeling into the proceedings.

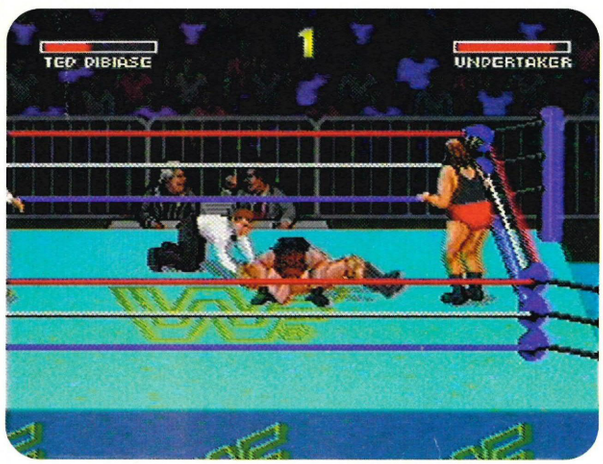
(C) And this is another niggle. The chunks that get taken out of the power bars are the same every time you get hurt: a bodyslam loses you this much, a headbutt that much and so on. And the amount of time you remain motionless on the canvas after being injured is constant, so your opponent knows exactly when you are (and more importantly when you're not) going to get up. I just feel that a bit of 'randomness' wouldn't have been amiss. Know what I mean? To add to the excitement and all that.

Still, even after these niggles, we're still left with a pretty smart game, played against the computer. Played against another person, however, it is as the title says, 'super'. Very.



Ooh, it's all just limbs and legs really, isn't it!?

Maybe not as very super as *Super Tennis* or as super as *Super Football*, or *Super Baseball*, but it comes an very close fourth. (That comes from someone who hates wrestling – it's fixed and it's like a panto on Worthing pier). *(Yes, yes, we know. Ed.)*



"Get up Dibiase, everyone knows you're only pretending."

how to fix your own wrestling matches

If you're into authenticity you'll want all your wrestling bouts to be fixed – you'll want to know exactly who's going to win the match before it even starts, and you'll want to know that it's going to be **you.** And nothing could be simpler. All you need to do is select the two player option and then, just before the action begins, simply pull your friend's joypad from its connector hole and chuck it out of a window. While he's searching for his control device in the garden you can be busy taking his helpless wrestler to the cleaners.

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 90

Out: June **Price:** £44.99
Publisher: Acclaim

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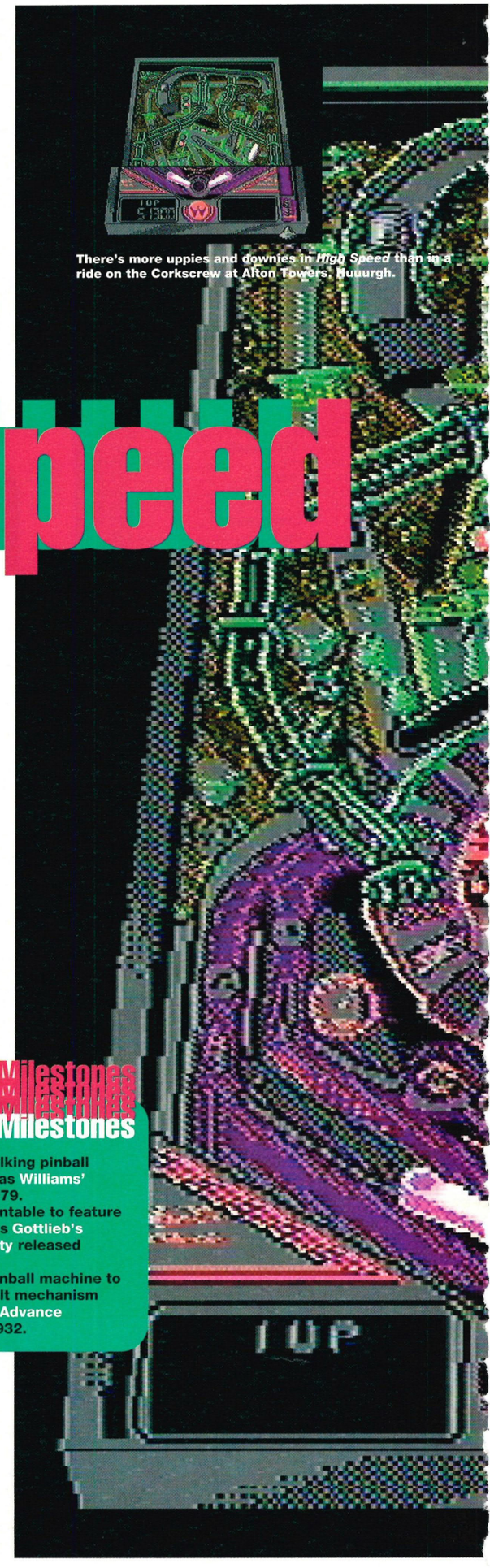
Export & Trade Enquires Welcome

David 'Hai Yah' Wilson has long had a penchant for all things high. High fidelity, Her Royal Highness, hydraulic suspension units and Hai Karate after shave. He's also rather fond of William's classic pintable *High Speed*. So imagine his delight when we gave him Trade West's *High Speed* to review.



There's more uppies and downies in *High Speed* than in a ride on the Corkscrew at Alton Towers. Nuuurgh.

Pinball may be one of the oldest forms of amusement machine, but its success has suffered somewhat in recent years thanks to the rise in popularity of video games. Now though, things could be changing. Pinball is gaining in popularity again. In fact according to the US based Professional and Amateur Pinball Association, pinball now accounts for 37 per cent of the 'amusement dollar' as opposed to 42 per cent for video – and the gap is closing. *(Get to the point, Wilson. Ed.)* Ahem, well basically, as the old saying goes, if you can't beat 'em, join 'em. And what better way to do that than by producing video games based on pintables. Smart!

Beware

David Wilson has a tendency to be incredibly trainspottery when he talks about pinball.

High Speed

Now we've already seen the brilliant *Devil Crash* on the Mega Drive, and *Pinbot* on the NES (also based on a famous real life pintable manufactured by Williams in 1987). But now these games have a new 'table-mate' (ho, ho) and what's this one called – *High Speed* actually fact fans.



***Pinbot* on the NES**

Licensed to Trade West, the bods behind the excellent *Battletoads, High Speed* is a bit of a sizzler when it comes to real life pintables. It's one of Williams' highest grossing tables and was designed by a well known pintable chappie called Steve Ritchie after he was involved in a high speed chase on the Santa Monica freeway. (I kid you not.) You may even have seen it. It was, after all, quite easy to spot in the arcades, what with its flashing police light mounted on top of its upright. (Inconspicuousness was obviously not one of its hallmarks.) And Trade West's cart is as true to the original game playfield as you're going to get.

But how have they presented this rather fab pinball table on screen? Well, rather than trying to present a 2D top down view of the table, Trade West has gone instead for a pseudo-3D-viewed-from-above-but-slightly-in-front-of-the-table viewpoint *(You mean they've presented the game as if you were playing it? Ed.)* Erm, well, yes.

Anyway, there is an advantage to choosing this graphic style – it makes it easier for you to keep track of the ball in relation to your flippers. You see there's always this dilemma for people coding pinball games onto computer formats. If you show the whole table at once (so when the ball is on the flippers you can see what to aim at and when it's speeding downwards you know what flipper moves to make to trap it), then it will have to fill a single screen thus making the action ridiculously small scale. While if you introduce a birrova scroll (so you can stay close to the action, the playfield can be two to three screens deep and the ball can scroll up and down) then it's hard to think of the whole playfield in perspective. How do you aim for that top ramp when you can't even see it whilst the ball is on the flipper?

Devil Crash overcame this by splitting the table in two and having a second set of flippers in the top half. *High Speed* does it better though – by combining both methods. It splits the screen so that the bottom half shows the flippers close up and the top bit scrolls following the ball. This means that because the graphic is drawn in 3D perspective, even when the ball is in the top half of the table, the flippers shown underneath are still in the correct perspective. So even though you can't see the whole of the table, you can still predict accurately where the ball will fall in the flipper zone. Ingenious really.

Unfortunately though, this clever idea isn't supported by the 8-bit graphics. In order to create the perspective impression, the graphic artists have included loads of detailing on the sides of bumpers and so on. And whilst being a true representation of the playfield, this makes for quite messy graphics *(ie. it's hard to see*

Pinball Milestones

- The first talking pinball machine was Williams' released in 1979.
- The first pintable to feature flippers was Gottlieb's Humpty Dumpty released in 1947.
- The first pinball machine to feature a tilt mechanism was Williams' Advance launched in 1932.



Top Five Pintables

According to Amusement Business, these are the current top five pinball machines

1. Batman Data East
2. Terminator Williams
3. Star Trek Data East
4. Party Zone Bally
5. The Machine Williams

what's going on Ed). I found it hard to discern the bumpers when I was playing the game and the collision detection seemed a tad spongy too. Ho hum.

Aside from this though, the playfield is a realistic interpretation of the original with its overhead ramps and digitised speech rendered effectively. Unfortunately the speech takes up so much memory that the whole game stops for the message leaving your ball dangling in mid flight.

Mind you, Trade West has taken a few liberties with the original in adding animated sprites of extra bonuses, a sort of fluffball that grabs your ball (ouch) and a pop-up safe which is your gateway to a weak sub game. Knocking the ball through pick ups that appear on the play field causes various icons to be slotted into a window below it. Once you've collected enough icons, you then get the large safe icon rising up from the playfield. Knock the ball inside and you exit to the sub game.



Bonus levels. Three safes and you play bagatelle; three choppers and it's motor racing.

High Speed

High Speed is a rather special pintable. It was a big hit for Williams back in 1986 with its police chase theme and flashing red light mounted on top of the machine. High Speed was easy to learn but tricky to master and attracted quite an audience – not bad for a pintable in the middle of the video game craze. It was also the first machine to feature Automatic Replay Percentaging. Instead of awarding a replay at say 1,000,000 points, High Speed cleverly shuffled the score needed for a free game according to how many replays it had already awarded. In other words, the more skillful the players, the more points you'd need for a replay and vice versa. Smart, eh?

This sub game comes in the simple form of a bagatelle game (pinball goes back to its roots) with four cups, numerous pins and a directable shot for you to get a ball in each cup. The quicker you achieve this, the more bonus points you'll get. And up to four players can participate in this sub game one at a time while the NES will keep score for you.

Apart from this though, *High Speed* offers only one table for you to play on. More crucially though, while the game is good fun to play, it somehow doesn't 'feel' right and the patchy graphics and clumsy collision detection deprive *High Speed* of the sense of urgency present in its namesake pintable. This isn't to say it's not a fun game. It is. It just doesn't recreate pinball quite well enough.

verdict

A fun pinball themed game that lacks longevity and er.. doesn't quite 'feel' right.

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 75

Out: April/May **Price:** £44.99
Publisher: Trade West



where in time is

No sense of direction and hopelessly behind the times *Lord Paul Lakin* has about as much chance of catching up with *Carmen Sandiego* as he has of marrying Lisa Stansfield. He can dream though.

Where In Time Is Carmen Sandiego? is not just a game. Oh dear me no - it's edutainment. And what is edutainment? Well in the immortal words of Paul Weller...

"The flick of pages and lamplights blinking,
Time travel crime and cunning witness,
A baby screaming, a Monet missing,
Time running out and a Chronoskimmer stalls,
That's Edutainment!"

So now you know. Edutainment is a game that's about learning and playing (heck I'm beginning to sound like a press release). In *Carmen Sandiego* your pursuit of international criminals leads you to roam through a handy encyclopedia (provided free with the game) and pick up little nuggets of information as well as the crooks.

But how does it work? Well if you give me time to don my dirtiest old raincoat and my most unconvincing American accent I'll show you. Turn the lights down low and prepare for a story from **Lord Paul's casebook...**



What a flippin' surprise

lord paul and the case



1 It was a rainy day somewhere in downtown 'Frisco. I wondered what it was like uptown, or why it was that everyone always lived downtown. I let it ride. It was a problem I could do without – problems I had by the lorry load. And just when I decided to kick the day goodbye, the video screen started chattering. Seems like the day was saving up a whole new problem just for me.



2 So someone had taken a fancy to Monet. I'd never had any time for Impressionists, impressions weren't my problem, it was reality I was getting short of. Still, one reality was money and I needed it so I'd better work. And that meant Paris in 1904. There were worse places to start an investigation - it was just right now I couldn't think of any.

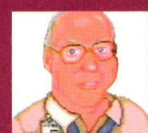


5 I missed her in Mexico too. She'd gone to chat up Matteo Ricci, that meant China. Before I packed my bags I learnt one useful titbit. My quarry was a redhead. No hair mind you, but a red head. I almost laughed at that one.



6 She'd not hung around in China either. Gone to see the Battle of Hastings they said. Gone but not forgotten. Some astronomer talked long and dreamily of her eyes. "Like a stormy sky," he said. How come all the good lookers are crooks?

other characters



the chief

A sad character, born to be a failure. That face has chronic indigestion written all over it. Look at that weak jaw line, the ludicrous shiny forehead and dangerous suggestion of a cardigan. This man should not be in charge of a small village newsagent let alone an international detective agency.



diane

The Head of Personnel, Diane greets you cheerily at the beginning of your assignment but don't be fooled by the smile. Behind those alluring features beats the heart of a fanatical *Scrabble* player. This girl can spell Antidisestablishmentarian in 17 different language and pick up treble word scores every time.



carmen sandiego

She may seem like a glamorous international gangster but Carmen's life is not without hardship. It is a little known fact that she wears the hat to disguise a small patch of parsley that grows in the middle of her forehead. Sad but true.

carmen sandiego?

of the missing master



3 Paris was no great shakes but the dame on the stage looked as if she was worth a shake down. It was time to do some close searching. A few questions and I heard that the suspect had quit town. Off to rescue Porferio Diaz.



4 The name rang a bell - was he a campanologist or was my joke book getting weary? I checked the encyclopedia - he was a Mexican president, late 19th century. Time to move before the jokes came back.



7 England. Nice country, shame about the people. Still not all the news was bad, which made a change. The computer had identified the dame. Red hair, grey eyes and interested in art, it had to be Sybil Servant. Hmm, we used to have a thing going. Problem is neither of us knew what it was. Now it was time to hunt her down. Work before pleasure I say, and I'd had precious little of either with Sybil.



8 In the end it was as simple as fixing a jury. I wouldn't say Sybil came quietly but no one heard a scream. They made her a prisoner and me a hero. That meant she had to sit in a cell reading and I had to set out on another case. I'm still trying to work out who won.

Fin

So that's how it works. You track one of Carmen's hench people through both time and geography. In each location you either question witnesses or scan for clues. This information will mention a historical event and/or character. Using your encyclopedic knowledge or your encyclopedia you decide where you should be and when you should be there. If you're right you'll like as not be greeted by an agent of V.I.L.E (that's Carmen's gang) and another batch of helpful witnesses. If you're wrong no one will have a clue what you're talking about and precious time will have been wasted.

Oh yes, time is important in this game. Not only are you travelling through it, you're also racing against it. You've only been loaned the Chronoskimmer for a certain period of time. Each search or visit takes up valuable hours and you don't want to be overdue with your Chronoskimmer do you? It's a lot worse than forgetting to take back your library book.

As well as building up historical information some witnesses will give you clues as to the criminal's identity (hair colour, taste in music etc.) You'll need at least three of these by the time you catch up with the suspect. Otherwise it's case dismissed on grounds of insufficient evidence and bye bye promotion for you.



Wanted! Probably by the library service.

a little learning Is a dangerous thing

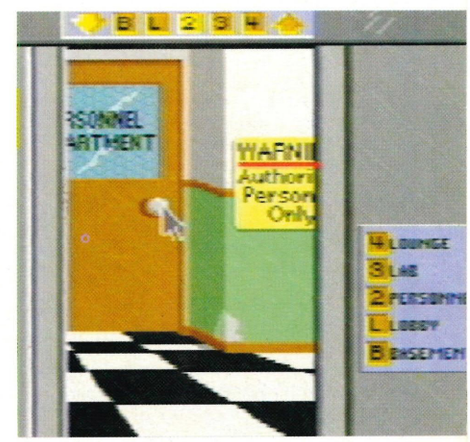
Well as I said, that's how it works, but is it any good? A tricky question and the answer isn't in the encyclopedia. So let's break it down into two parts.

Education

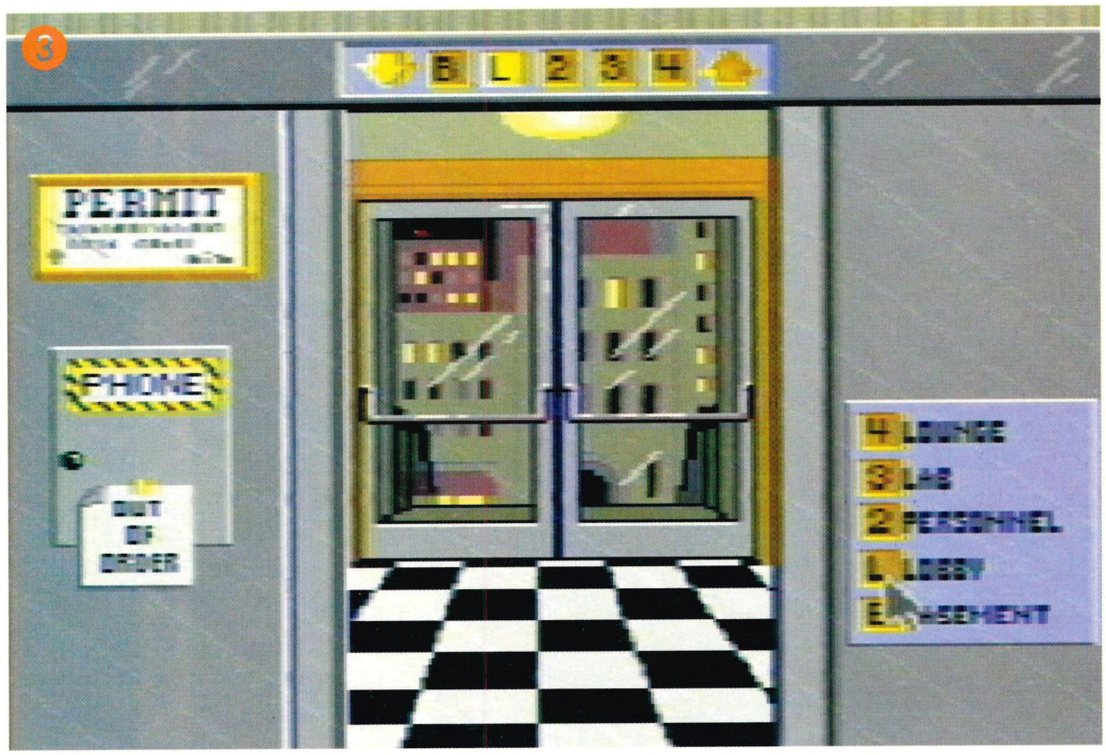
You certainly pick up nuggets of information along the way. For instance did you know that Matteo Ricci introduced Western mathematics to the Chinese? No, of course you didn't - but you do now. So you can be the envy of your friends.

The problem is what else do you do with this knowledge? As education it's a great collection of facts. And I suppose if I was an educationalist I'd say something like "This is a great way of getting a child interested in learning and looking up information." But as I'm not, I won't.

Still if nowt else *Carmen Sandiego* does give you a romp round an encyclopedia and a chance to pick up little nuggets of info along the way



But what do personnel do?



If I had any sense I'd just walk straight out through those doors.

why are v.i.l.e such crap crooks?

1 No sense of restraint. As with many crooks the evil members of V.I.L.E. don't know when to stop. Rather than stick to simple 'no one's going to notice if a few of them go walkies' paintings, this lot start swiping large pieces of architecture. Let's face it, people are going to notice. Besides how do you hide (or flog) the Taj Mahal?

2 Hopeless Undercover. No reference to their bonkability, simply that they've completely failed to understand the principles of disguise. Turn up in medieval England and you could well come across a V.I.L.E. cowboy. And if you saw a fakir in Japan you'd be suspicious right?

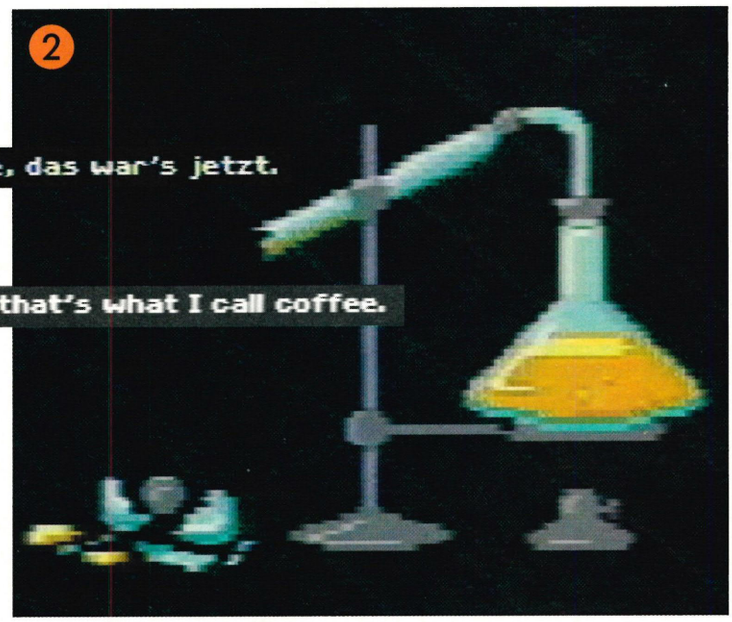
3 Hopeless Undercover II. If you were a gangster on the run you'd probably change your name. And what false moniker would you choose? Something common and unassuming like John Smith perhaps? Or maybe Mary Jones? Would you call yourself Nosmo King or Molly Coddle? I rest my case.

Entertainment

Let's face it, if your idea of fun is hitching up a space blaster and laying into big green wobbly things then *Carmen Sandiego* is going to be something of a let-down. To be frank there's not a lot of action and you don't feel the Mega Drive creaking under the graphic or sound demands. Of course that's not what it's trying to do.

The game can be quite fun, especially as a team effort, and is even strangely addictive at times. You always want to try one more case. In fact it's a bit like flicking through an encyclopedia (and don't you just do that a lot?) you read one thing and that makes you look up something else. (Well alright, whenever you use an encyclopedia you simply look up the rude bits, but try to pretend.) So it would be fair to say that it achieves what it sets out to.

In conclusion, ladies and gentleman of the jury, *Carmen Sandiego* is quite edu and fairly tainment too. However I'm not totally sure who would buy it. It's not tainment (if people are going to come up with these daft terms they must expect to have them abused) enough for a kid to buy it for themselves, but is it really sufficiently edu for a parent? Still it's something a bit different on the Mega Drive and that's no bad thing. E



German coffee meets German humour.

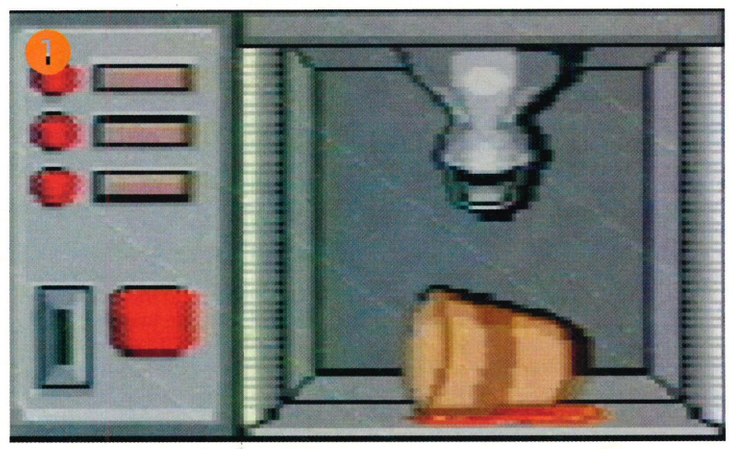
places of interest

On entering the lift you should obviously head straight up to the Personnel Department to be assigned your first mission. But you're a detective right? You're supposed to be nosey, so why not have a good old snoop around the whole shebang first.

1 **The Lounge.** What a let-down. No telly, no comfy sofas and worst of all no coffee table books about dead painters. Still there is a coffee machine. Fab, Brøderbund have produced the first 'Make yourself a cup of coffee' sub game.

2 **The Lab.** This is more like it, a couple of test tubes, a bunsen burner and an explosion. There's even a... er... joke. Not very funny in English, but in German it's a scream.

3 **The Lift.** Erm frankly dull. The phone doesn't work either. Mind you the lift itself works and that makes a pleasant change. Why only the other day...



The legendary Lakin co-ordination goes into action.

Verdict

Quite neat but rather falls between two stools.

END ZONE

Graphics

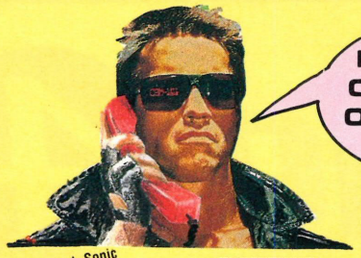
Sound

Addictiveness

Playability

OVERALL 76

Out: Now **Price:** £49.99
Publisher: EA/Brøderbund



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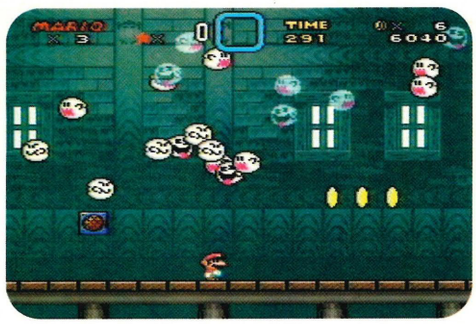
MEGA ZONE super mario world

SUPER NES

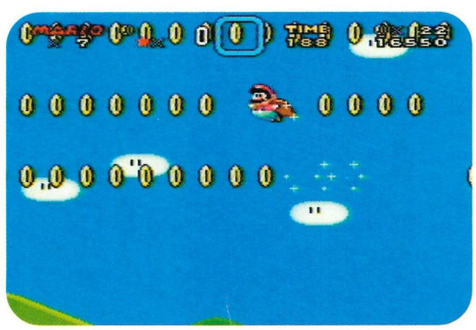
She may not be wild on dungarees but *Jane Goldman* knows a thing or two about mole wrenches and U-bends and she can't get *Super Mario Bros 4* out of her cistern (groan).



Mario limbers up to do a triple backflip bellyflop.



Spook! It's a haunting of blushing ghosties.



Is it a bird, is it a plane? It's the caped crusader!



Yo Yoshi! Catch him if you can. As slippery as a soaped snake to catch, once you've got him, he'll eat your enemies.

What's happening to me? I can't eat. I can't sleep. I can't concentrate on anything and I've gone so soppy and dreamy that nobody can be bothered to talk to me any more and I don't care because I just want to be alone with him and no one else, every minute of the day.

From the first moment I clapped eyes on him, I haven't been able to get him out of my mind. Perhaps it's that dinky little moustache. Perhaps it's the way he expands so seductively whenever he eats a mushroom. Whatever it is, I just go all gooey every time I think of him and every second we're apart seems like an eternity.

My friends say it could never work out between us, what with me being about five feet and six inches taller than him and everything, but I believe that true love will always find a way. Oh Mario, Mario ! It would take an earthquake to drag me away from you. I'll never hang out with that little blue hedgehog again, because I realise now that you're the only guy for me. I guess I knew it all along, from that fateful day when I first eased your cartridge gently into my Super NES. Yep, there's no doubt about it, I've got it bad. I'm smitten. Hooked. Cooked.

If you're wondering what a nice girl like me sees in a wee, fat, Italian plumber who only seems to own one change of clothing (and dungarees, at that) then you've obviously never played *Super Mario World* on the SNES. Brilliant is not the word. Well, okay, it *is* the word, but it's just one of the many superlatives that I could rattle off for several years in trying to convey my feelings about this game.

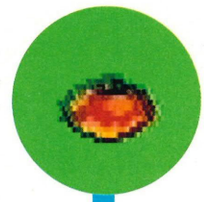
Yes, indeed, Mario is such a seductive little chap that I would happily turn down the chance of an enormous bout of tongue-hockey with Christian Slater or even a lengthy roll in the clover with Keanu Reeves in favour of just a few minutes twiddling Mario's knobs.

This game's been hanging around on import for a fair old time, but now's your chance to go legit, as every lovely, legal SNES sold in Blighty has a copy of this gem snuggling up to it. If you've never had the pleasure of its company, then here's the deal: imagine all the inspired gameplay, devilish addictiveness, myriad of things to do and divine tricks and secrets you'd find in any *Super Mario Bros* adventure. Now multiply by several squillion, add adorable animation, dinky sound effects, catchy, jolly twiddly-diddly tunes, and delicious 16-bit graphics. This really is king of the cutsey, platformy, puzzley games. They just don't come better than this.

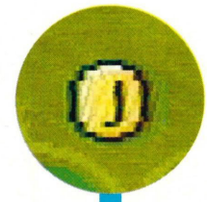


Mario can go it alone, or you can hook up with a pal who can step into his bro' Luigi's shoes to wend your way through six multi-level worlds in your quest to save not only Princess Daisy (who has, of course, ho hum, thoughtlessly got herself kidnapped, just for a change) but also six friendly little eggs who are the close friends of

some things you'll find in mario world



fruit
Nosh for Yosh' – yum yum! Feed him or he'll go.

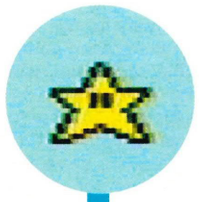


little coin
Grab 100 of these, and you'll get an extra life.

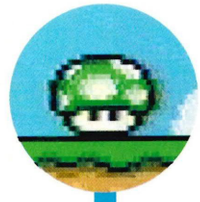


yoshi coin
Bag five in the same level for a 1-up.





star
Makes Mario invincible for a limited time.



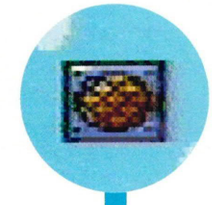
green mushroom
Hurrah ! A handy 1-up!



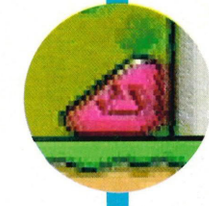
turtle shells
Stomp a turtle to use his shell for bopping baddies. Depending on the colour, if Yoshi scoffs one he'll be able to spit a triple fireball, or fly for a limited period.



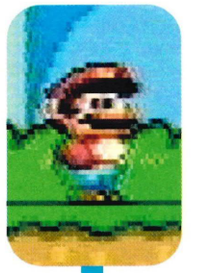
P switch
Activate this by jumping on it, and selected solid blocks will turn into coins.



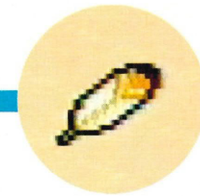
microphone
Womp these to give handy info and essential gaming tips.



pink pebble
If you find one of these at the base of a pipe, Mario can use it to help him run up the side of it.



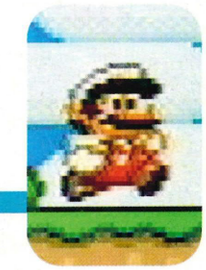
feather
Equips Mario with a nifty (and rather natty) yellow cape. With a bit of practice, you'll have him flying, floating and soaring like a good 'un. Without any practice, you'll probably manage a few amusing nose dives.





flower
Eat this, and you can chuck fireballs at your foes.



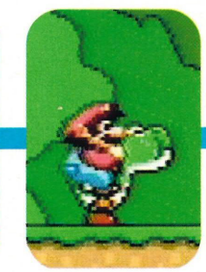




red mushroom
Turns normal sized Mario into Super Mario.

yoshi
Apart from providing a nifty means of transport, Yoshi can also scoff most baddies or pick things up with a mere flick of his tongue.







a helpful dinosaur-type chap called Yoshi.

In exchange for your help in liberating his mates, good ol' Yosh will pop up now and again to provide handy transport for you. Every level is choc full of baddies, hazards and puzzles as you could reasonably expect, but there's other treats in store too in the form of a healthy sprinkling of secret bonus levels, the odd little sub game, and a ghost house in every world which provides various tricky puzzle challenges. Top this off with a foray through an end-of-world castle guarded by one of the dastardly Koopalings, and you have a recipe for sheer delight.



verdict
Quite possibly one of the best games ever – no kidding!



Every few levels you work through you'll have an opportunity to save your game, but even with this handy feature, you'll still be playing for ages. Which brings me to the fact that *Super Mario World* has just the right level of difficulty: tricky enough to be totally satisfying, but easy enough to master and learn so that you'll never feel like feeding the cart to your dog (well, maybe just a couple of times).

The playability, design and polish of this game is unsurpassed – I can barely think of any others that come even close to it. In fact, the only bad thing I can possibly say about this game is that it plays havoc with your social life: you won't want to be away from it for a single second of your spare time. And as for me – well, all I can say is, I've left my heart in *Super Mario World*.

END ZONE

Graphics

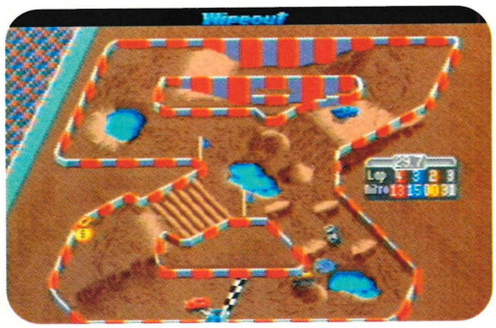
Sound

Addictiveness

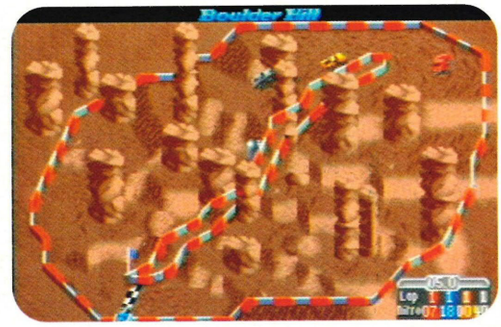
Playability

OVERALL 96

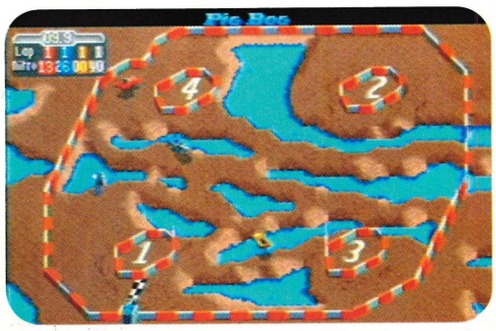
Available on 16 April, strapped to the back of every SNES!



Johnny Fast Pants zooms off in a quest for cash and glory.



Loads of rock and not a roll in sight.



Water, water everywhere but not a drop to put in your rad.



Fast cars, fast chicks, fast bucks.



1 **Speed Shop.** Got spondollies to splash, cash to chuck, bread to burn? If so then this is the place for you – the inter-level shopping spree where you can rig yer ratchet, bolster yer big end and even customise yer crank shaft.

2 **Nitro 10k.** Like every other nitro, in every other racing game before it, when you hit your nitro button you shoot off for a few seconds, very, very fast indeed. Best to use this when you're not facing a barrier.

3 **Accelerator 80k.** You have to be quick off the line to get in front of the field, so you need to be able to put your pedal to metal and move, daddy-o. A pretty essential bit of kit.

4 **Tyres 40k.** It's not terribly clear what these do apart from help your wheels go round. But it would seem they give a fair huge amount of grip, which becomes especially useful in later levels when there is enough water around to make Noah feel seasick.

5 **Speed 100k.** While it's all very useful to speed away from the start, it's no good if you then slow to 2 mph. That's where your top speed thingy comes into play. This most useful of useful gadgets means you can constantly go faster pussy-cat.

6 **Shocks 60k.** Not unlike tyres this. The more shocks you have the more... erm, shocks you can take.

7 **Next Race Free.** This does you absolutely no good at all. But it looks quite nice.

Did you know that Ann Boleyn had six fingers on one hand? No! Well because *Jeremy Daldry* did, we all thought he should review *Super Off Road* from Ballistic.

Let me run something past you here. *Off Road*, (no matter if it's 'Super' or not), is as old as the hills. If not older. First showing up when I was but a lad in the arcades and then making an appearance on virtually every format from the trusty Speccy to the Famicom, it was as inevitable as the sun rising in the morning, as inevitable as the mellow spring turning into the dusty summer, as inevitable as... *(You're getting the sack unless you stem this endless tide of bullshit and get on with the review. Ed.)* Alright then. But all I was trying to say is that *Super Off Road* was bound to turn up on the Mega Drive eventually.

inevitable

But it must be said it has taken some time to arrive. And there's the prob really. Don't get me wrong, the Ballistic team have done a really smart job converting it onto the Mega Drive. The sprites are fast, if a little small, the music funky enough to have the *Game Zone* team bopping round the Mega Drive, but after all that, it's *just Off Road.* Look maybe I should make an analogy, or something. *(Oh, I didn't know you suffered from hay fever. Ed.)* I said analogy, not allergy you fool.

jeremy's analogy corner

Look, erm... everybody knows that blue Smarties were the best Smartie a couple of years back, but now there are the little Smarties wearing sun-glasses which are even better. The blue Smarties are okay, they're just a bit old hat now. Or old Smartie as the case may be.

super off road smartie

What I'm trying to say is that sure, *Super Off Road* is a smart, well put together game with all the usual tracks to burn up and the inter-level shopping spree to go on, but there is no new twist, no new angle. In fact there is nothing new here at all. So if you want a good version of an old arcade classic then go for *Super Off Road,* however if you want something new, exciting and innovative go for the Smarties wearing sun glasses.

MEGA DRIVE

super off



fun, fun, fun till yer daddy takes the t-bird away

1. **It's you.** A mean, lean, (scarlet) racing machine.
2. **The opposition.** The yellow car is crap, the blue okayish, and the grey shit hot. Mainly because he cheats and spends all his dosh on nitros, but he's still the one to beat.
3. **Start and finish line.** Rather obvious what this is for I suppose, the thing you start from and the thing you finish up at (if you're lucky).
4. **A crash barrier.** Best to avoid really.
5. **Lap counter.** As the action tends to get a bit hectic it's not a bad idea to keep your eye on this, otherwise you could find yourself sailing off thinking you're well in the lead, only to realise you're actually a lap behind.
6. **Nitros.** The number of these little fuel injection jewels that are left to blow.
7. **Time.** Erm... the time. *(Profound. Ed.)*
8. **Bump.** You can pull some pretty amazing jumps off these bumps, especially if you are using a nitro. Unfortunately while you're Evel Knieval-ing it, all the other cars shoot pass you and win all that lovely cash
9. **Ridges.** Little bumps that don't throw you nearly as high in the air, but do slow you down quite a lot.
10. **Water.** Well actually more mud than water. Best to avoid unless you've got Ninja tyres or you like paddling.
11. **Cash.** Some foolish boy has left bags of spondollies in the middle of the track. So the more you pick up the more you can blow on sex, drugs and the inter-level shopping bit.
12. **Nitro.** The anonymous benefactor threw loads of spare nitros around too. Brill.

END ZONE

Graphics

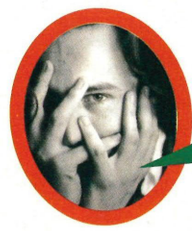
Sound

Addictiveness

Playability

OVERALL 79

Out: June **Price:** £29.99
Publisher: Accolade



verdict

What it does, it does well. It just doesn't do very much that is new.

road

asterix



Don't know how useful this bomb is but it makes a great noise!

"Fat! Who said fat?" raged *Lord Paul* as he loaded *Asterix* onto the Master System.

You can stuff Tin Tin and boil Fungus The Bogeyman in a vat of back issues, Asterix has always been my hero. Not the little Gaul himself – I always thought he was a bit of a nonce (funny how the hero of cartoon books is always a bit of a wally woofter) – but the rest of the village were utter stars. *Asterix And The Secret Agent* is the absolute business.

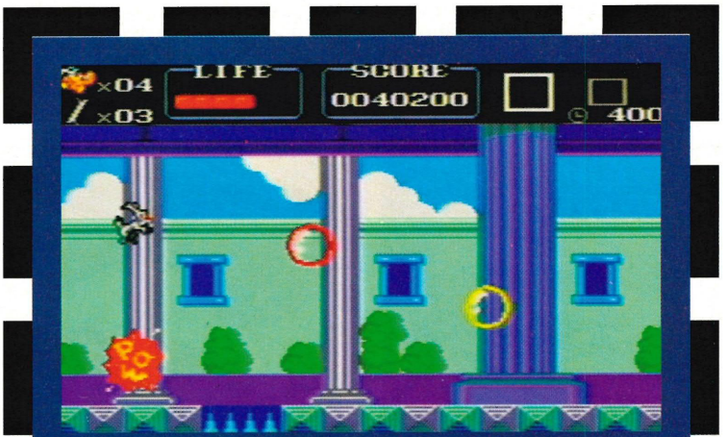
So what about *Asterix* the console game then? I must admit I was a tad worried about it. There have been *Asterix* games before and they've tended to be... well the graphics were sometimes quite nice. That's about all you could say about them. 'Looks like a dream, plays like a dog,' to quote the bard. (The barred of *The Dog And Duck* that is.)

Well, break out the candles and set off a few fireworks because here's an *Asterix* game that's got more than just graphics. It plays as well as it looks. There aren't many games you can say that about. There aren't many people you can say that about either but that's another story.



something old, something new

Asterix, it has to be said, is not the most stunningly original game you'll ever come across in your life. In fact there's a great little



bone-us level

Where would fatty and shorty be without small and wiry? However a dog's, and certainly Dogmatix's, love is only won through food. To get to the doggy bonus level you'll need to collect fifty bones. Then it's bubble bursting mayhem, with 3,000 points if you can burst them all within the time limit. Lucky you can set the difficulty level heh?





Bouncers were gits even in those days.

our heroes

asterix

The wily hero of the books, Asterix is not high on strength. He's got no problem beating the living daylights out of the Legionaries but he's not going to punch his way through any brick walls. Still who needs to when he's carrying around enough bottles of explosive to start a substantial East London riot. He also makes up for any lack of muscle with agility.

obelix

A Weight Watcher's nightmare, Obelix is not the most nimble character you'll ever come across in a game. Mind you he has got quite an effective botty drop that looks like something out of WWF. He can also punch his way through anything and everything and if that fails he can always lob a Menhir at it. Like Asterix he uses his head; unlike Asterix, he uses it to bash things.



The new, non-violent William Tell without the crossbow.



Stars in his eyes? Nope. Now that's what I call dandruff!

sub game you can play called 'Spot the original'. Get a few mates round, play the game and see who can recognise the influences. You get three points for every "Heh, that's just like the bit in... " but only two for "Heh, that's just like the bit in *Mario,"* 'cos the game's littered with them *Mario* bits. There's even pipes to drop down for bonus points and items. Anyone who's played *Lucky Dime Caper* will also be on very familiar ground.

However what *Asterix* lacks in originality it makes up for in slickness. It's a well put together little package. The whole is better than the sum of the parts or some other such nonsense. Each level has a distinct feel to it with a different type of problem or if you prefer a different... er... borrowed idea.

verdict
An enjoyable adventure with too many continues.

druid drama

The plot of the *Asterix* games is like the plot of most of the *Asterix* books. Getafix has been half inched by the Romans and he needs rescuing. This means the Little and Large of Ancient Gaul have to set out to rescue him. One of the really smart aspects of the game is that (even in two player mode) Asterix and Obelix have to complete each level independently and for each of them the level is slightly different. So Obelix can't just go in and learn from Asterix's mistakes, he's got to work the whole thing out for himself. A small touch but a nice one, as the actress... oh never mind.

For the rest it's platform-leaping, bonus-collecting arcade adventure. The graphics are not only well drawn but also capture the feel of the books. Romans can be found in all sorts of crap disguises, dressed up as trees, hiding in holes in the ground and even parachuting from mountain tops. There's wild boor aplenty both in edible and bashable form.

Asterix of course was a thinker as well as a fighter and there's plenty of tricky problems for him to get his Gaulish brain round. One nasty surprise is the continually scrolling screen where you have to keep on the move, real thinking on your feet.

the end

There is only one serious problem with *Asterix*, but it is quite a serious one. It is not the most difficult game you'll ever load up onto your Master System. In fact at times it's a bit of a doddle. Some of the levels are a tad on the short side and with seemingly infinite continues, even the trickier ones soon fall by the wayside. Any remotely serious gamesplayer could probably knock this off in an afternoon.

Funny really, I never thought the day would come when I'd criticise a game for being too easy. The easier the better I always say otherwise everyone will laugh at me when I can't get off the first screen. However if I'd forked out the best part of thirty three quid for a game I'd be a bit miffed if it was all over by tea time. I'd also be a bit miffed if my character got inexplicably stuck at the side of one screen. Miffed? I was absolutely livid.

A nice outing but it's a lot of money for a rather easy game. A National Express cheap day return is cheaper and lasts longer.

END ZONE

Graphics
Sound
Addictiveness
Playability

OVERALL 78

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

win! three super nes machines worth £150 each!

what you win

To celebrate the appearance of this super-sleek all-singing, all-dancing 16-bit machine, Nintendo has generously decided to give away three of its spanking brand new, correspondingly smart and sexy Super NES packs.

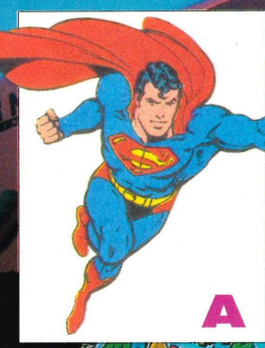
Each pack is worth a hefty £150 and comes complete with a Super NES console, two controllers, loads of leads and of course the perfectly pukka *Super Mario World* game.

And if you don't manage to win one of these three sets of well smart machinery, you're still in with a chance of coming out with another brilliant prize 'cos Nintendo has also got 50 sleek enamel badges to give away. So 50 lucky runners-up can swank about with these totally brilliant Nintendo pins. Smart!

how to win

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

1. Take a look at the three piccies on the left. They're each supposed to be depicting something really rather super. Only the thing is, one of the three is obviously something not very super at all. Oh dear. What we want you to do is work out which one that is.
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 three piccies shown is not of something very super at all. 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 chum.







+ fifty well smart Nintendo badges, courtesy of Nintendo

Things that are 'super' eh? They're all really rather, erm, 'super' actually, aren't they? Supergroups like Abba for instance. And supermarkets like Safeway. Superstars like Bryan Adams and superglue like, um, Superglue. Yes, super things are jolly super all round really. And now thanks to those kindly bods at Nintendo, here's yet another super thing to lovingly care and crow over. What is it? The Super Nintendo Entertainment System of course.

'Cos as the whole wide world and its mother should know by now, Nintendo's long awaited 16-bit machine the Super NES has finally and officially hit the shores of Blighty. Hoorah!

rules

And that's it – almost.

- Don't forget, calls cost 36p per minute cheap rate and 48p per minute at any other time, so remember to get the permish of your household super before you dial.
- Make sure you dial your entries in before Monday 18 May if you want a chance to win one of these ever super prizes.
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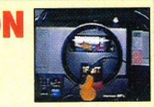

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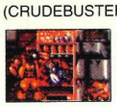

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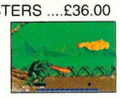

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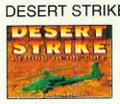

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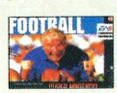

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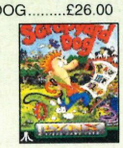

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art alive

Art isn't *Phil 'Prefab Snout' South's* middle name, but then again he isn't called Arthur, so that would explain it.





WHAAT!?! An art program on the Sega Mega Drive? You'll be telling me next that there's a word processor on the Nintendo Game Boy, or a spreadsheet on the PC Engine next, I suppose. What? That *is* what you're telling me. You're blimmin' mad you are! Art is something you CAN'T do on a games machine, no way.

Yes way! It appears we've not been on a mug of Bovril, and this *is* in fact the first ever art program on a console and the task of reviewing it is down to me. Er... cripes.

Art Alive is a funny thing, y'know. It's not so much your 'tosh a lot of paint on the screen and call it a painting'-type program, more of a super duper Nineties cross-breed re-mix of the old Etch-A-Sketch and a painting by numbers kit, you catchin' my drift? *(That's about all he's catching. Ed.)*

Art is in the eye of the artist, or in this case on your screen, as you place very nicely pre-drawn objects on the screen and move them around, animate them, or even draw your own stuff from scratch. Except drawing from scratch isn't quite as easy as it looks, as there isn't a magnify mode to help you get into all the nooks and crannies of your art.

This doesn't mean that there isn't any fun to be had with *Art Alive*. No siree, gosh no,





absolutely not. Not only can you paint your own backgrounds and animate characters over the top of them, (you little animatrix you) you can also load in a selection of pre-drawn backgrounds and animated characters from Sega games, like Sonic the Hedgepig, ToeJam and Earl, and a couple of roller skating and surfing dudes whose names escape me. (Slippery old things, names.)

As well as drawing freehand with the joypad (not to be recommended) you can sort of drive the cursor in a curved line around the screen, a bit like an overhead racing car game! There's a spraycan too, plus line, box and circle tools, and the ability to draw a shape and stamp it over the screen as many times as you like. You can also do simple four stage animations using the special sprites you get with the program. There are a number of colour palettes to choose from and this gives you a large amount of colours to play with.

The most fun you can have with *Art Alive* is just messing about with colours, filling areas with colour, colouring the ready-mixed pictures, and stamping the pre-drawn shapes all over the place. Although you can alter the speed of the cursor as you whip it



most famous artists

snouty's complete guide to the art world



1 David Hockney

English artist from 'up North' living in Los Angeles, California. Good paintings of pools and mens' bottoms. Needs to work on his idea of perspective though, blimmin' off or what!? Influences: Cubism, Van Gogh, and the Brighouse and Rastrick Brass Band.

2 Rolf Harris

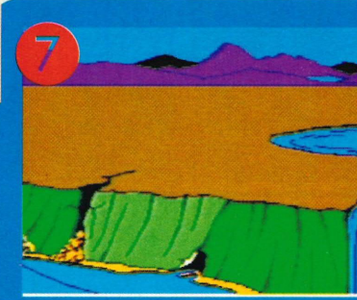
Specialises in big wall-sized paintings, he just dips his beard in the paint and nods up the wall! EEEah ahHAH EEEah ahHAH EEEah ahHAH (pant like a dog, Rolfie)! Influences: Fosters lager, Dulux paint and tying kangaroos down.

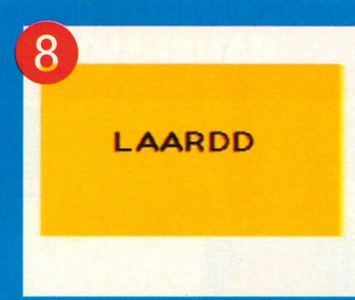
3 Andy Warhol

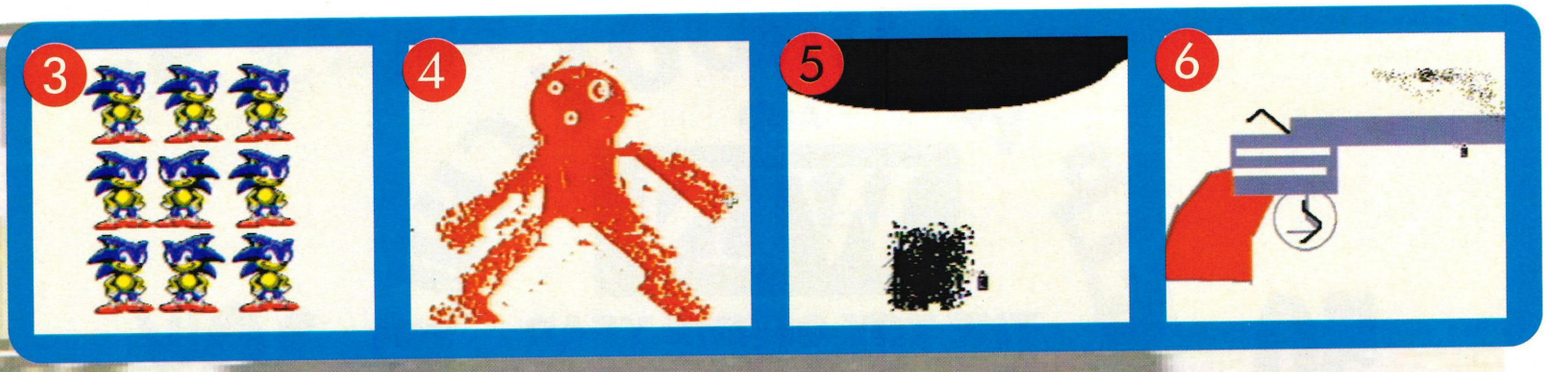
Famous for his silk screen work, naughty movies and working on computers. Influences: Anyone famous, but especially people with bad wigs, like Terry Wogan, Dolly Parton, Paul Simon and Burt Reynolds.

4 Tony Hart

Famous TV artist, popularised Plasticine animation and the artistic use of bits of gardening tools, whitewash, bits of paper, chalk, squeezy bottles, dog dirt and anything else that comes to hand. Influences: None. Who else would do this crap?









5 Adolf Hitler

More of an architectural artist, because before his career in politics he painted houses. Influences: His mother, father, and 'ze little green man at ze bottom of ze bed who tells me to do things.' Mad pants!



6 The Terminator

Pioneered the use of 'ze Uzi nine millimetre' as a tool of artistic expression. Influences: Jackson Pollock (and basically anyone else who makes a nasty splattery mess all over the place).

7 John Constable

A police artist famous mostly for his really bad identikit pictures and the odd haywain. Influences: *Dixon Of Dock Green, Juliet Bravo* and latterly *The Bill*.

8 Joseph Beuys

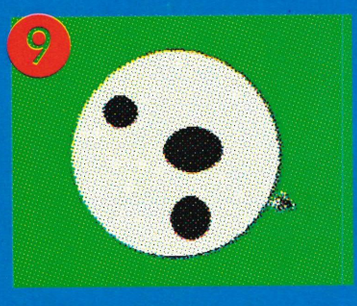
Mad pants Dutchman who sculpted animal fat and other stuff that rots away and leaves a stain on your carpet. Influences: The Green Party, pop music and whoever made those silly armless fishing jerkins that photographers wear.

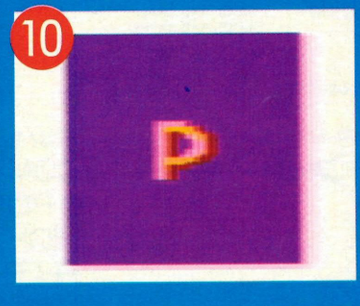
9 Bobby Charlton

A true artist, whose skill with the football medium knew no bounds in the Sixties and Seventies. Although retired from the field of football art, it's said he can still curve a football into a bucket of paint at 200 paces. Looks great in Warhol's wig. Influences: Miro, Jackson Pollock, and George Best.

10 Bob Holness

Made a living out of the concept art joke "Can I have a 'p' please, Bob," and so could really be called a P Artist. No paintings yet, although the *Blockbuster* scoreboard is a great light sculpture. Influences: Brian Redhead, Bobby Charlton and Anneka Rice (famous Scandinavian helicopter artist).



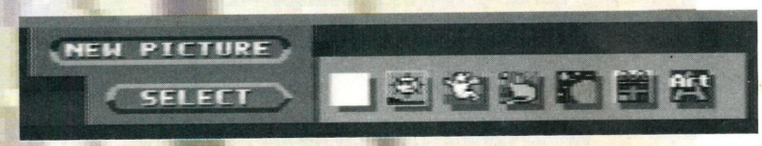


about the screen with the D button, (whip, whip) the precision is a bit lacking...

Okay, it's about as precise as trying to write your name in wet cement with a fish finger held in your mouth, but it has more colours, alright? Besides, fish finger calligraphy might be your hobby and so this won't be a problem. *(Pervert. Ed.)*

The other thing which *Art Alive* has which no other art program in the world has is sound effects. This is actually one of the most addictive features, especially the little tune which plays as a shape fills up with colour and the *Art Alive* tune which plays as you draw with a pencil.

Some might see *Art Alive* as just an electronic colouring book with big ideas, which to a certain extent it is. (And why not?) The only way you can preserve your work for posterity, or even for a femtosecond for that matter, is to connect your Sega up to your home video machine and record your animated goings-on on a bit of video tape. A clumsy method but the only way to go, considering you can't save or load on a Sega. Still, I'd file this under interesting curiosity for kids rather than heavy duty tool. (Fnarf!) And just think, people can't accuse you of rotting your brain with a lot of mindless computer games. E



Verdict

Not among the best and most well thought out carts ever made, but one of the most original (and frankly one of the darndest things I've ever seen!). Hot damn!

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 51

Out: Now **Price:** £29.99
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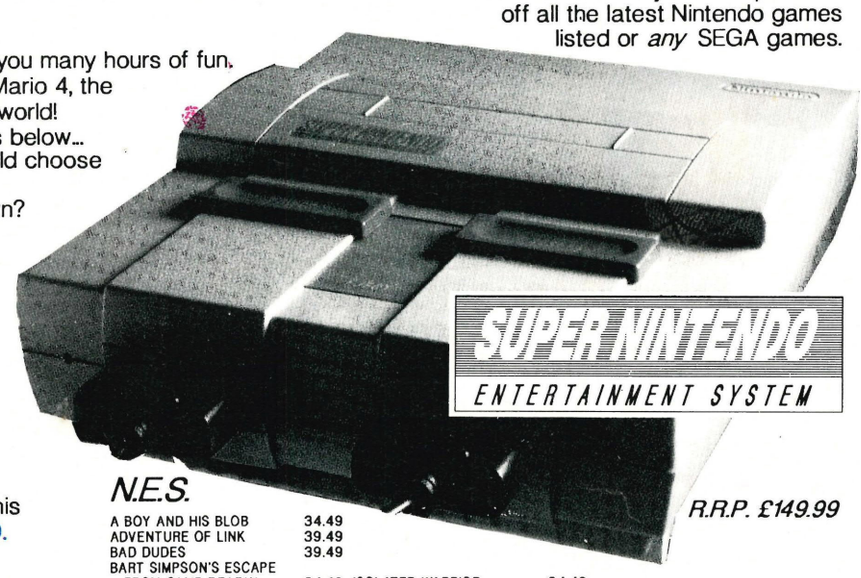

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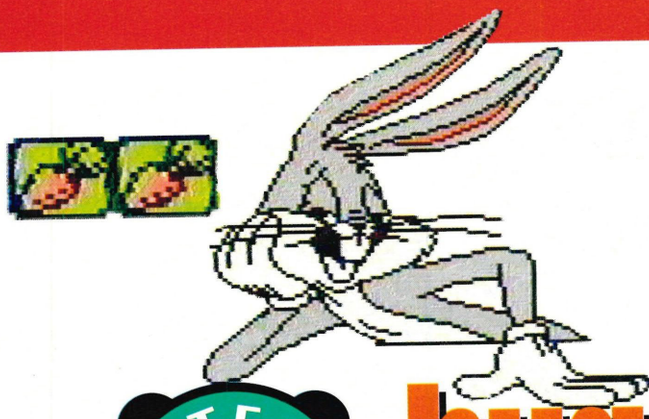
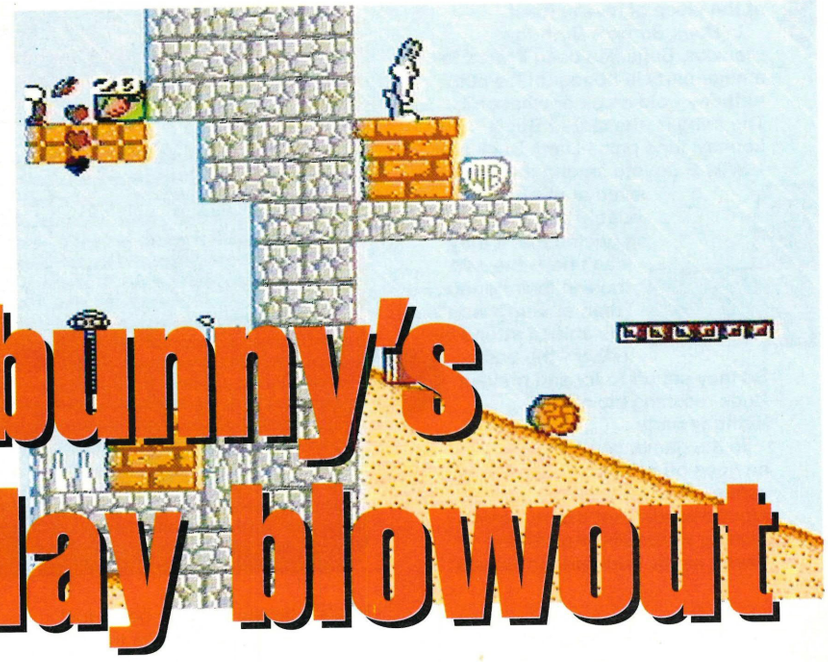




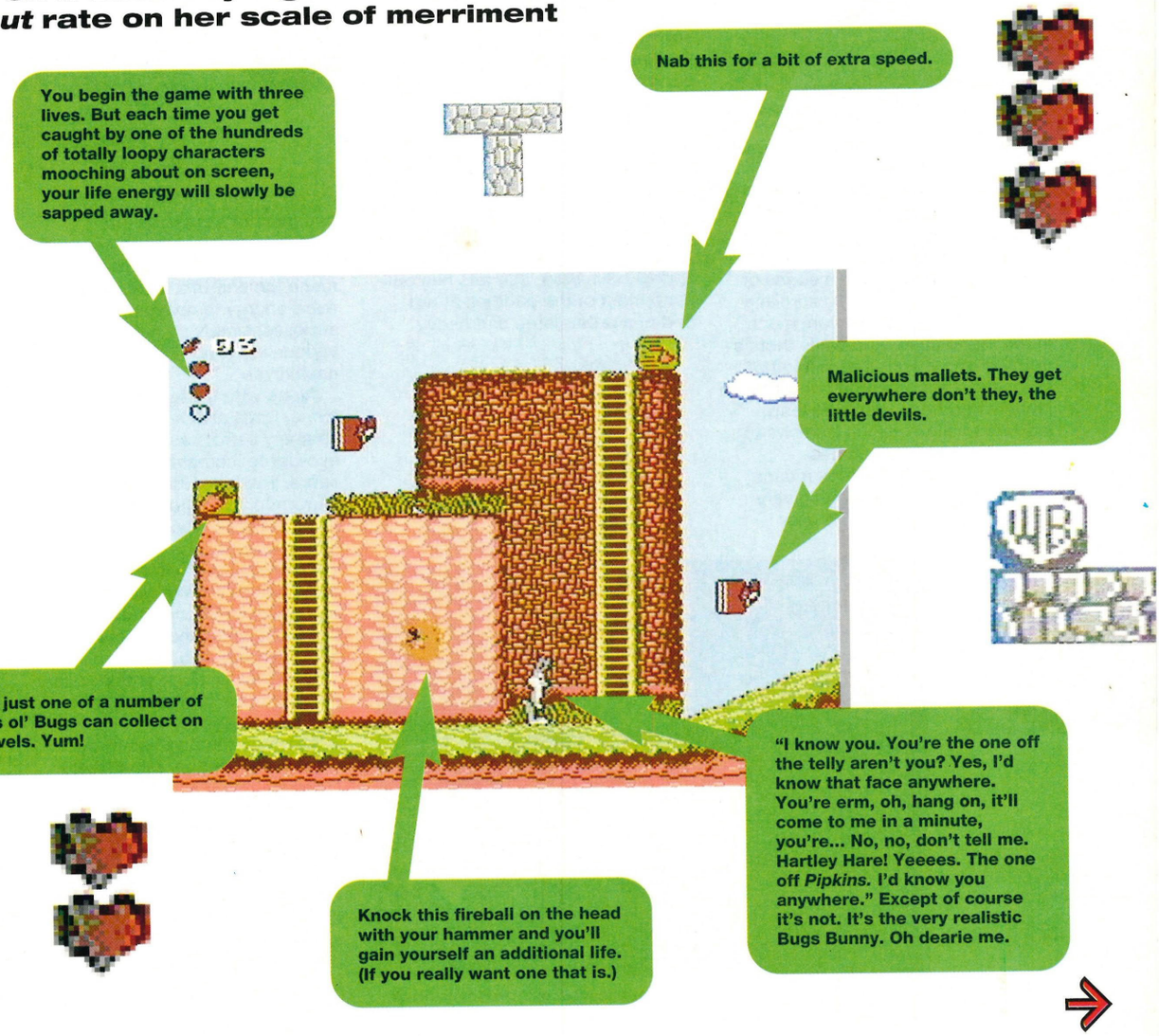
bugs bunny's birthday blowout

Jackie Ryan has always been a bit of a party animal. In fact she's well known at _Game Zone_ not only for her convivial nature and prowess on the dance floor, but also her staggering ability to put away vast quantities of lemonade shandy on a Saturday night. So how did _Bugs Bunny's Blowout_ rate on her scale of merriment and revelry then?

Erm, not too highly I'm afraid. You see, for any kind of half-decent rave, there's one or two essentials you need to get right first. A jolly loud sound system is obviously a must, as long as it is accompanied by a variety of groovesome cuts which will allow party guests to indulge in their favourite dance steps, (be they deeply dodgy disco or reels of the Dashing White Sergeant).

Party nibbles and liquid refreshments - quiche and tonic water for instance - are always a nice plus, although if you're a bit of a cheapskate you can always ask your guests to bring their own. And those seductive-looking dim and dark corners, to which the more imbibed party-goers can retire if they wish to indulge in the odd session of tonsil tickling are what makes any party go with a swing.

The thing is though, absolutely none of these essentials appear in the most anticipated rave of the year so far - *Bugs Bunny's Birthday Blowout*. Not because ol' buck teeth himself - that well renowned jolly japester from Looney Tunes – is a party pooper or anything like that. Indeedy no. But because in this game, which has been bought out to celebrate his golden anniversary, he spends most of his time trying to actually get to his birthday bash, rather than actually 'shakin' his thang and struttin' his funky stuff'



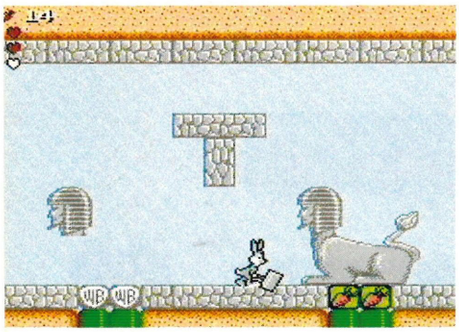
at the place of revelry itself.

In *Bugs Bunny's Birthday Blowout,* Bugs has been invited to a huge party in honour of his 50th birthday - old crock or what eh? The thing is, the rest of Bug's Looney Tune pals - Daffy Duck and Wile E Coyote among them - are eved at this.

ndably then, the rest ıg decide that if they can't have the odd rave in their honour, then ol' Bug's won't be able to attend his either - the basts.

So they set off to try and prevent Bugs reaching his own birthday party .

In the game, you play Bugs, as he goes off in search of the party venue. This involves him hurtling around windswept plains, across rushing waterfalls and shifting desert sands and through forests full of poisonous frogs and caverns stuffed with sharp stalactites in order to get to the rave.



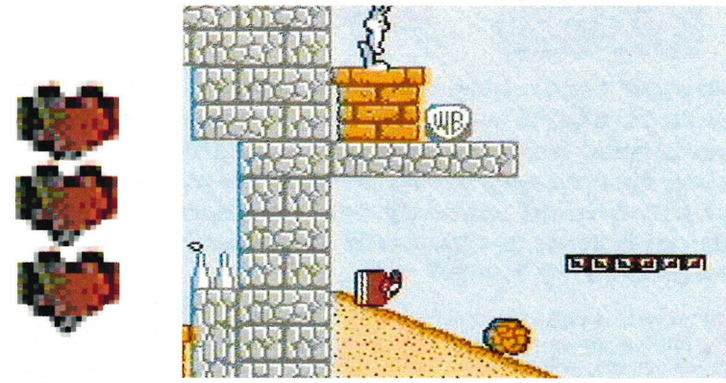
Is that Bugs? Mesphinx it's an imposter.

The thing is, all these dodgy deserts, breezy plains and dripsome caverns are made up of a series of horizontally and vertically scrolling platform environments, very much in the *Mario* style. And while there's nothing wrong with that in itself of course, ('cos it means there are literally hundreds of hills to leap, ladders to climb, rabbit burrows to explore, rocks to reach and waterfalls to wade) it does means that the gameplay is nothing very new or original. Oh dearie dear.

Bug's journey, ends up being just like old Mazza's really ie. he must make his way through the many platform environments of the game, whilst avoiding all the obstacles the other Looney Tunes characters have put in his way to stop him.

These obstacles you see mostly consist of weird and wacky characters such as walking time bombs, jumping telescopic bullet sprinklers and malicious mallets. And all them (they literally litter each of the playing environments) cause Bugs to lose precious energy whenever he makes contact with them. Yikes!

Bugs though can defend himself against these dastardly dalek types. He's armed with two sorts of defence: a) a rather neat spring in his step, that lets him out-jump most of the baddies at will and b) a rather large and heavy mallet thingy that allows him to hammer his assailants into the ground. And he can also get hold of things like extra speed to help him reach the end of a level, as well as extra energy to revive his flagging supplies, simply by activating the various icons he finds lying about each level.



What's a rabbit to do? He always thought he lived in burrows too.

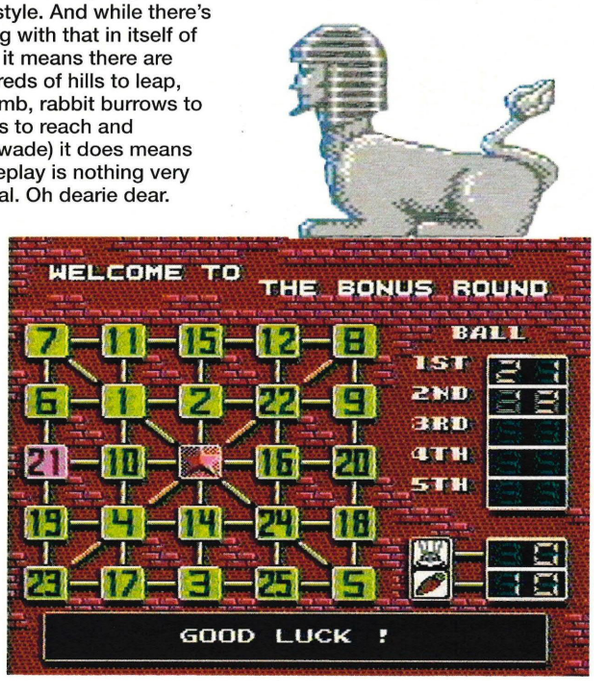
Along with these energy-giving icons, Bugs also needs to collect as many carrots as he can en route in order to increase his overall score. There are lots of baby carrots to be found throughout each level and of course huge mega muthers of a carrot at the end-of-level showdowns, where Bugs comes face to face with his party pooper Looney Tunes chums, like Daffy Duck and Tweety Pie to name but um, two.

The thing is, none of this is very partyish is it? And sadly neither is it very good either.

Although the baddies trudge around the scenery relentlessly, trying to get on a collision course with you, they're fairly easy to dodge and don't do much harm to either you, your three lives or your endless continues anyway.

The graphics are well dodgy too; the backgrounds are pale and washed out, the Bugs sprite looks as much like Bugs as I look like Winona Ryder and the scrolling is so jerky that a ride on the number 52 would probably be a million times smoother.

All in all, as things go, *Bugs Bunny's Birthday Blowout* is a bit of a disappointment on both the game and the rave front. In fact I had more fun at my Auntie Ethel's 80th birthday bash than I did playing this. Oh well.



Sub games eh? They can either be a rather good, quite welcome break between rounds or completely crap and therefore utterly pointless. Guess which this is?

the art of successful entertaining

So now you know how not to enjoy yourself – here's a few pointers to make sure you do. You see there are few sources of pleasure greater than entertaining friends. It matters not whether your home is large or small, whether you have a maid to help you or not; your hospitality can still be charming and in good taste and need not involve any great expense.

But the art of successful entertaining, of making your guests feel at home and making them want to come again can be enhanced. All you need do is take some of our friendly *Game Zone* 'Home Entertainer' tips and with no special ability you will find yourself able to throw various types of parties which your friends will doubtless enjoy.

- Good parties don't just happen, they are planned. So make sure that before you start entertaining you settle on what type of entertainment best suits your abilities, your home and your purse.
- Decide which talents you can best use for your entertaining and exploit them fully. If you are a born games leader, then try and run an indoor games party. Or if you revel in preparing tasty suppers, then throw a dinner party and create a dainty and original menu for the occasion.
- Consider carefully who to invite. Sometimes it is well to aim at similarity in their tastes, ages and outlook (ie. your friends like each other); at others variety is preferable (a row can be quite entertaining).
- If you are providing refreshment, make sure they are placed on a buffet and that the guests are invited to help themselves. There should be piles of plates in front of the table, savoury or sweet sandwiches, with cakes and biscuits evenly distributed behind. Sandwiches and bridge rolls should be labelled, preferably with the small decorative 'flags' so popular today. Tea, coffee, iced coffee, fruit cup and Viennese chocolate are the usual drinks offered.
- And finally, for the sure-fire success of any social gathering, make sure a shadow puppet show is included. Such a show can be easily prepared using an old blanket and a hurricane lamp or torch. Happy entertaining.

Verdict

An unoriginal and poorly executed cartoon conversion. "What's up Doc?" This is.

END ZONE

Graphics 3

Sound 3

Addictiveness 3

Playability 5

OVERALL 40

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the beginner's guide to inflicting pain – part a weapons

dynamic
Dodgy, very dodgy. As soon as this is dropped, it begins to glow. Try not to pick it up, but lure the warriors over it and watch them fly.

oil can
I like these. Chuck 'em, roll 'em, versatility is their middle name. They are very good for keeping bad guys at bay.

whip
Whip crackaway, whip crackaway! This is as powerful as the bat, but short-ranged, so it's a bit of a waste of time.

bat
Yeehaaa! Definitely the best way to smash those meanies' faces in. A nice and useful powerful weapon of destruction.

crate
Only found on level two, wooden and squarish, these are good for pushing the evil ones off the edge of things into oblivion.

rock
This is really the same as the oil can, you can chuck it at things, but can only be found on levels three and four.



MEGA DRIVE

double

***Double Dragon* eh! When St. George didn't answer our calls we asked *Tyler Martin* to don his iron-lined boxing gloves and review the game instead.**



There I was dozing over a soggy bowl of cornflakes on a Saturday morning when the doorbell rang. I shuffled to the door knowing I never get anything but junk mail. I opened the door and there to my surprise was Mr Postman with a parcel for moi.

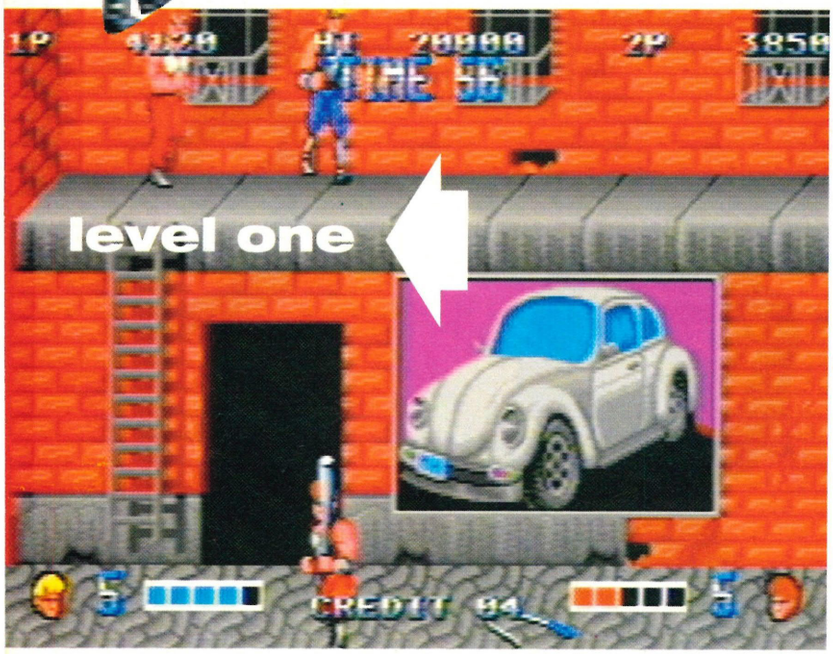
Forgetting my manners, I slammed the door in the postie's face and ripped open the parcel. Inside was the Ballistic cartridge *Double Dragon*. Wow! Great! Fabb doo, I thought and rushed upstairs and began to play.

This is the first of a new line from Ballistic called Arcade Blockbusters. If you didn't know (and if you didn't, you'd have to be pretty thick!) *Double Dragon* was a Sega arcade smash of the mid Eighties. It is seen as the forerunn to all modern day beat 'em-ups. It introduced such gratuitous violence that it made people's eyes pop out in horror (maybe not, but it certainly caused a stir).

scenarios r us

One day you (and your brother, if you decide he should be there) were in the garage giving your swankola speed car a good check over when all of a sudden you hear an annoyingly high-pitched scream from outside. It seems that your lass has been kidnapped from right under your nose (well it was original when it first came out). Out you rush, just in time to see your girl lugged off into the distance by a group of unruly thugs known as the 'Black Warriors' who are led by a gun-toting meanie (oooh, I'm trembling at the knees already). So, like the fool you are, off you pop as if it were a trip to the local newsagent's. You have to clobber your way through five levels of fiendish scrapping fun (see *Going Places* for more info) to try and rescue your girlie from certain death.

Double Dragon, as everybody knows, is a beat 'em-up. It has the standard left to right scrolling play area filled with all manner of delinquents. It also has the rather nifty inclusion of ladders, and other things to climb, which lead to higher playing areas. These are really handy for luring baddies up, giving them a quick kick in the teeth and then lobbing them off the



Fwhoarr! Nice bodywork on him and the car!



places to go

When you're biffing baddies, the backdrop is crucial. Here's what you might glimpse from out of the corner of your eye...

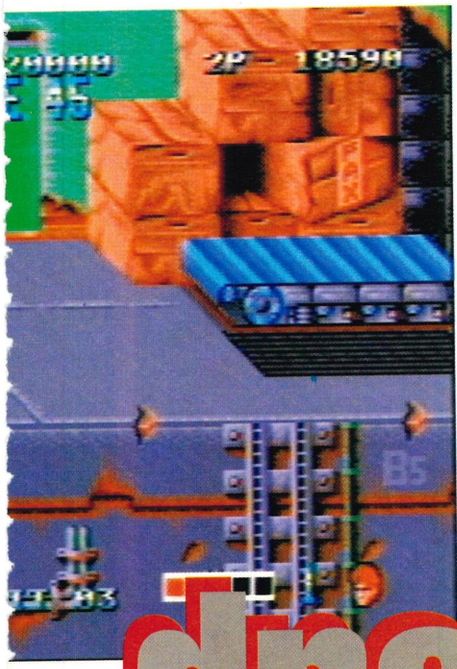
level one - the city
Lots of shops for you to climb onto the roofs of. Here you will find oil drums and have to deal with about five bad guys at once to complete the level.

verdict
Fair conversion of an old, rather dated game.



Mind, there's a huge white spikey thing!

dragon



Along the way you pick up numerous weapons to aid you. (See *Beginner's Guide, Part B.*) Nasty chaps include big black dudes in blue trousers and bovver boots. There are even whip-wielding women.

The graphics in the game look just slightly better than the Master System version. The main sprites are blocky, but their animation is okay. They could have been a lot better. The backgrounds range from crap to mediocre, for example the forest level trees look like they have been drawn by a five-year old. The sound is quite a good rendition of the original. The sound effects are fair – swishes and thuds abound.

The playability is okay, but gets very frustrating at times as the controls are sometimes unresponsive. Of course this always happens when you're about to get bashed in the gob, which rates high on the annoyance scale. The playability gets more enjoyable in two player mode, as you can beat each other up – great fun! One big complaint is that it's too easy. It only has five short levels and I completed it on the first day. It gets even easier in two player mode. The game does have a bit of moreishness about it but even that doesn't make it a worthwhile buy.

This game could have been good, but is greatly spoiled by poor graphics and playability. It may appeal to die hard fans of the arcade, but even they may be disappointed.



If you go down to the woods today... you're sure to get thumped!



level two - the industrial area

This has a lot of girders lying on the floor. Watch out for the chasms which you can easily fall down. You also meet dynamite and crates here for the first time. The boss is a sort of copy of you and is able to do all your moves – watch out.

level three - forest

This isn't much different except for the scenery; as you'd imagine in a forest there's loads of trees and even the odd bit of green stuff. There's even a broken bridge and some water to chuck people in, yet don't expect to find a teddy bear's picnic!

level four - nearing the hideout

This is mostly staged on a rope bridge up in the mountains. Here you find boulders and a wall to climb. The boss is a big green mutha who takes several beats until he passes away.

final level - the hideout

Cripes, this is scary. Narrow passages, moving gargoyles and people bursting out of walls. The boss is a terror; he's the one with the gun. Stay close or he will fire it.

When you have done all this, you get your girl, in more ways than one...

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 52

Out: Now **Price:** £29.99
Publisher: Accolade/Ballistic



Julie Andrews never encountered this lot while up a mountain.

edge of the building or cliff until they make a nice squidgy splat at the bottom.

Your characters can be either Billy or Jimmy Lee, or you can have them both on screen at once, for this is a two player game. Both the characters are endowed with all manner of martial arts skills (more like mugging skills) which range from normal kicks and punches to headbutts and back elbow smashes, which are just the thing for disfiguring an approaching baddie's face. (See *Beginner's Guide* to inflicting pain.)



the beginner's guide to inflicting pain – part b moves

In Part A you learnt about the hardware (oo-er), now find out how to use your beefy body (double oo-er) to best effect in Part B.

high kick
These are useful as they are quite long-ranged and powerful. When done in succession, you produce a round-house kick.

reverse kick
Get them in the goolies when they're not expecting it! These are quite good for disposing of sneaky baddies who creep up behind you.

punch
These are good for giving close range beats. A flurry of them produces a close uppercut.

elbow
These are fairly good for disposing of thugs approaching from behind, but are short range. Sharp and knobbly ones work best.

knee-smash
Almost exactly like the throw except that you smash the oiks' heads over your knee. Handy for baddies who want a new nose job.

headbutt
This is useless as by the time you have executed it, you're being biffed around like a bouncy ball.

jump kick
A more skill version of jumping over hurdles, the jump kicks are good for getting out of trouble, but, alas alack, aren't very powerful.

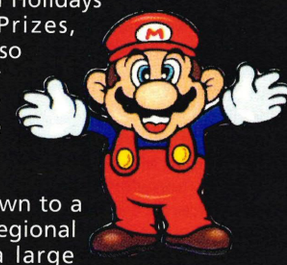
throw
Flex those muscles, heave-ho and a-crashing those baddies go! The throw is really great fun! They are powerful and satisfying.

THE COMPUTER GAMES OLYMPIAD 1992

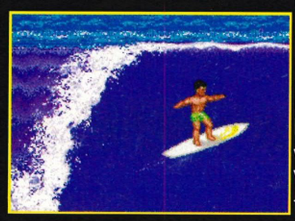


WHAT IS IT? For the first time in this country a National Computer Games Competition encompassing all your favourite games and the chance to win the coveted Computer Games Champion Award for your category.

WHAT ELSE CAN YOU WIN? Prizes will be awarded for style, gameplay and high scores as well as for positioning within each category. Prizes will be given both at regional and final levels and will include International Holidays including trips to Disneyworld, £10,000 Cash Prizes, Computers and Computer Games. Each entrant will also be given a certificate of attendance stating their position gained and the overall rating given by the adjudicators. Due to our unique system at least 2,500 people will be winners!

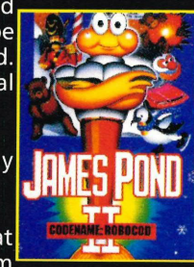


WHERE IS IT? As much as possible we have tried to keep travel down to a minimum. On the right is a list of 40 towns which will all have regional heats. Any other towns or areas that have a large registration count will also be included in the regional heats. The finals will be held in London at Wembley on the 25th September 1992.



WHEN IS IT? Regional Heats and Finals will be held between May and August in the evenings and on weekends. The Finals will be held in September. Final Venue dates will be furnished on May 4th, 3 days after the final registration date.

HOW DO YOU ENTER? Easy, just fill in your registration card below and send it with your registration fee to the Olympiad Committee at the address below before the final registration date May 1st. On receipt of your application all your details will be placed into our competition database and your entrance number and ticket will be despatched to you as well as a complimentary spectator ticket for a friend. On May 4th you will be sent confirmation of the date of your local regional heat and the venue.



WHICH CATEGORY WILL YOU BE IN? Categories will be by computer type, age, gender and game type.

HOW WILL THE COMPETITION WORK? Prior to the competition starting at each venue, time will be allotted to each entrant to practice. For maximum enjoyment, each round will include competing both against other competitors as well as the computer itself. All entrants are guaranteed at least 20 mins gameplay. Adjudicators will be giving points for combat style and sportsmanship. Each region will produce 20-25 winners to go on to the finals.



ARE THERE ANY LIMITATIONS TO ENTRANCE? Yes. There will be a maximum of 10,000 competitors, and as we expect a good demand, we advise that players send in their registrations as quickly as possible. The minimum age for entrants is 13.

WHERE CAN I GET MORE INFORMATION? Call either of the registration hotlines for more details.

(This form can be photocopied)

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Lincoln
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Luton
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The Olympiad Committee
Spike Island - 7 Essenden
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OLYMPIAD 1992 REGISTRATION FORM

Registration Hot Line
(0707) 665980

Computer make & model: Acorn / PC / Atari / Nintendo / Amiga / Sega*

Title : Mr/Miss/Mrs

Name:.....

Address: .....

.....

.....Postcode: .....

Daytime Tel No.:.....

Evening Tel No.: .....

Age:.....Occupation: .....

Left or Right Handed: .....

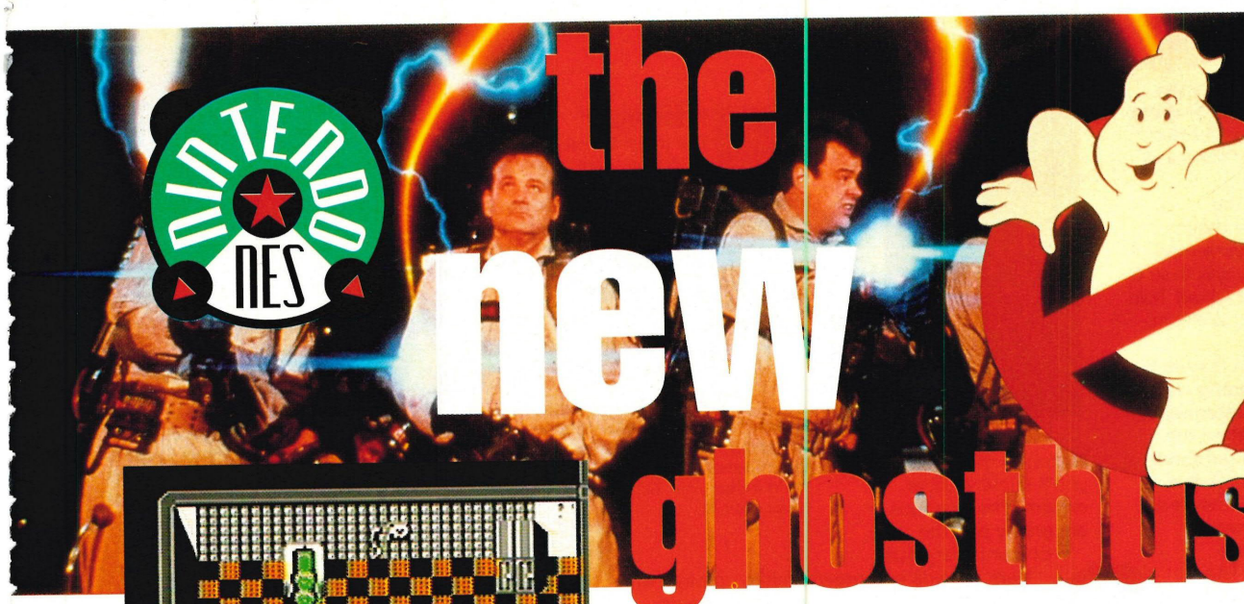
Top 3 Favoured Games	Hi-score/Level
1:.....	.....
2:.....	.....
3:.....	.....

Preferred times to Play: Evenings / Weekends* (Leave blank if either time slot is acceptable)

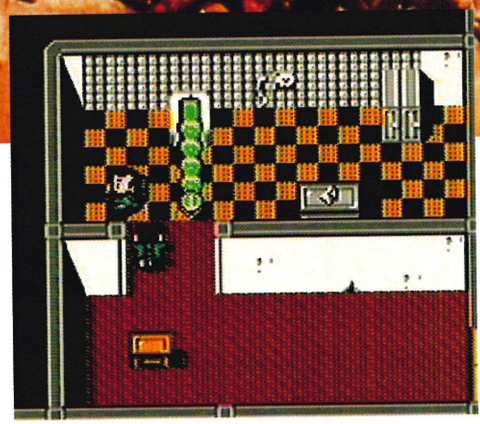
Please find enclosed my cheque/Postal Order for the sum of £10 made payable to Barclay Computer Services Ltd. in respect of the registration fee with the Olympiad Committee for the Computer Games Olympiad 1992.

Signature .....Date .....

* Delete where applicable



the new ghostbusters 2



You expect to see this kind of thing the day after a curry.

"I'm not coming out till you put it away," cried *Nick Baynes* from under his desk. "But it's only a game," replied the rest of the office. Eventually, after a bribe of warm milk and cookies, he was coaxed out to review The *New Ghostbusters 2* from Activision.

How many more versions of the ghost-busting quartet will there be? There's the original *Ghostbusters* on the MS, *Real Ghostbusters* in the arcade, *Ghostbusters 2* on NES and Game Boy, and now *The New Ghostbusters 2*. Where will it end?
The strange thing is that, except for the original, they've all followed very similar gameplans.

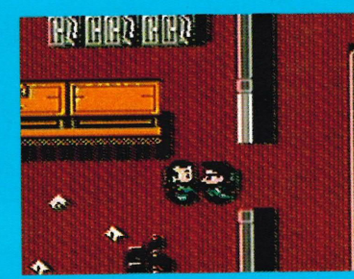
TNG2 continues this tradition, as it's a port from the Game Boy version.

Anyone who's seen the film will have a good idea of what's going on. For those who haven't, I'd better explain (sigh).

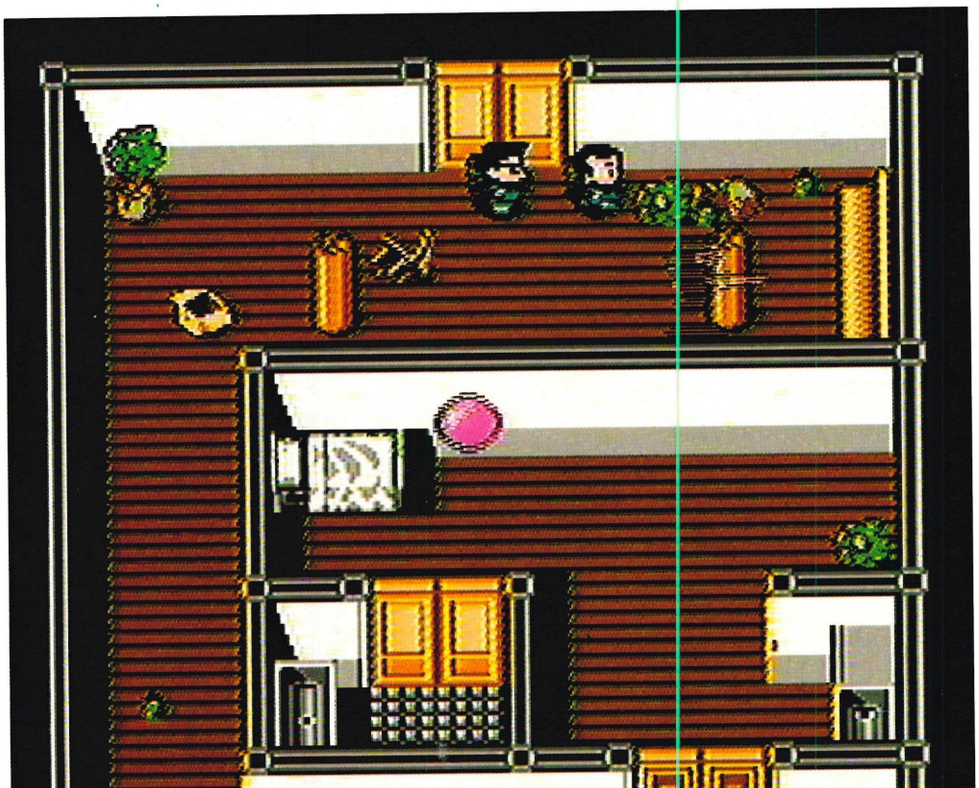
The evil Vigo is a real moody bast. So moody in fact, that he plans to open a portal between the supernatural and natural to create a world of chaos, with him as the supreme ruler. In preparation, he's channeling together all the evil vibes in New York until New Year's Eve, when the supernatural world will come through.



working together in harmony



first man: Right, I'll walk in there and hold the ghost in my proton beam while you catch him in your trap. Got it?
second man: Errr... sort of



Here at the Haunted Hotel, we offer every kind of haunting. Breakfast with a banshee, poker with a poltergeist...

The game follows the movie plot, with the levels taking place in locations from the film. In level one, a court room, the lads are faced with the ghosts of the Scolari Brothers, two (dead and smelly) notorious criminals seeking revenge on the judge that sent them to the electric chair.

Then it's onto the New York subway system, and here the 'busters battle with dead miners and finally a mad train driver's ghost on a phantom subway train.

Later levels take place in a kindergarten (where you meet an evil Nanny), back in the subway again and finally in the art museum where the twisted Vigo is waiting to let the supernatural through.

Suprisingly the storyline has little bearing on the gameplay and consists of just walking round the levels blasting everything in sight.

The game is viewed from above, rather like *Gauntlet*, with you controlling two (yes TWO) of the selectable five characters (Peter, Ray, Egon, Winston and Louis) as they walk around bustin' ghosts. As you walk into a room/corridor/toilet (true!), you're faced with a number of ghosts flying and throwing various weapons.

Once the screen has been cleared a giant arrow appears telling you where to go to get to the next section of the level. After a certain

number of screens (depending on the level) you confront the usual end-of-level bosses, who range from the near impossible to the ridiculously easy to defeat. Then it's off to the next level for more of the same, and that's about it. *(Hang on a minute! What about the fact that you control two characters instead of the usual one? Reader.)*

You have total control over one of the characters, whilst the NES makes the other follow you about. Pressing A makes your man stun the ghost with his Proton Beam, and then B gets the other man to throw an Acme Ghost Trap under it. Sounds smart. *(Yes. Reader.)* Well I'm afraid it's not.

When the computer controlled man throws his trap he nearly always chucks it the wrong way. This results in the ghost becoming unstunned and sliming you (ie. you lose a life). When the game's as tough as it is and you only get three lives this really is annoying and shows that a good idea can be ruined if badly implemented.

It gets a bit boring with only one type of proton beam at your disposal and there aren't any other weapons to pick up. The fact that the Game Boy version has a super weapon and the NES doesn't makes it all the more frustrating. When you're paying 35 quid for a game you don't expect to find out that a superior version is available for a tenner less.

That's the control method dealt with, but what does it look and sound like? If you've played any



Nintendo game before you'll know what to expect. The graphics are grainy and the colour is very dull.



Dark browns and greens make up most of the game and the programmers are so obsessed with dark colours, they've made one of the characters green!

Scrolling is smooth, and there is very little sprite flicker, but the screen is never really crowded with ghosts so there shouldn't have been any anyway. The men are small, and suffer from the usual Japanesey big heads-small bodies syndrome, but are all recognisable as their big screen counterparts, even if it does look like they've got three legs when they're walking.

The levels don't look that dissimilar to each other, which gives a horrible feeling of déjà vu as you progress through the game. Animation is simple but functional and on the whole the game looks very, erm... Nintendo-ish. In other words it won't make you fall off your chair with admiration or amazement, but it's no worse than many other NES games.

The music is a bit whiney and off-key, and rather than having you tap-tap-tapping your foot, you'll be turn-turn-turning it off. Sound effects aren't amazing, but there's a couple that'll have you smiling (the Hilda Ogden laugh that some of the ghosts make as they throw food at you is my personal fave).



The playability is what counts though, and sadly this is where *The New Ghostbusters 2* is lacking. At first it seems quite good fun, but after playing it for a couple of hours you realise that it's all too samey. There are six levels, and I could only get to level three (using continues), but whether you can be bothered to play all the way through all six is questionable. Maybe a password system would have helped, but this would have made the lastability even shorter.

All in all, if you're a big fan of the films or the lunchboxes or even *Gauntlet*-style games, then you might want to check it out, but for the rest of us it's a case of one go is enough. For me personally, there was one really good point of this game; it finally cured me of my fear of ghosts. *(Boo! Ed.)*

Ghosts You'll Meet Along the Way*



slimer

The most famous ghost of all, Slimer, can boast to have been on more children's lunchboxes than Postman Pat. Unfortunately for him, he's also incredibly easy to catch, but to make up for that there are loads of incarnations of him around the levels! Hurrah!



round blobby things

These are a bit strange. Round purple blobs jump backwards and forwards aimlessly. At times it looks as though a bowl of jelly exploded everywhere. Their ambition is to be part of a fruit trifle.

disappearing ninja

You have to be quick to catch this ghost, as he appears and disappears before you even realise he's there. Of course, by that time, he's killed you. Tch! That's ninjas for you, isn't it!



robert maxwell

Watch out for this ghost. At first he'll help you on your way, but don't turn round or he'll pick your pocket. A quick squirt with a water pistol should see him off.
***erm... and one you won't.**



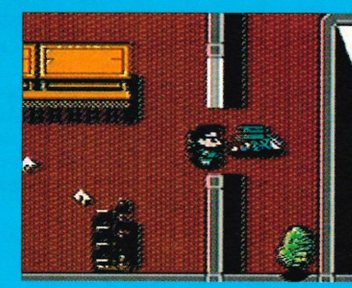
first man: There's the ghost – you do remember what to do don't you?
second man: Of course I do Ray.
first man: My name's Peter!
second man: Oh.



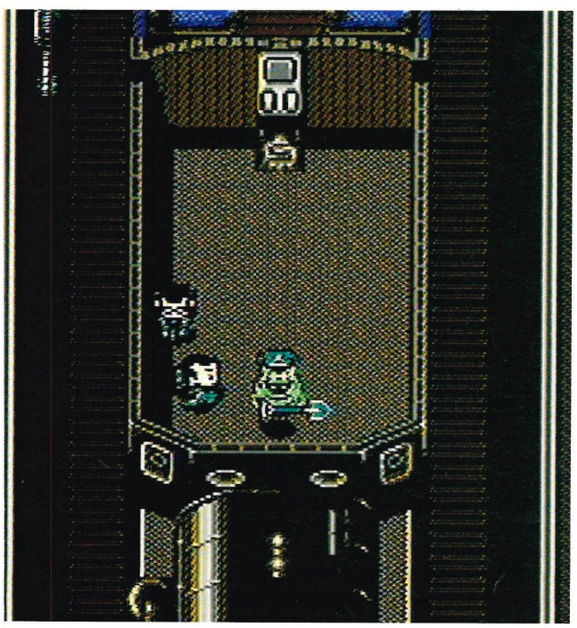
first man: I've got him stunned! Use the trap!
second man: What trap?



first man: The trap you're holding!
second man: Oops! I threw it the wrong way.



first man: (dying):You git.
second man: "Oh dear. I'm a bit crap really aren't I?"



Would you argue with him if your train was delayed?

Verdict

A nice idea spoilt by frustrating controls and dull gameplay.

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 70

Out: March/April **Price:** £34.99
Publisher: Nintendo

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die hard

Take a toupé, a smattering of catchphrases and a Brucie bonus and what do you get? Confused, that's what, thanks to *Daniel Pemberton.*

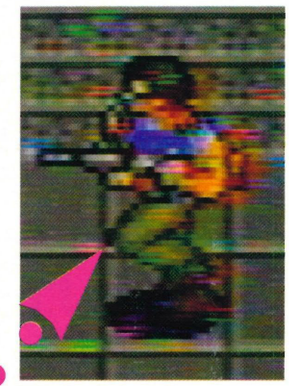
Die Hard is, as I'm sure you know, the smash hit film starring 'popular' entertainer, Bruce 'Play Your Cards Right' Forsyth *(Isn't that Bruce Willis? Ed.)* In fact the film was so successful that it spawned two sequels, *Die Hard 2: Die Harder,* and *Die Hard 3: Dead.*



Anyway, in case you didn't know, the film involves lots of violence, lots of guns, lots of blood, lots of bad acting but not much storyline. *(Surely that's Hudson Hawk? Ed.)* Basically our pal Bruce takes on this whole terrorist organisation with one hand tied behind his back, kicks their butts, rescues the hostages and still manages to fit in a quick game of Pro-Celebrity Golf with his showbiz pals *(Eh? Ed.)* Exciting stuff, eh? So how have those clever chappies at Activision turned it into a console game? Read on and all will be revealed.

Well the game itself is a bit similar to that classic, *Ikari Warriors.* Bruce can run, jump, fire, kick and shout "Nice to see you, to see you nice". *(Hmm. Ed.)* In fact he can do virtually everything, which is pretty good going for some old cronie like Bruce.

Anyway, basically you just have to reach the end of the level, where, surprise, surprise, you move onto the next. Unfortunately those no-good terrorist chappies have got other ideas and are going to try their best to stop you.



So how does Bruce get rid of those nasty terrorists. Get his fellow Tory chum, Norris McWhirter to string 'em up? Nope. Threaten them with a *You Bet* forfeit? Nope. He just fills them with bullets, from the wide choice of weapons foolishly left lying across each level. Unfortunately for old Brucie each weapon has a limited supply of ammo, but fortunately it can be replenished just by picking up another gun. Hurrah!

Another thing Bruce can pick up is a first aid kit which refills his energy to full. Double hurrah! Bit like a Brucie bonus really, only more handy.

The game does have its strange bits though. One of them is that sometimes a massive hole appears after you've killed a soldier, picked up a weapon, done the lambada, etc. "Wow, a hole," you think, "I'd better go down and investigate". So down you go. Then you see a little Bruce fly down a black screen and the words 'Game Over' appear. What a bast! *(Is he thick or what? Ed.)*



Level one. Rotary grill? No, it's a big, black hole. If you fall down it, you die without a go on the conveyor belt.

brucie bonuses -

Scattered throughout the game are lots of things to collect, and here's a little guide to them.

flamethrower

This seems to be the hardest weapon to come across in the game, but it's probably the best. Any soldier coming close gets fried. Unfortunately it eats ammo, but luckily you've got 999 'bullets' to use up. It sounds like 'ssssca'... well it doesn't actually. It sounds like... erm... a flamethrower.

Brucie Bonus Rating: 9

armour

A must for any fashion freak, even Kool Kev's got one. Yup, it's the blue bulletproof vest. Reduces your energy loss for a while and makes Bruce look a bit more trendy. What noise does it make? Don't be stupid.

Brucie Bonus Rating: 8

grenade launcher

This is the bizz! Okay, so it's only got 30 bullets but it's fab. It clears an area faster than one of my old socks and it's possible to kill two or three people with one shot, again a bit like my old socks. Makes a sort of 'Whoosh-Bang' noise. Brilliant apart from the small amount of ammo. Use wisely.

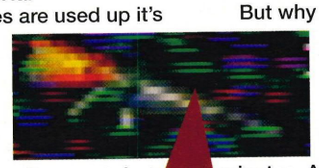
Brucie Bonus Rating: 8



Level two. This fab outdoor swimming pool could be yours if you play your cards right and kill ten terrorists.

"Curses," you think. "What a cunning ploy by those terrorists. Little do they know that I've still got four continues left. Ha Ha Ha!"

But when all those continues are used up it's 'Game Over' time which means no more Generation Games for Brucie. What a swizz!



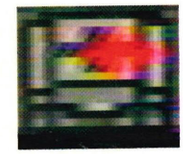
One of my biggest gripes about the game is level three. The first two levels are pretty smart, but level three is a different kettle of fish altogether. In fact if it was a kettle of fish I reckon it'd contain some rather stale kippers, 'cos firstly they're stale, hard and smelly and secondly I don't like them. A bit like level three really.

But why don't you like level three, you may ask. Well it's like a big maze of corridors and it's very easy to get lost. Okay, I'm crap, but it still gets on my nerves, especially when you realise that you've been going round in circles for the last ten minutes. Arghh!



Presentation is top notch. The in-game graphics are small and perfectly formed, unlike old Bruce's chin. There's some pretty smart digitised piccies between each level too. In fact there's loads of detail in the game, from blood on Bruce's back to a little Bruce shouting at you in Japanese before each level. Smart.

Unfortunately the music's not too good in places. There's a pretty atmospheric title screentrack, but the in-game stuff would be more suited to *Revenge Of The Cuddly Teddy Bears* than some 'ard lad film like *Die Hard*.



The sound effects are okay, but perhaps they should have included some sampled "You Bet" or "Nice to see you, to see you nice". On second thoughts perhaps not.

verdict
Okay if you are a 'die hard' fan of the genre.

Anyway as they say in the Homepride ads, "The secret's in the sauce". So what's the playability like? Well, it starts off smart to begin with, with extra weapons and secret rooms, but gets a bit boring when you have to plod through the same levels over and over again, especially when you're stuck on level three!!! Arghh!

It's quite good fun now and again, but like Bruce's jokes, it's not that good and it's all been done before. So what mark does it get? 60? *(Higher! Audience.)* 80? *(Lower! Audience.)* Okay 73! Yes! I've won the his and hers matching watches. Pukka! The game is really only for 'die hard' fans of the genre. (Ho, Ho, Chuckle.) E

toupé or not toupé?

pistol
The pistol is crap, utter crap. For starters it's only got 100 bullets and they only come out every hour or so. Also, the bullets not only look like ping-pong balls, but are just as effective. The enemies usually die of laughter rather than getting ping-ponged to death. And it makes a 'putt-putt-putt' sound. Crap. Even a *Game Zone* water pistol is better.
Brucie Bonus Rating : 1

rapid fire pistol
Bit like the normal pistol, but as you've probably guessed instead of the bullets coming out every hour or so, they come out every millisecond. Unfortunately they still look like ping-pong balls, but are more lethal now 'cos they come out faster. It makes a 'tttt-tttt' kind of noise. But there's a price to pay for this, yup, your ammo goes down faster than Bernard Manning in a lift.
Brucie Bonus Rating: 5

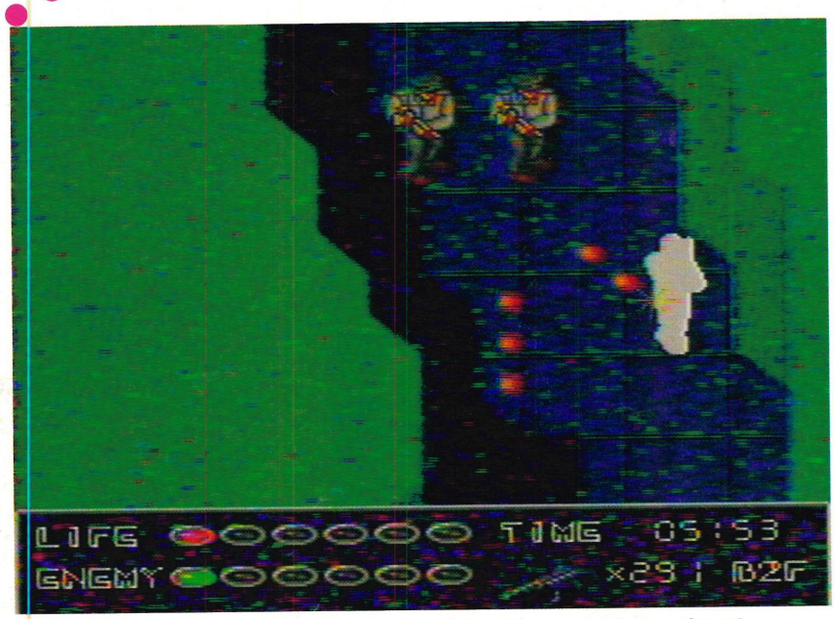
revolving tie rack
Quite why the programmers left this 'star prize' out is a mystery. It could revolve and throw ties at the enemy. Smart. It features in virtually every Brucie game show, so why is it not in this?
Brucie Bonus Rating: 100

END ZONE

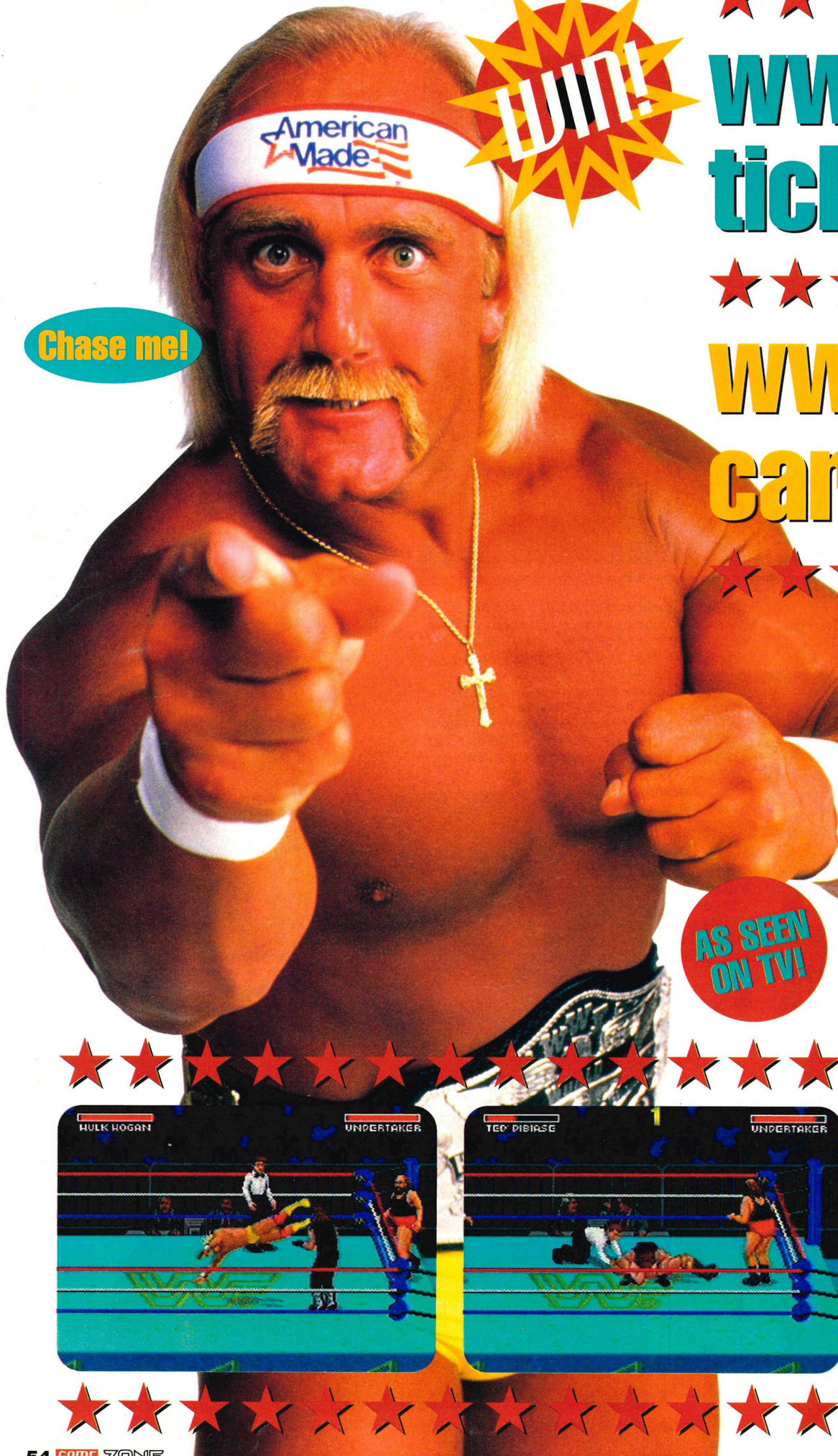
Graphics
Sound
Addictiveness
Playability

OVERALL 73

Out: Now **Price:** £35
Publisher: Activision



Level three. Brucie's deluded. He thinks he's Paul Daniels and has done a disappearing act.



WIN!

wwf tour tickets!

wwf snes carts!

Yup, hard as you may find it to believe, we are giving away yet more gorgeous goodies. To celebrate the release of Acclaim's smart *Wrestlemania* cart for the SNES we are giving away a whole bundle of WWF stuff.

the smart stuff

1st prize Two tickets for the up and coming WWF Tour, and a copy of Acclaim's *Wrestlemania* cart.

2nd prize Five copies of Acclaim's brillo *Wrestlemania* cart.

3rd prize Five WWF punch bag characters, that will allow you to beat your fave character time after time.

the catch

All you have to do is answer this ever so simple question:

Which of these is not a WWF wrestler? Is it...

A The Undertaker
B Randy Savage
C Paul E Dangerously
D Animal

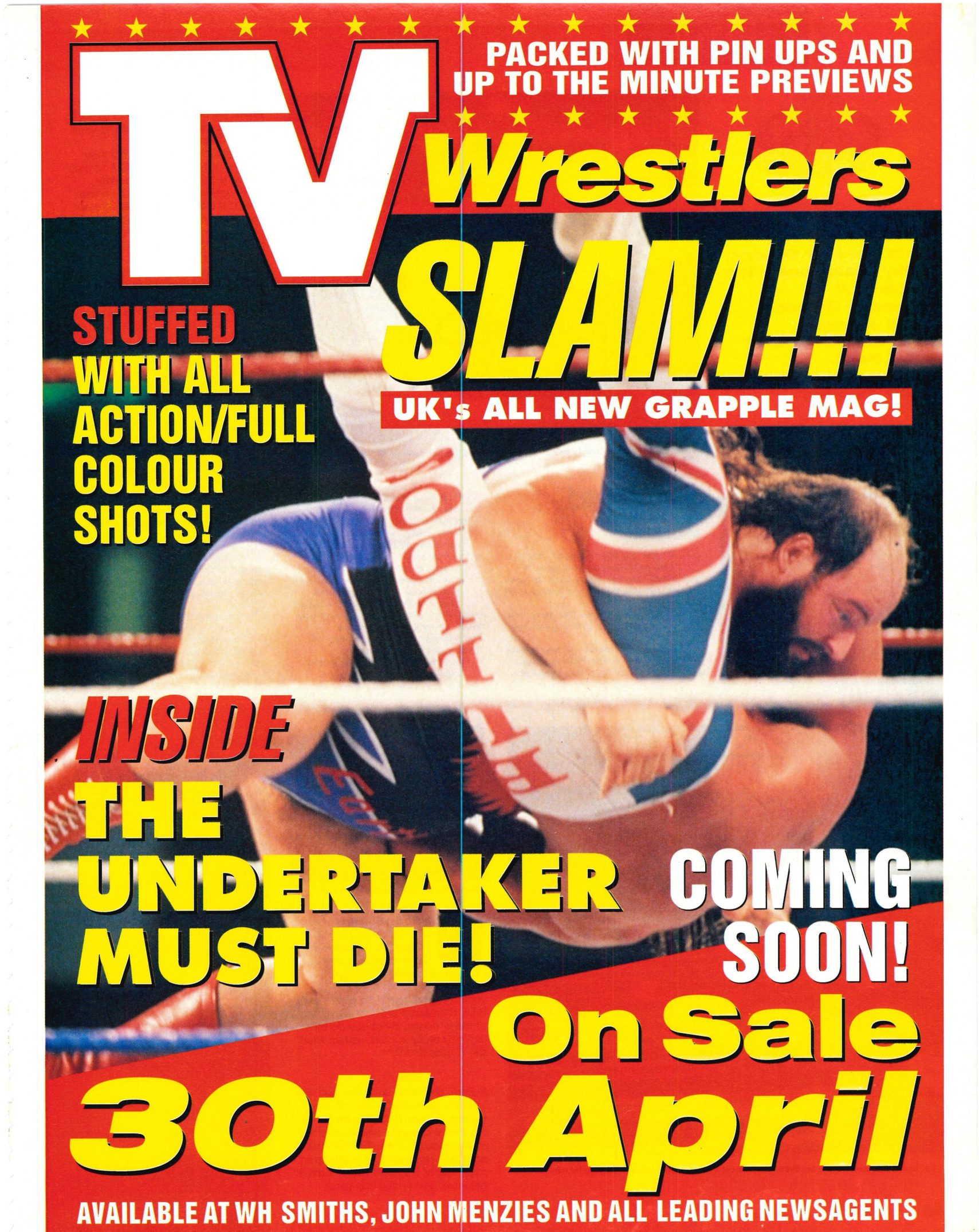
Just jot your answer on a postcard and send it to:

Hulk Hogan, worra nonce,
Game Zone,
19 Bolsover St,
London.
W1V 2BP

the pin

- Any employees of Dennis Publishing or Acclaim/LJN found entering will be forced to go three rounds with Hulk Hogan.
- Entrees received after 31 May will be fried in garlic butter and served at the *Game Zone* spring feast.
- The referee's word is final.

ALL SPORT/WILLIAM HART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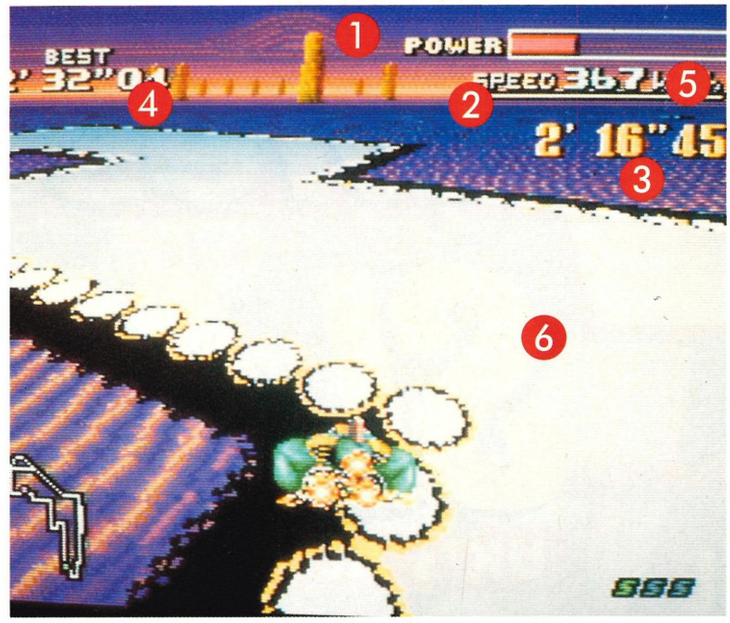
"What's this?" asked Paul. "Broom. Broom," said *Jeremy Daldry*. "Oh," said Paul, "it's *F-Zero*..." "Broom. Broom," said Jeremy. "...from Nintendo," said Paul. "Broom. Broom," said Jeremy. "Struth!" said Paul. "Broom," said Jeremy.

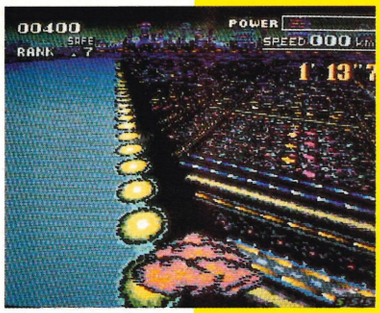


Succulently smooth tarmac in designer Major grey. The purpose of it? To drive on it.

game, and, well, what can you say about yet another boy racer game? *(Well you could start by telling us all about the graphics. Ed.)*

Ah yes, the graphics. Well they are very good. *(Yesss. Ed.)* And they are very colourful. *(Struth. Why don't you mention that* F-Zero *was one of the first games available on the Famicom and therefore shows off both the Famicom's and SNES' vector rotation qualities to the full? Ed.)* I could do I suppose, but that's a bit boring and techie. Instead I could tell everyone about my pet cat who's called Morgan! *(I don't think so. Ed.)* Oh alright then.

SUPER NES



On the left, the track. On the right, the city. Muddle them up and kaboom!

screen and heard

1. Power bar that tells you, ermm, how much power you have. If you crash into too many barriers your power bar will reach zero and you will go bang.
2. This is your score. The more you have the better at the game you are. Simple hey?
3. Zip-o-speedmeter. All boy racers need one. Those little numbers tell you just how flash you really are.
4. Tick tock. Each lap is timed in big, bold yellow letters. The faster the better.
5. This is the lowest postion you are allowed to be on at the end of the next lap.
6. Large, grey and the thing that you really should try and stay on.
7. It may look rather round and green, but these crash barriers really are a bit nasty. Each time you touch one your power drops. Particularly unpleasant where the track is especially narrow.
8. Ermm, this is the background bit. Good innit?
9. Hurrah it's you! Zooming along in your mean, lean racing machine you really are a bit of a boy racer star.
10. On each track there is a little pit thingy. If you drive over it a spooky UFO-like thing comes down and zaps you. This has the odd effect of restoring your power. Yippee!
11. A spooky UFO-like thing that restor... *(Yes, yes, alright. Ed.)*
12. How many more cars you have in the pits before you have to sit out the rest of the league and watch from the sidelines.



Lean, mean broom broom broom broom broom machine gets ready to, er, go broom.

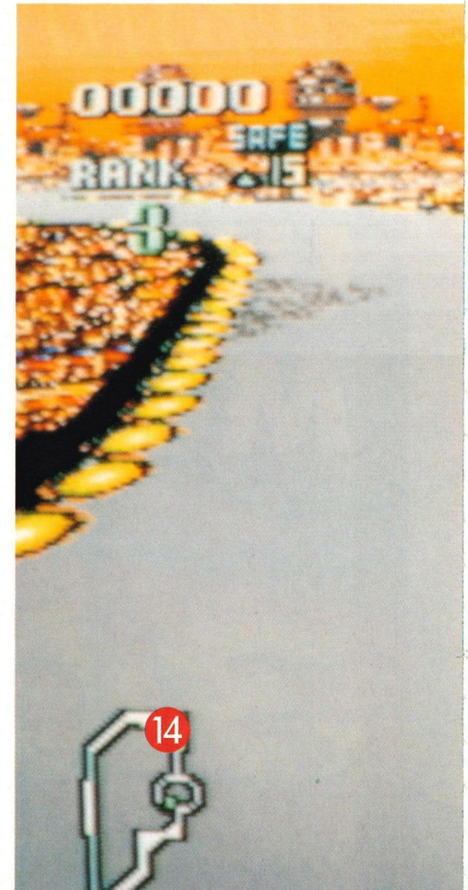


Floats like a butterfly, but it's a car!

What's the first thing you think when you load up *F-Zero?* Is it "I think this game is stuffed with colourful animation?" Or is it "I think this game has jolly good vectored graphics?" Or is it even "I think therefore I am?" Nope none of these things. What you *do* think is "They really should explain what the 'F' stands for."

fishy zero

F-Zero, eh? Well, what can you say about a game like *F-Zero.* F-Zero, F-Zero, F-Zero. *(Would it be fair to say that you can't think of anything to say about* F-Zero. *Ed.)* Well it's not that I can't think of anything to say, exactly, it's more that *F-Zero* is basically a futuristic boy racer

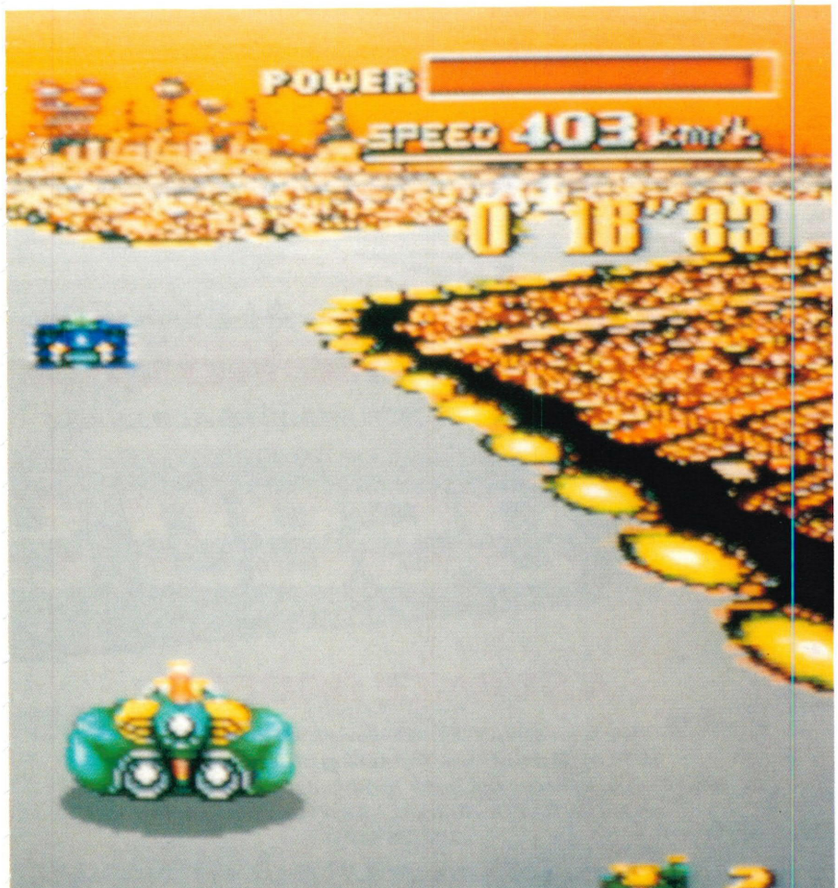




f-zero

13 Each time you complete a lap you are given a pressie. It's a turbo boost wrapped in a big pink ribbon. This allows you to go very, very fast indeed.

14 Just in case you have a spare millisecond to tear your eyes away from the track, you can see the up and coming turns, bends and twiddly bits. Unfortunately by this time you've probably crashed into the up and coming turns, bends and twiddly bits you were looking for in the first place.



funky zero

There's no getting round it, *F-Zero's* graphics really are pretty smart. So smart in fact, that they hold a degree from the University of Cleverness in Advanced Brain Storming. They're that smart. And why are they so smart, I hear you cry? Well, because they are fast. I mean we are talking *fast* here. You may think that Bridget Smith from E4 is fast but *F-Zero* even leaves Bridget 'Behind the Bike Shed' Smith, for dust.

It has more swirly vectored graphics bonging about the screen than you could ever hope to see, which, of course, the SNES really is very clever at doing. Little colourful bitmap hover cars zoom over vectored tracks like zoomy bitmap things, giving you such a sensation of speed that you start grabbing the side of your chair and shouting, "Stop, stop, I want to get off."

(So would it be safe to say that F-Zero's *graphics are quite good? Ed.)* Yes, it would. In fact *F-Zero's* graphics are gooder than a very good thing.

festering zero

But what about the gameplay? Well it's fast. And you do have several leagues to play through against more hover cars than you could ever possibly hope to come across. But it all gets just a bit dull after a while. You can race round for all you're worth, but the lack of a championship means that you are only ever racing against the clock which does tend to get a bit dullsville. *F-Zero* initially makes you go "Blimey that's a good game", but after a while it leaves you thinking, "Yer, so what?"

END ZONE

Graphics

Sound

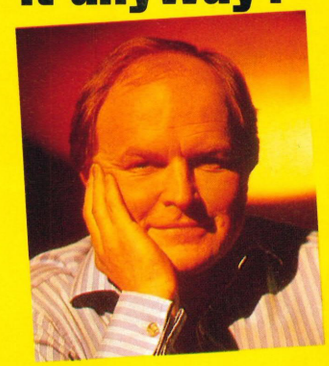
Addictiveness

Playability

OVERALL 84

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

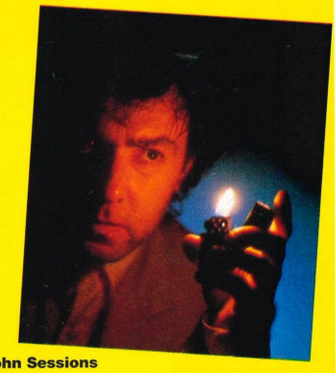
whose plot is it anyway?



Clive Anderson

It's Friday evening, it's 10pm and it's time for that side-splitting impro show *Whose Plot Is It Anyway?*

Clive: Hello and welcome to *Whose Plot Is It Anyway.* I'm a clinically unfunny balding ex-barrister, and this is our first game, in which a contestant describes a Super NES game in the style of their choosing. So John...



John Sessions

John: Yah, I'm going to describe *F-Zero* in the style of a hopelessly pretentious failed actor...

Clive: But John, that's what you are.

John: Okay yah, in that case *F-Zero* in the style of Anton Chekhov. Here we go... It's so depressing, why can't we go to Moscow where *F-Zero* is played. It's cold outside Vanya, but *F-Zero* is a futuristic motor racing game, in which you can chose any one of four hover cars and then race against a field of 19 other competitors, over five grueling laps with a decreasing position limit while having to avoid various obstacles such as ramps, dirt traps and jumps. Oh Mikhail, don't cut down the cherry orchard because that is where you select any one of four leagues to race in, each league being made up of five tracks. You can also practise on any number of tracks, while comparing each of your lap times against the ten best stored by the cart, but this is only possible if you do so in a Stanislavskian manner.
Buzz.

Clive: Thank you John. I'll give you twelve points for that. Next week Tony Slattery describes the plot of *PilotWings* in the style of the 1976 *Jackie* annual.







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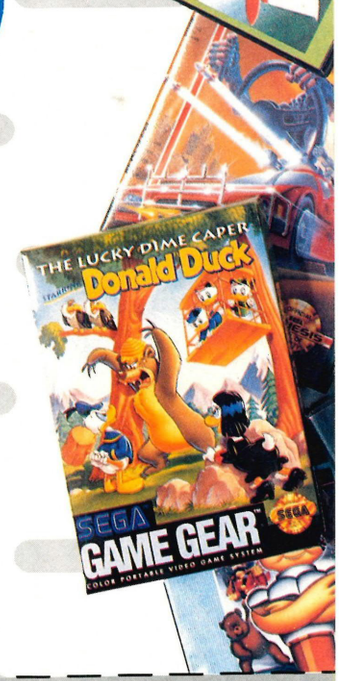

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NES

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undeadline



Having never met a deadline in his life *Graham Lineham* made sure he packed seven alarm clocks before going out to meet the *Undeadline*.



How extraordinary! A vertically scrolling game where you have to kill lots of things that appear at the top of the screen before they make the short trip to the bottom and attempt to give you a really nasty pinch on the arm. What a revolutionary concept in game design!

But I think I'm up to the job. I've played the thing a number of times, I've put the cart in my mouth to savour the taste of tightly-packed technology in a black plastic shell and I've tried to use the box as an offensive weapon against my irritating next-door neighbour.

In other words, I've covered every angle. The only problem is I don't know what it's about. *(What do you mean "You don't know"? Ed.)* Weelll, ahaha, y'see, the instructions are in Japanese, so I have no idea what all these nasty crawling, flying things have against me. I'm a nice enough kind of guy, I help old ladies across the street and only occasionally run off and leave them in the path of large mechanical diggers. So why would anyone want to attack little old me?

Well, can't you make something up?

Oh, alright then...

I mean I'd like an idea of what I'm supposed to be doing here...

Yes, yes I understand...

You know? 'Cos like, I don't just want to be killing things for no reason.

I said alright. God. Er, you are Leon, the last fighter on earth after the... Undead Wars which, er, left the world devastated and... it's up to you to rid the place of the, ah... legions of evil. Fair enough?

Basically, you have to make your way along six killing fields and blast anything that comes within range. At first you have only your throwing daggers and shield to protect you, but play your cards right and you could end up with the kind of weaponry known only to people who star in all those Rutger Hauer films that go straight to video.

This isn't actually a very original idea. (I was being ironic in the first paragraph, y'know? Jeez.) But the thing about *Undeadline* that makes it a little special is that you have to think from time to time. You actually need tactics here and there. Nothing along the lines of *Populous*, you understand, but a modicum of thought is involved.

Each location has its own particular hazards (as well as the legions of evil we spoke of earlier). F'rinstance, in the caves, you're in danger of being impaled by falling stalactites at various points, in the ruins the floor collapses beneath your feet and glass splinters fly out from windows and rain down on you. It's these little touches that make *Undeadline* that bit more interesting than standard shoot 'em-ups.

It's also bloomin' difficult. I've been selecting the easy mode since I started and I still get

tip!

On the ruins level, shoot the first monster, then the second, then the third. Then, rather than shooting the fourth... no actually, shoot the fourth. Then shoot the fifth, the sixth and all the rest. Glad to be of help.

summer brochure



***Undeadline* features six beautiful resorts that you can take the family to and lose them. In no particular order then...**



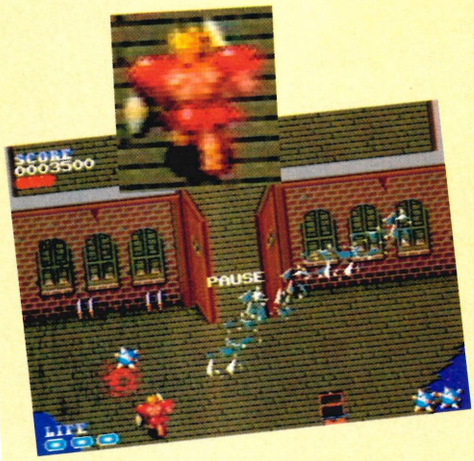
forest

Green, ugly caterpillar things, swamps, flying bugs, creatures disguised as plants sticking their heads up and doing you in and a few lovely medium priced restaurants.



cemetery

Skeleton warriors, ghosts lurking within gravestones, evil, insistent bats and some floating heads of death. The kids will love it!



ruins
Disappearing floors, an appearance by Jason (of Friday 13 fame), dangerous windows, deadly sliding wall sections and free donkey rides on the beach.



rock
Axe-flinging steroid users, volcanic eruptions, heat-seeking salamanders and nightly concerts by Juan, the King Of Salsa.

slaughtered. That's not to say it's overly frustrating though. There is room for improvement and if you can't get rid of at least two level bosses after, say a year, then you're probably better off getting someone to hold your hand next time you go to the shops.

There's nothing too special about the animation but what the hell? You start off as a little guy in armour with a throwing dagger, a spinning spiked ball that circles you and devastates anything coming your way (you can only employ this three times, however, so use it wisely) and a shield which comes in handy when fending off projectiles.

The screen is littered with treasure chests which contain all sorts of goodies. There's three types of treasure chest – one contains weapons, another potions and shields and the last has a 1-up. Fire like crazy at them to select the object you want. It should be said that the more times you pick up a certain weapon, the more powerful that weapon becomes (the boomerang's a killer after a while – if there's anything on the screen that needs hitting, it'll get hit, no matter where you were standing when you threw it).

Of course you'll be dying to know what the end-of-level bosses are like. They're very nice guys, very funny, good at impressions... what do you think they're like?! They're level bosses! They're big, they're ugly, they don't want to be your friend. That's all you need to know.

After you've defeated a level boss, you get the chance to improve your skills. You have a number of points which you can allocate all over the place, adding to your strength and dexterity and so on. Whether or not these make any discernible difference to your character, I dunno, because every time I've stocked up on them I've been killed thirty seconds later on the next level. I presume they're beneficial in some way.

Undeadline is a fine game. It loses points for being a shoot 'em-up (have a new idea, someone, please) but gains a few for its neat ideas, attractive graphics and silkily smooth gameplay. It's tough as hell, but not so much that you want to give up on it at any point. Even while writing this, I'm itching to get back and try out a tactic on the skeletal level boss in the ruins. It doesn't flood your dreams the way a truly excellent game is supposed to, but it does turn your TV into a very sleek arcade machine which is something.

On the minus side, I do find it really eereetateeng that you get flung back to the start of a level whenever you're killed, but you can't have everything. *Undeadline* may not be a hugely addictive game, but with three levels and creatures who never seem to get any nicer, you'll find yourself dipping into it a lot.

Supplier: Axe Direct 081 343 0419

verdict

A strong, meaty shoot 'em-up with good graphics and a high playability factor. This one will run and run.

real tip!

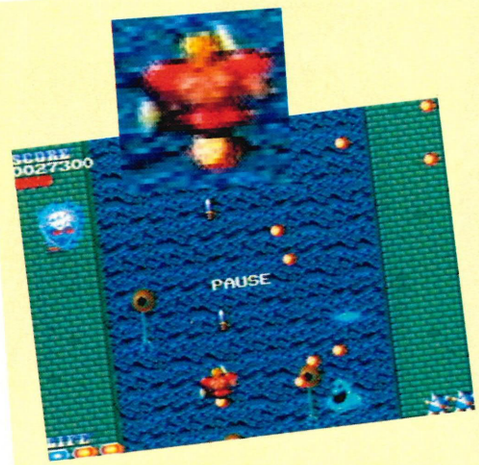
Even though some weapons are certainly more effective than others, don't be afraid to use your initiative and experiment. If you're having trouble defeating a certain level boss, it's probably because your choice of weapon is arseways. When you get used to a certain level, keep changing weapons so you can stock up on offensive power in a more difficult terrain.

the little fairy

Once again, the subtle intricacies of the Japanese language prevent me from telling you exactly what's going on here, but I think it's fairly safe to assume that running into this guy can help you in some way. (Well, I don't think he does you any harm, at least.) How do I know this? I know this because there's a little 'ping' noise when you collide with him and as we all know, little 'ping' noises are good, while short, farty 'blehh' noises, on the whole, tend to be bad.



cave
Falling stalactites, exploding crystals, lights going off at vital moments, floating eyes and free skiing lessons.



drains
Dangerous currents, underwater nasties and a BIG warship (in the sewers) block your way. If it's exotic diseases you're after, then this is the holiday for you!

END ZONE

Graphics
Sound
Addictiveness
Playability

OVERALL 82

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Jeremy Daldry **seemed the best choice to review *Exhaust Heat*, partly because as a child he had the largest Dinky toy collection, but mainly because he was the only person who could finish a race.**

exhaust heat



SUPER FAMICOM

MEGA ZONE

Fangio, Andretti, Cannelloni, Tagliatelli. Names that conjure up so many images; the roar of untamed engines, the smell of oil and... *(Well as far as I'm concerned they conjure up images of a little Italian restaurant I used to go to called* Mama Mia's*. Ed.)* Charming. All I'm trying to do here is create some kind of atmospheric atmosphere, and what do you do, pipe up with your inane comments and totally ruin the whole thing. *(I'm sorry, please go on. Ed.)* No, no, you've ruined it now haven't you? *(Look, I said I was sorry. Ed.)* Oh piss off. I try and bring a bit of class to the magazine and what do I get, hey? Just you tell me wh....

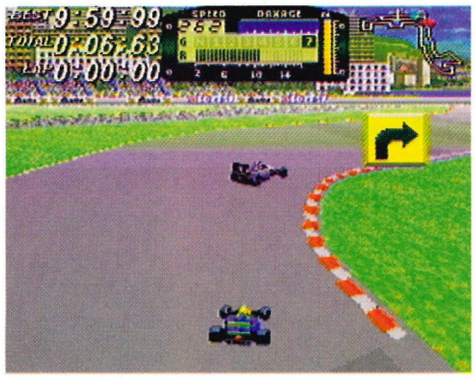
an important note

The publisher would like to apologise and point out that such unprofessional behaviour is not to be encouraged. Both members of staff have been severely reprimanded. Now you two, make up and get on with the review, *together*.

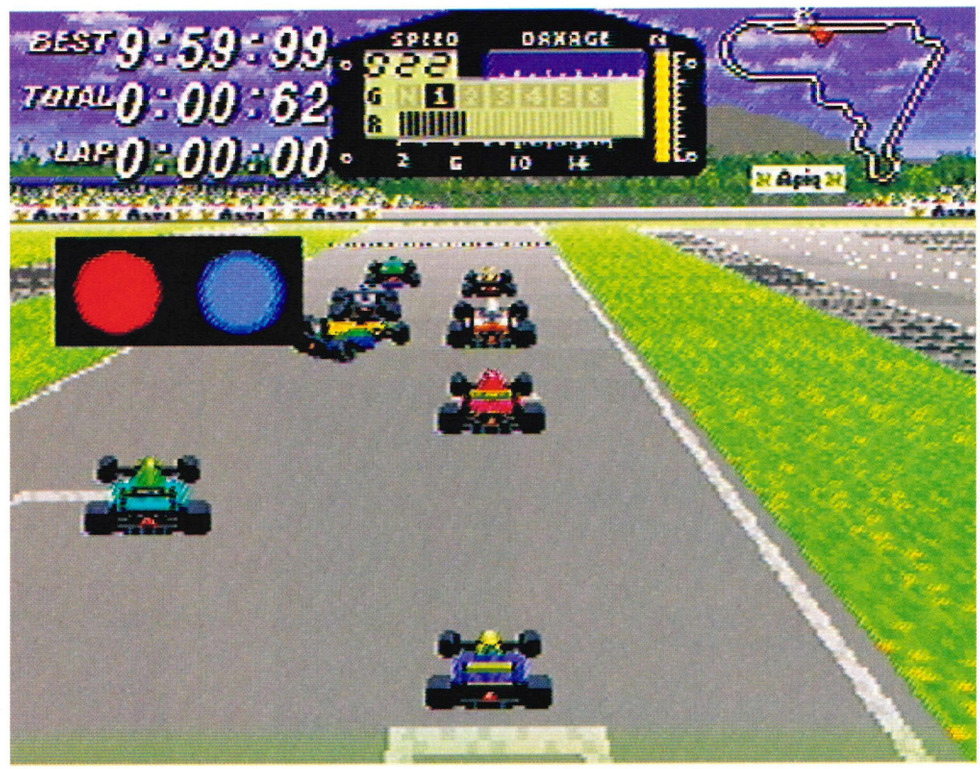
boy racers

Oh alright, soz and everything. *(Pax? Ed.)* Pax. *(So tell us, what's* Exhaust Heat *all about then. Ed.)* Ermm, well *Exhaust Heat* is a fairly bog standard Formula One racing game vis à vis *Super Monaco*. *(Nice use of French. Ed.)* Thank you. You bomb round the 16 tracks that make up the Formula One Championship in an attempt to get your plates of meat on the winner's rostrum.

After each race you're awarded both points and cash. The points push you up the Championship chart and the cash you blow on repairing damage endured during the race and on buying new goodies to strap onto your car. You can also practise on each track in advance in three different weather conditions. Namely sunny, rainy and blimey Noah where's the boat? How's it going? *(Okay, bit dull and techie though.*



Follow the yellow brick arrow, unless you want to lose.

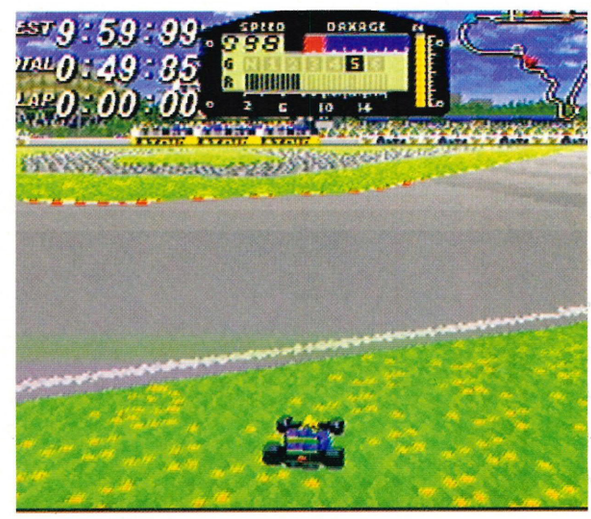


The red car and the blue car had a race, and so did a pink one, turquoise one and quite a few others actually.

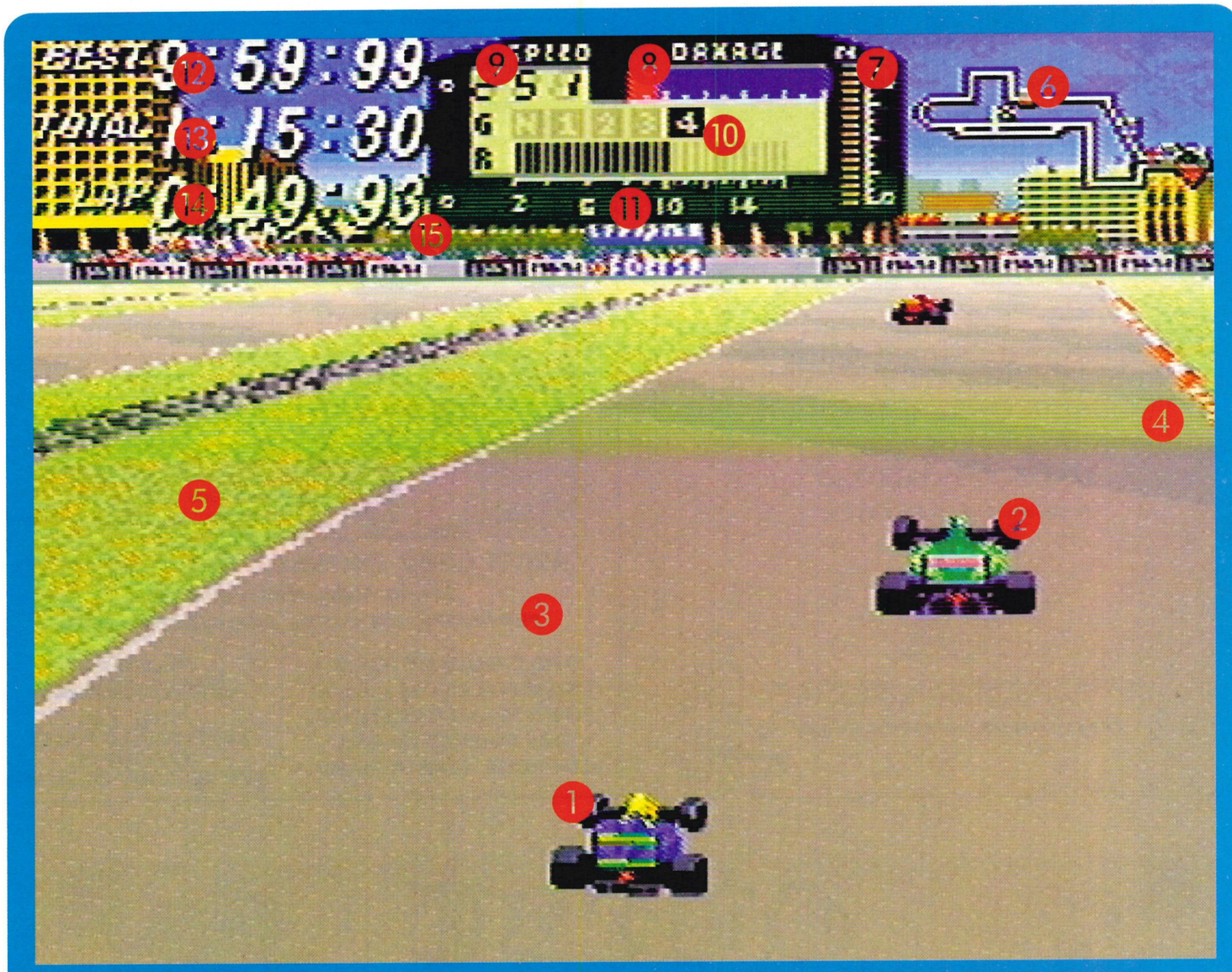
Could do with a joke or two. Ed.) Oh, erm... Heard the one about the cucumber and the Anglican vicar... *(No, not that kind of joke, one tied in with the game. Ed.)* Ahh, I got yer.

time for a joke

So what is it that makes *Exhaust Heat* just that little bit special? Well it's the speed and the graphics. *(I don't get it. Ed.)* What? *(The punchline. I don't get it. Ed.)* No, turd brain that wasn't the joke. Now, I've gone and lost my train of thought, what was I talking about? (Exhaust Heat's *graphical speed. Ed.)* Oh yes. The graphics. Even though you view your car as if you were floating twelve feet up and behind it and not through the driving screen vis à vis *Super Monaco (French again, you bilingual thing, you. Ed.)* you really do feel as if you're bombing along the tarmac at several hundred miles an hour. *(Ah, but I've heard that the car stays still and the track moves around it, thus creating a very unrealistic sense of movement. Ed.)* Good point, which is kinda true and kinda



Oops, this one ignored my advice and the arrow.



baby you can drive my car



With more dials and knobs than on the Conservative front bench, yer average motor racing car is so complex that we felt we should provide you with a beginner's guide. Everything You've Always Wanted To Know About Differential Shafting, But Were Afraid To Ask.

1 Boy racer ahoy. Yup, this is your speed machine. Note the go-faster stripes.

2 Boo, hiss. This is one of the field of seven who you must compete against. To be brutally frank, four of them are a pile of jobs and the other three, pretty smart, especially if they get a bit of a lead on you.

3 It's big. It's grey. Yup, you got it, it's John Major.

4 It might look like a very, very long stick of Brighton rock, but this is in fact the rumble strip. If you're clever and just touch your wheels onto it coming up to a slow corner, you'll slow down just enough to shoot round the corner and overtake all the other cars. Ha, ha, ha.

5 It's best to avoid the grass, unless you want to turn your very expensive race car into a lawn mower.

6 A rather nifty track outline that allows you to see how far in front (or more likely, behind) the rest of the field you are.

7 If you were flush enough to buy some nitro in the pits, this bar tells how much of the power juice is left. Unlike most nitros in racing games, this doesn't make you zoom off at 900 miles an hour, but gives you an extra little boast, which is especially useful for overtaking.

8 Prang-o-meter. Every time you spin off, shunt another car, or hit the crash barrier you, rather unsurprisingly, get damaged. You can either go into the pits and get your car sorted, or have the repair bill taken out of your winnings at the end of the race. Decisions, decisions, decisions.

9 Nope, it isn't an LCD alarm clock with a world time zone function, it's your speedometer. Really practical, It tells you, erm... how fast you're going.

10 Gear shift thingy. Dead useful 'cos it tells you, erm, which gear you're in.

11 Rev-o-meter. When this gets really high, it a) sits around and talks to a daisy about world peace, or b) goes grrrr, grrr which translated means you should shift up a gear.

12 This is the best time that anyone has ever set. And it's likely to be yours, even if you spend all your time crashing into the barriers, catapulting wreckage into the spectators and making lots of little children into orphans. Why? Because the cart won't remember any score not set by a human competitor, that's why.

13 Total is the total amount of time you've spent on your race so far. Nothing could be simpler, eh?

14 If your total lap time is made up of individual lap times, these are displayed next to the bit that says 'lap'.

15 If you want to be an extra clever boy racer, then hit SELECT during play and all this bumf disappears.



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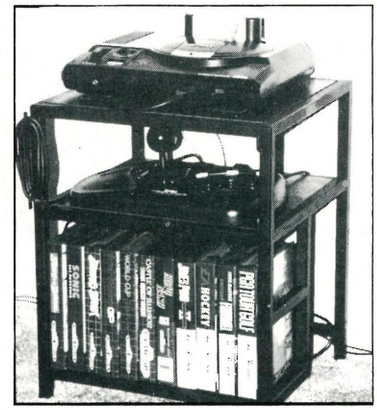

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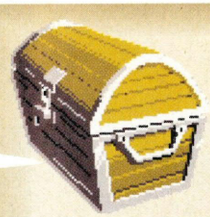

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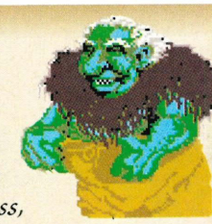

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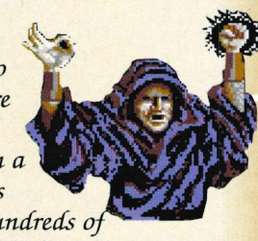

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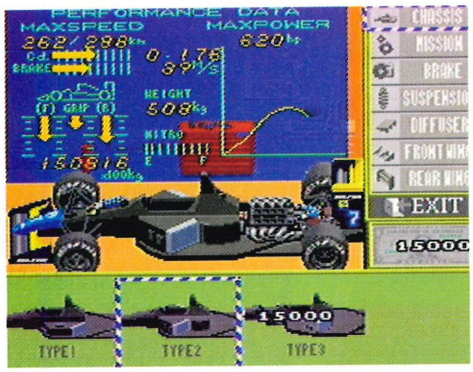


Tool-up. Get the go-faster jobbies if you have the dosh.





chopin

With all those hard earned spondollies that you managed to pick up as your spoils of victory you can go wild in the inter-race shop. With a choice of fine luxury goods that no discerning boy racer should be without, you can choose new suspension, gears, engine, tyres, furry dice or pretty much anything really. And of course the more goodies you buy for your broom broom, the better its performance. Then you can win even more which gives you even more money to spend in the shop. Fiendishly clever, eh? However it does take about three seasons to gain that elusive ninja death car that leaves the opposition for dust. Patience, patience.

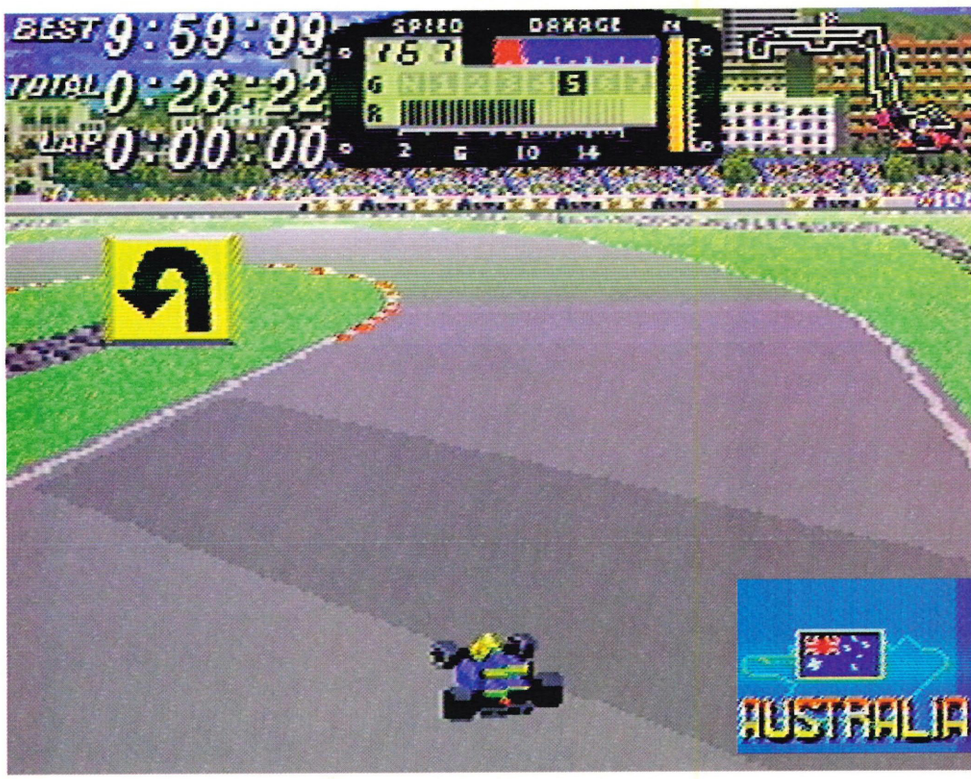
ain't. Your car *does* stay in the centre of the track, but thanks to those clever people at Seta it doesn't look like it does. It's a kind of... *(Optical illusion? Ed.)* Well I was going to say, clever spritey bit actually, but yer, optical illusion will do. So because your car is going so fast, round lots of corners, while bouncing on the occasional bump in the road, it doesn't look as if the track is moving under you while you stay still, at all. However, this cleverly thought out system does tend to fall down every now and again. *(Does it? Ed.)* Yer, every now and again while you're bombing down a straight you do get the sensation you're actually travelling backwards. *(Spooky. Ed.)* Very.

friends after all

(So it's pretty smart then? Ed.) Very, there are a couple of little bits that are a bit annoying, though. *(Really, do tell. Ed.)* I shall. Well it's all very clever and everything that you can enter a driver's name which the cart will remember, and who you can return to time and again. *(A save game feature, you mean? Ed.)* Yes, but this means that after a relatively short time you've got all the best car parts from the pits, you've won the competition and even become boy racer supreme. *(So what else is there to do in this game? Ed.)* Well you can go round the track the wrong way. *(I don't think so do you? Ed.)* Nar, but all in all, *Exhaust Heat* is one of the best Grand Prix games around, wouldn't you agree? *(Oh, yes. Ed.)* More arcadey than *Super Monaco*, but very, very fast. Good stuff.

Verdict

Smart arcade racing game. Very fast, very slick but a save game feature means the long term appeal wanes.



Mirror, indicate, manoeuvre, then it's round the bend you go!



END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 90

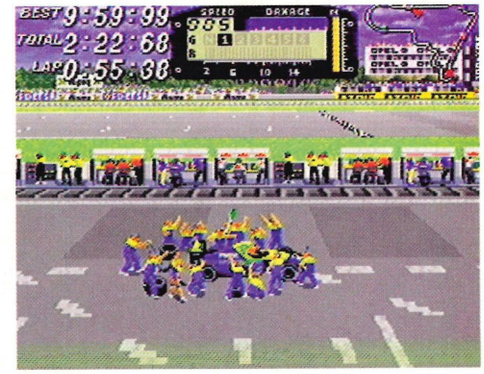
Out: Now **Price:** £54.99
Publisher: Seta

it's the pits

The wheels squeal, the tarmac smokes and you zip out of the pits for yet another rubber-burning lap. The pit stop, where half a dozen highly trained men do the kind of motor car maintenance in seven seconds that it would take one normal fag-chomping, bum-baring garage attendant a fortnight to do. And it's no different in *Exhaust Heat*.

Damage bar looking high? Zip into the pits and watch all your little pit crew rush out to twiddle knobs and tighten nuts. *(Really, please. Ed.)* The only real drawback is that you don't control your own team of jumpsuit-wearing oil monkeys, so all the pit stops seem to last the same length of time. Looks nice though.





Pit stop, but where's Penelope and the Anthill Mob?

win prizes worth over £3,000!

The Atari Lynx – Game

the challenge is on!

The Atari Lynx features a 16-bit graphic chip for outstanding 3D effects, colour and depth of gameplay (up to four megabytes), as well as four channel sound for an all-round games experience. Put another way, it's a little bit smart.

Now you can put both the Lynx and yourself to the test in the Lynx Challenge... and you could win a fantastic prize! This is your chance to prove yourself the Lynx expert in your area and then go on to challenge other champions to be the national champ. Fame is just around the corner to say nothing of some utterly fab prizes!

The competition is being held by Atari in conjunction with the totally pukka *Game Zone*. We'll be publishing details of the winners each month as well as continuing to run our own high score competition in these pages.

The third competition sponsor is NASCR, the National Association Of Specialist Computer Retailers, who are a trade association representing a significant number of independent retailers who have agreed to abide by a common code of ethics/practices to the benefit of their customers..

how to enter

Nothing could be easier. Simply take the entry form (printed below) to any of the participating stores on the listed days. Then play one of that month's featured games and hand in the form to the sales staff for verification. All the scores will be sent to the Goode Ideas company who will sort them out. The top scorers per store/per game will be invited back to the store for a Store Final. The top 12 scorers in that final will get an all expenses paid trip to the grand final where they will compete against each other to decide who takes the top prize.

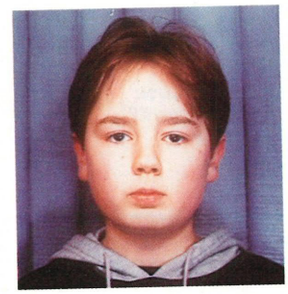
compo dates

Saturday May 9 - Friday May 15
Saturday Jun 6 - Friday Jun 12
Saturday Jul 4 - Friday Jul 10
Saturday Aug 1 - Friday Aug 7
Saturday Sep 5 - Friday Sep 11
Store Finals - Saturday Sep 26
Grand Final - Saturday Oct 10

In the meantime our own competition keeps on rolling. Send your Lynx Hi Scores and a mugshot to:

Goode Ideas
Game Zone Kings
103-105 Spinney Hill
Addlestone
Weybridge KT15 1AZ

You never know, you might even win a badge. Then again you might not. Isn't life exciting? Here's some of this month's champs.



Daniel Isatt (Xenophobe)

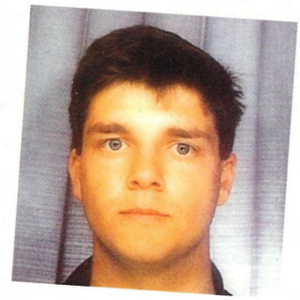
ninja gaiden
141700 **Jonathon Kemp**

xenophobe
8954550 **Daniel Iszatt**

scrapyard dog
1117300 **Nicola Whittaker**

roadblasters
1956330 **Chris Ayriss**

turbo sub
160455 **Damien Smith**



Ed Sampson (Xybots)

zalor mercenary
1079546 **Richard Peskett**

california games
23556 Skate, 9280 Surfing, 750 BMX, **M.G. Pols**

checkered flag
240 **Tim Means**

gates of zendecon
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awesome golf
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Banbury
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Bolton
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rampage

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prizes worth over

Zone challenge is now on!

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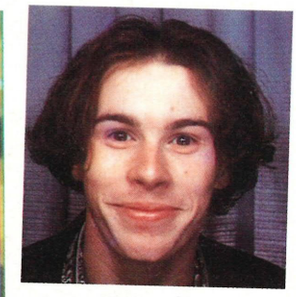
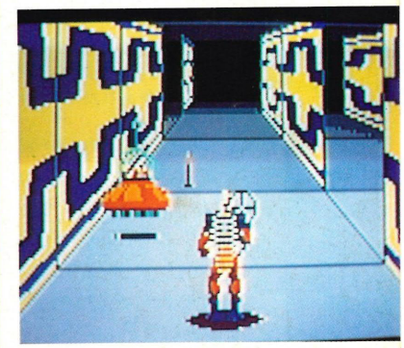


John Howitt (Rygar)

klax
1615370 **Chris Ayriss**

gauntlet
889349 **Chris Atriss**

robotron
72825 **Simon Devey**



xybots

the challenge is o

The completed form should be handed to the sales assistant responsible for the competition who will then forward your entry to the promotion organisers, Goode Ideas.

£3,000!

Game Title _____ **Highest Score** _____

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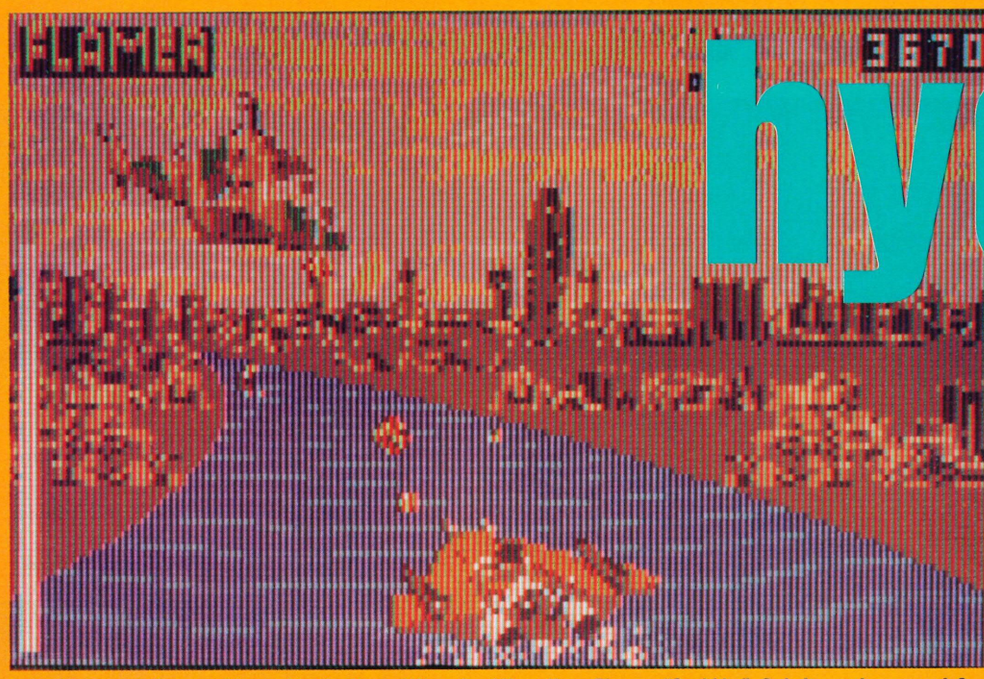
hydra



Is it a highway, is it a canal byway? In the immortal words of Hong Kong Phooey, "Could be". Or is it a grainy screenie?

"Eau," said *Jeremy Daldry*, "bleau me down, if it isn't *Hydra*, the neau cart from Atari." "Seau it is," said Paul.

Take a car, any car. Okay. Now knock off all the wheels. Then seal up the holes with one of those unwieldy blow things. Now stick an incredibly powerful outboard motor on the back and mount a very powerful machine gun on the roof. What have you got? Yup that's right, a car that doesn't work. (Boom, boom.)

hydra plane

You are Captain Zippy O'Zip, a daring Hydra owner who carries top secret and highly important cargos down long and twisting rivers, avoiding enemy bombardments just so you can deliver your goodies to an awaiting bikini-clad girlie soldier, who touts a large grin, a large gun, and an even larger pair of... *(Snip. Ed.)*

Now, doesn't that sound exciting? No, it does. It really does. Okay, if not exciting then how about at least mildly interesting? Alright, alright. Put it this way, would you rather be Captain Zippy O'Zip, Hydra captain extraordinaire, or would you rather have your wisdom teeth extracted by a very nervous plumber from Cardiff? Exactly.

Hydra on the Lynx is not unlike *Hydra* on the ST, which was not unlike *Hydra* in the arcades. All three being much of a muchness, not so such crap ,just downright disappointing. I mean it's just all a bit sad really. There has been some really good stuff around for the Lynx just lately, and then Atari go and release something as brown and smelly as *Hydra*. Maybe I'm being harsh, I mean don't get me wrong, *Hydra* is well put together, with loads of nice pingy musak, and okay-ish graphics, it's just all a bit, I don't know, forgettable.

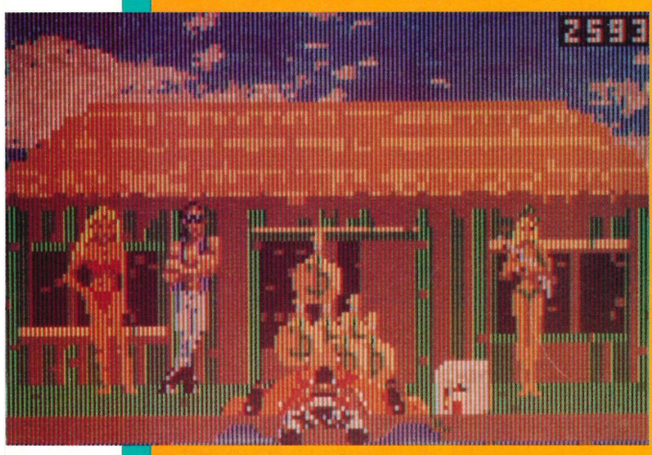
verdict
Rather a disappointing version of an old and tired game.

hydraollics

After all, *Hydra* is just a rehashed version of *Road Blaster,* except on water. And everyone knows what a pile of do *Road Blaster* was. *Hydra's* sprite movement is disappointing and fairly unrealistic, plus the gameplay is, to be frank, all a bit on the easy side.

You get to do all the usual shoot 'em-up kinda things, including collecting money bags – the reason why is never explained – and float from multi-coloured balloons above the river. You can then blow your collected wealth away at the end-of-level shop.

Known as Ziggy's Weapon Shop, it boasts a fine selection of sharp pointy things that go bang and kill people. However the whole thing leaves you feeling a bit 'been there, seen that, bought the T-shirt'. Maybe I am being a bit harsh, but hell, I'd object to shelling out £25 for a game like *Hydra*.



Nubile boobies await your goodies.

hydra foil

Hydra has appeared on more formats than almost any other game, ever. Well three, anyway. So, for your delight and overwhelming joy we felt it would be a real treat for you if we presented a brief history of all things *Hydra* like.

(Left) Itsy bitsy handheld version, and probably one of the best. Partly because you don't expect so much from a handheld, and partly because, erm... well because it has nice music.



Sad, sad Atari ST version from Domark which was universally panned when it first appeared. Instantly forgettable.



This artistic impression of the rumoured legendary arcade cabinet has been discredited by experts. However, the occasional blurred photograph and shaky home movie taken in the dark corners of forgotten arcades manage to keep the *Hydra* myth alive.

END ZONE

Graphics

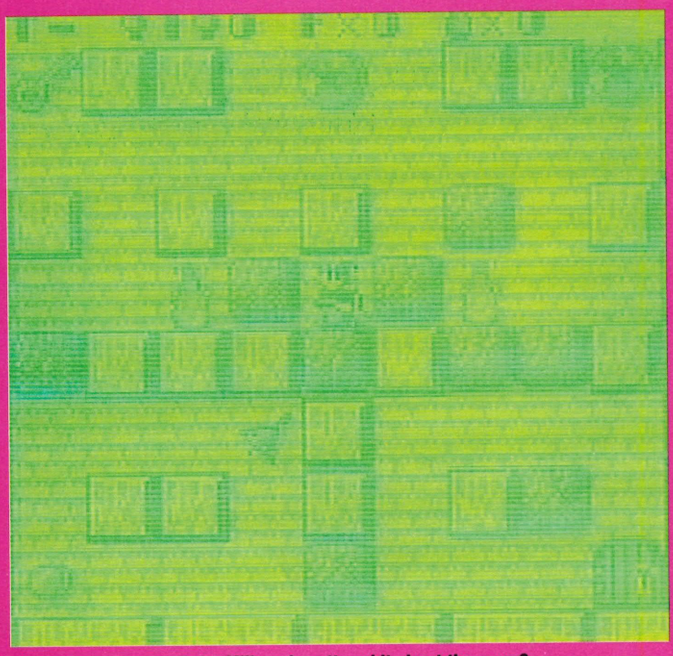
Sound

Addictiveness

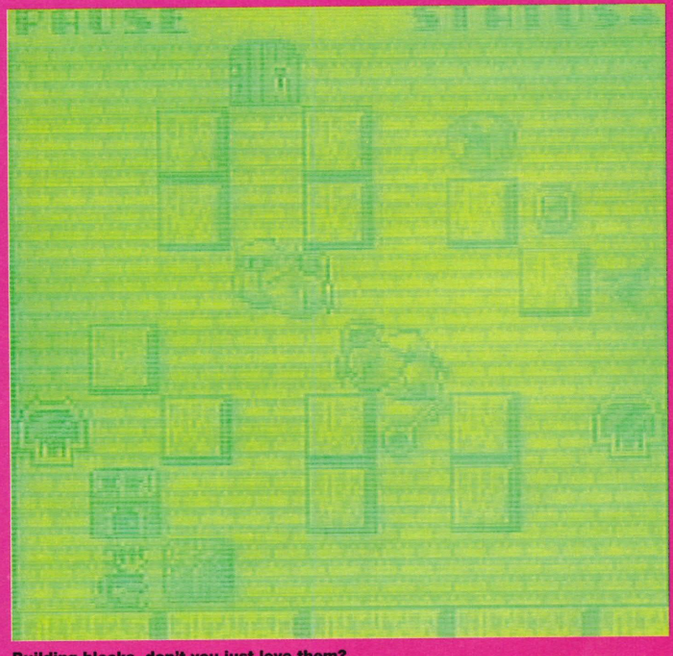
Playability

OVERALL 69

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



Who's broken up my Dairy Milk and scattered it about the room?



Building blocks, don't you just love them?

solomon's club

MEGA ZONE

GAME BOY

With the wisdom of an owl and a penchant for cleaving babies in two, *Marcus Berkmann* was let loose on *Solomon's Club*.

Call me a miserable old scrote if you like *(You're a miserable old scrote and no returns. Ed.)*, but the spanking good Game Boy game is a bit of a rarity these days. How many times have you ripped open the package, thrown away all those bits of plastic, bunged in the cartridge, and then burst into tears because you realise you've just wasted 20 quid on the biggest pile of steamies this side of Kyoto? Yeah, me too.

verdict

Ingenious puzzle game which is definitely *not* a pile of steamies.

Solomon's Club, though, is a bit of all right. While feeling a bit low the other day *(What, you? Ed.)* – oh, all right, in the flaming pits of all-pervading suicidal despair – I picked up this latest Tecmo arcade conversion, slotted it in – and then about three hours later, the £$%@ing batteries ran out. Hooked? I was nailed to it.

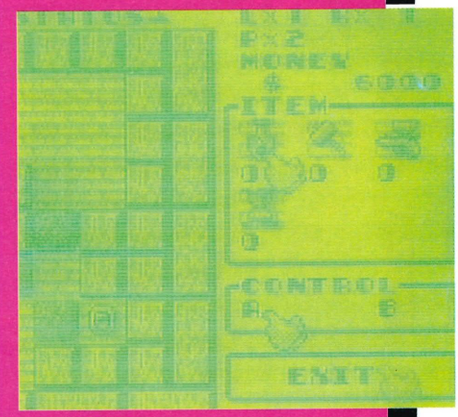
What we have here is a simple but ingenious piece of game design, skilfully implemented and very neatly transferred to pocket size. Dana, your usual sad hero on a doomed quest, has 50 trouble-packed screens to get through, in what at first glance looks like a cross between *Boulderdash* and *Bubble Bobble*.

En route 'hard' stones merely have to be climbed over and 'soft' stones can be destroyed or (thanks to your trusty 'B' button) installed wherever you want them. You must negotiate some tricky terrain and search for various things to advance along the road to enlightenment, or level two as it's otherwise known. A key, for example, will open the exit. A bell will let you 'call the fairies' (ahem), and various coins and sparkly jewels bump up your money supply, which allows you to go to the shop every three or four screens and buy more things that will help you get further. Clever stuff.

But what's particularly satisfying about *Solomon's Club* is that, like all the best Nintendo games, it really has been thought through. This isn't one of those games you'll play for 20 minutes and then never switch on again. With 50 different screens to get through, all immediately accessible, there's never any lack of variety. If you get killed, the continue option is automatic but, fiendishly, prevents you from using all of the goodies you collected before.

There are even two different sorts of control system, so that if you find one too tricky to operate (it's not the easiest in the world to remember) you can flip over to the other. Each of the nasties can be countered, if not destroyed, but it usually takes some trial and error before you figure out how to do it (you could, I suppose, read the instructions, but where's the fun in that?). And if you fancy picking up the same game at a later date, there's a useful password system.

Even the sound's pretty good, with music that will only drive you completely round the bend after repeated listening. The graphics are clear and precise – in fact, the whole conversion could scarcely be bettered. *Tetris* fans who have been looking for something vaguely similar to grab their imaginations should grab a look. As for me, it's back to that fiendish level 13... E



Today's specials are controls julienne.

END ZONE

Graphics

Sound

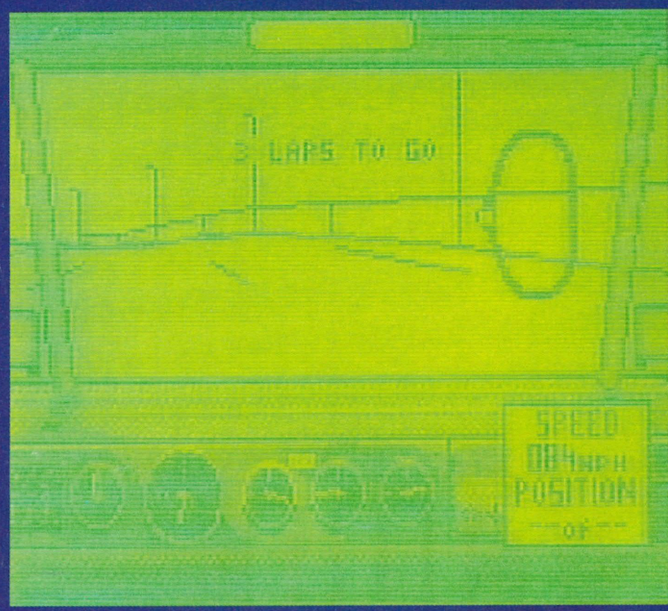
Addictiveness

Playability

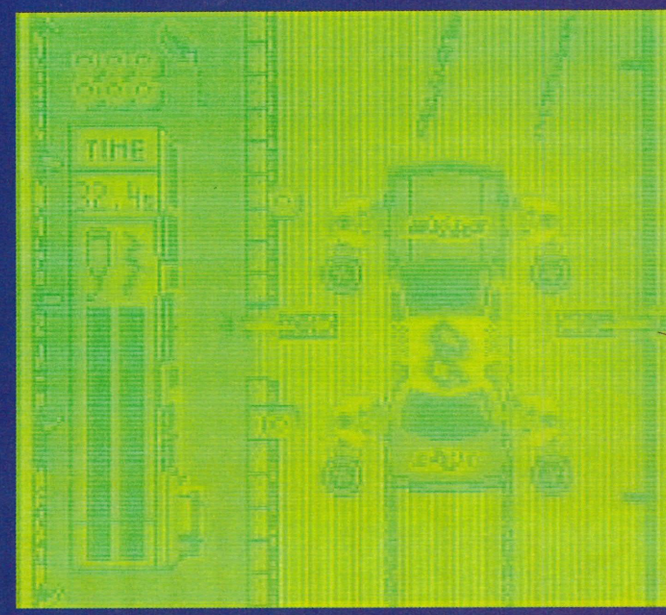
OVERALL 91

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

days of thunder



Where oh where is the Ford Capri sim with furry dice and 'Kev and Shaz' sticker?



It's the pits! Actually, it's quite smart 'cos they change the tyres reallly quickly.

GAME BOY

In a certain light, *Ian Ross* is the spitting image of a star from a certain racing movie... but who wants to look like Herbie?

The latest racing game for the Game Boy sees you take the role of Cole Trickle as played by Tom Cruise in the film of the same name. Cole is a rookie driver in his first season and if you've watched me play the game you could well believe it. Played over an entire season, *Days Of Thunder* covers courses with all the characteristically banked corkers as seen in the film.

It's advisable to practise before entering a full season of racing and you have the option to do so – as either the driver himself or as the little guys in the pit stop.

When you feel you've got it mastered it's time for a full race for which you must qualify, or in my case finish and start at the back of the grid.

The races themselves are brilliant fun – competing against 19 other drivers at over 200 kph, skidding around the corners, bumping against other cars and generally getting in people's way. As you zip around the course, pressing select will change the information shown in the lower right window, giving you vital details about the amount of fuel remaining, tyre wear and lap times.

Days Of Thunder isn't so much a driving game as a driving simulation. It takes a good deal of practice to get the feel of the controls, but when you do, you come to realise how good the game actually is. As you turn the corner and begin to skid, careful application of the brakes can just turn the nose of the car to where you want before gunning out the corner and into the straight in the most spectacular fashion.

It's this handling of the car that makes it such a winner. Long term interest is provided by the fact that you can compete in an entire season, enabling you to do a 'Nige' and break down on the final lap and not have to give up on the whole season. Having said this however, the game still fails the 'being able to turn right around and go in the opposite way' test and some dodgy graphics at the track mean that you can crash, write off the car and not really know why.

Another criticism is that when you go to an actual race, the action slows down to about half the speed it was when there were no other cars about, spoiling the illusion of speed and making the game harder to get used to.

Despite these drawbacks, *Days Of Thunder* calls you back for 'one more go' and as you become more and more proficient the skilled arts of slipstreaming and pipelining become objectives themselves. Slipstreaming involves following just behind a fast moving car in front – cutting down on wind resistance and saving fuel.

The best route to take through a corner is to curve up the bank then plunge down the side. It's not the speed at which you enter the corner that counts, but the speed at which you leave it. This route is called 'Pipeline'.

I enjoyed *Days Of Thunder* immensely – the gameplay itself more than compensates for the flaws mentioned earlier. Little touches like the pit stops which are entertaining on their own (usually in racing games things like that are complete drudgery) and the sheer playability makes this game well worth having. E

verdict
Flawed but still fab racer with bags of 'onemoregoitis'.



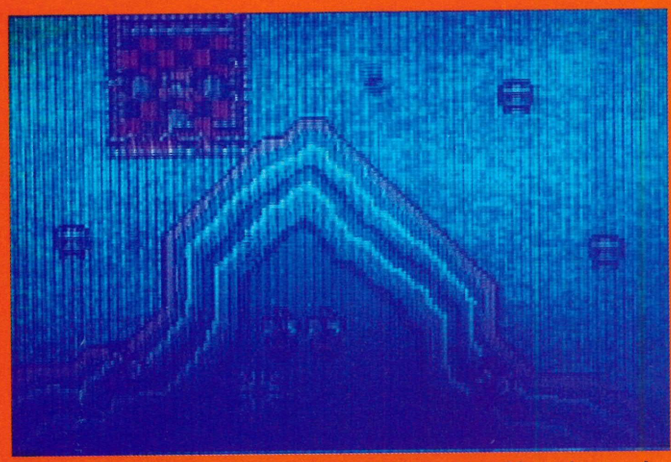
Options, but isn't that a lo-calorie drink?

END ZONE

Graphics
Sound
Addictiveness
Playability

OVERALL 82

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



If I hand this in my Geography teacher might think this is my OS map homework.



Home castle? But I could never afford to heat one of those rambling eggboxes!

rampart

Armed only with a copy of *All Creatures Great And Small*, and a pair of rubber gloves, *Jeremy Daldry* took a peek at *Rampart*, the new sheep genital simulator from Atari. *(Think about it. Ed.)*

The Lynx has been accused of many things. Most of them unmentionable, but one thing it has never been accused of, not in a million years, is of being big in the film license department. Where do you look if you want a console version of *Terminator*, *Ghostbusters* or even *Bug Splat III*? Wherever you like really, but not on the Lynx. However, if you wanted an arcade handheld conversion you should cast your eyes in the direction of Atari's black box. Joining *Pitfighter* and *Hard Drivin'*, *Rampart* is sure to go down very well with arcade fans everywhere.

the plot

Rampart finds you in the land of ye olde England and in a rather nasty situat...

Jeremy: Oh no, who are these strange masked men?
Masked Men: We are the Brothers Against Boring Reviews, or BABAR for short, and we are...
J: BABAR? That's a bit of a noncy name isn't it. I mean, for a liberation front?
BABAR: Not really. Anyway, stop trying to change the subject, we're the BABARs and we are taking over this review 'cos it's dull and uninteresting.
J: Okay then.
BABAR: What?
J: Be my guest.
BABAR: Oh. Really?
J: Please, have a go, I'm off to make a cup of tea. Bye.
BABAR: Right. Ermm. Okay, here we go then. *Rampart.* It's a classic arcade cab conversion isn't it, in which you take control of a castle in a certain location. Sounds fun hey? Well, maybe not, but it gets better 'cos along comes a fleet of ships, cannons included, and basically they try to knock down the walls of your castle. After some frantic blasting, both sides sportingly stop shooting and you can rebuild your walls.

How do you do this? Well the cart presents you with random-shaped wall pieces that you have to fit around what's left of your castle. Sounds like *Tetris*, doesn't it? And that's because that's what it is. You win when you've captured a certain percent of land. Good hey?

The Lynx's graphic abilities are used to the full, including some of the nicest animated inter-game screens I have seen on any console, anywhere. There is also a fair dollop of sampled speech, that makes you go all soft and squidgy. Great stuff.
J: How's it going?
BABAR: Not bad. I've finished really, just got to do a little conclusion.
J: Okay.
BABAR: *Rampart* is a bit of a classic game, ideally suited to a handheld and bound to become a smash.
J: That was a bit boring.
BABAR: Soz. E

verdict

'Smart version of arcade classic. Loads of brill touches that mean it's never boring.' – BABAR representative.

console castles

***Rampart* is not the first cart to feature castles. *Game Zone* therefore presents a retrospective of other famous castley console moments.**

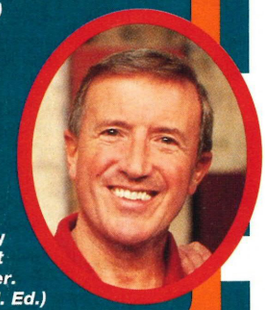
castlevania iv

Vampire hunting on the Famicom. Jolly jaunts with Simon Belmont in one of the most impressive platform games around.

elephant and castle

Famous part of London , known for its roundabout, shopping centre and muggings. *(Hold on. What's this got to do with consoles? Ed.)*

roy castle



Musician and fleet of foot tap dancer who now makes a living from *Record Breakers*. Very sa... *(This isn't consoley either. You're sacked. Ed.)*

GAME ZONE

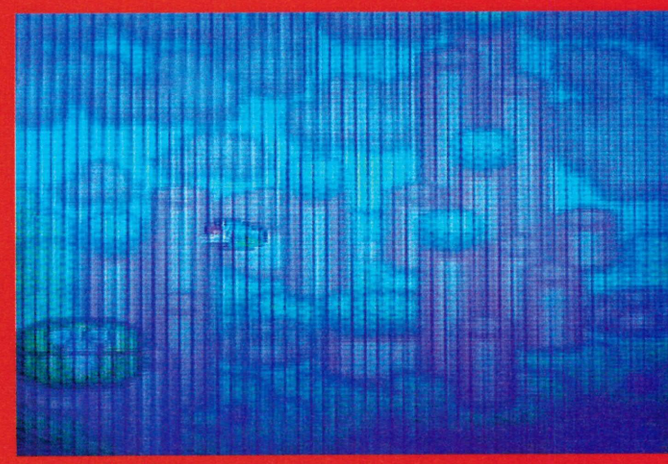
Graphics
Sound
Addictiveness
Playability

OVERALL 88

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



Blast those burgers! Wreak revenge on that indigestion-inducing fast food.



Would you like this as a pattern on your curtains?

fantasy zone gear

"*Fantasy Zone Gear*, eh?" mused *Jeremy Daldry*. "I do believe that is the cue for a very smutty, double entendre-loaded intro. Ready? Here we go... BUM.* Ha, ha, ha."

I don't like to be mean. I really don't think it's in my nature. After all, I spend most of my time running round being nice to small blind fluffy animals with learning difficulties and sniffing flowers. *(Better than being nice to flowers and sniffing small animals I suppose. Ed.)* Be kind to all people and all people will be kind to you, is what I always say. *(Why do I sense a very large 'BUT' is about to enter stage right at a fast rate of knots? Ed.)* But, *(Told you so. Ed.)* there are some things that make it difficult to be nice about anything. Things like constipation, flatulence and, above all else, *Fantasy Zone Gear.*

verdict
Guilty.

but why?

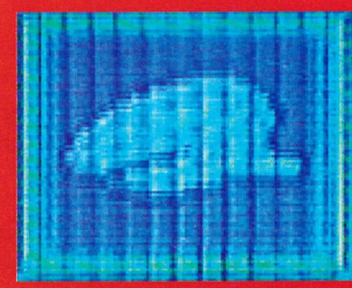
You might say I'm being a bit harsh by placing *Fantasy Zone Gear* alongside major digestive disorders of the lower colonic tract, but I don't think so. You see *Fantasy Zone Gear* starts off all very promisingly with a suitably daft plot. Some nonsense about how you play a character called Opa-Opa Jnr whose home, the Fantasy Zone, has been overrun by the evil Menton, who, in an attempt to break your will, has kidnapped your old dad Opa-Opa Snr. (What an Opa-Opa is, or why a Menton should chose to kidnap one in the first place is never really explained and, let's face it, doesn't matter a monkey's toss.) And how does Opa-Opa decide to rescue his dad? Discussion? Intelligent argument? International contact jelly juggling? Oh no. Opa-Opa, in his wisdom, has decided to bomb and shoot anything that isn't a member of the Opa-Opa clan into next week. Very tolerant.

bang, pow, zip.

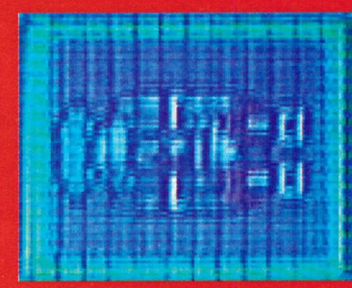
So off you zip as young Opa, in a blaze of multi-coloured sprites, guns a-blazing, bombs a-dropping and, erm... well that's about it really. There is, of course the usual inter-level shopping spree where you can buy a pint of milk, a loaf of bread and an even bigger kill-o-splat death ray gun. But apart from that, well there ain't a lot here dudes.

The animation is all very colourful, the sound all very pingy, so where does it all fall down? Well the gameplay actually, due mainly to an abysmal collision detection system. It's so bad it makes you say things like 'blow', 'darn' and 'flip'. *(Language, please. Ed.)*

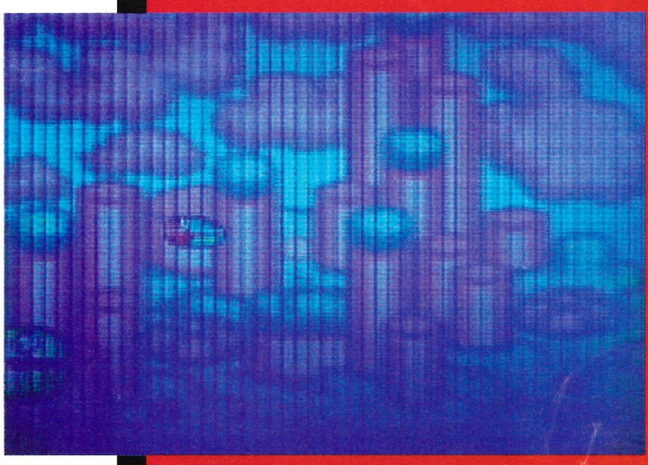
So what do you get when you lash out on *Fantasy Zone Gear?* Well how about heartache, headache and a sore finger from too much digit abuse, for starters! Not a great game, not even a particularly good game. More of a kinda moist brown game. E



Oh for the wings... of a pigeon?



Something my cat found in the rubbish.



Canary Wharf could've done with the architect of this.

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 78

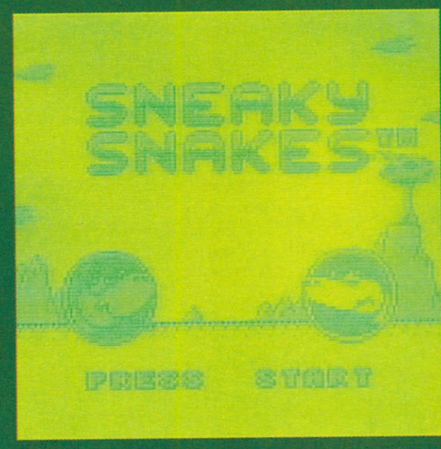
Out: Now **Price:** £24.99
Publisher: Sega

*Our thanks go to the Bobby Davro School of Mirth and Merriment for allowing us to use that intro.

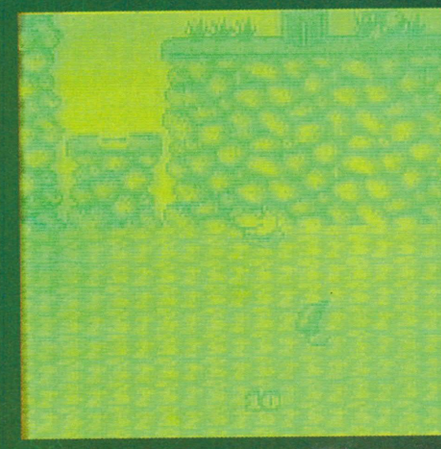
sneaky snakes



I left my head, bo, be, bo, be, bom, in San Francisco.



One snake and one snake makes two adders (groan).



Don"t call me a liar, I'm just a snake in the grass.

As he is a big 'Python' fan we put *Ian Ross* down for *Sneaky Snakes*. Shame he actually meant the 'Monty' kind of Python.

Have you ever fancied taking on the role of a snake, leaping (yes, leaping!) around stuffing your face with fish, birds and balloons and suchlike in order to build up your snakey body. No? Well, neither have I, but there's a first time for everything and that includes test driving the Game Boy's first snake simulation. *Sneaky Snakes* is an odd little game in a platformy sort of style, incorporating all usual features – bonus screens, underwater levels, power-ups etc.

The object of the game is to manoeuvre your snake's head (you don't seem to have a body yet) and to try to find some food so that your body grows and eventually becomes heavy enough to activate the door opening mechanism next to the exit which takes you on to the next level.

Sounds easy? Well it's not. Out to spoil your reptilian cavorting are all manner of hazards and snake-hating nasties. Bombs will blow your hard earned body away, lava pits halt your progress, piranha fish will snap at you and falling stalactites will bounce on your bonce. (Q. How do you remember the difference between stalagmites and stalactities? A. Tites always come down.)

As if all that wasn't enough, if the timer counts down to zero, a tomahawk with an axe to grind will be chopping meatily in your vicinity with the single-minded aim of making snake cutlets.

It's not all death and gore however, occasionally you'll happen across a power-up or a warp. Power-ups include tongue icons which give your primary weapon (your tongue) a greater range, alarm clocks which delay the arrival of the aforementioned psycho-chopper and diamonds as well as other assorted bits and bobs which contribute to the final score.

Warps will transport you to subterranean caverns filled with bonuses. They also appear to be death-free zones, which can't be bad. The only bummer about the warp screens is that every time I reached a new one the first thing I discovered seemed to be the warp which returns you to the normal screen, obviously empty-handed. *(That's because you're crap. Ed.)*

What makes the game worthwhile is the high level of playability. Right up there with *Mario* and *Sonic* old snake's eyes can leap and bound in a manner quite unknown to any snake in real life. Most enjoyable. On the downside however, the levels are very short, with most of the time spent hanging around a particular area gathering food and expanding your frame.

verdict
Addictive reptilian romp, could you asp for more?

Graphically, the game is pleasing on the eye – the scenery and sprites are crystal clear, the main sprite in particular being most excellent with the body segments following behind in a snakelike fashion. It scrolls smoothly enough and the scenery doesn't get too blurred as you're apt to find in some Game Boy offerings, though it may not be the most awe-inspiring. To accompany the action there is a jolly tune which soon becomes grating, and some appropriate spot effects.

After a lot of frustration, I found *Sneaky Snakes* to be addictive and highly playable. Jumping and munching your way around the various levels make the Game Boy hard to put down. So if you're looking for a *Mario*-like challenge or are just a plain snake fetishist give *Sneaky Snakes* a go, you won't be disappointed. E



Snakey weight watcher. Would you Adam and Eve it?

END ZONE

Graphics

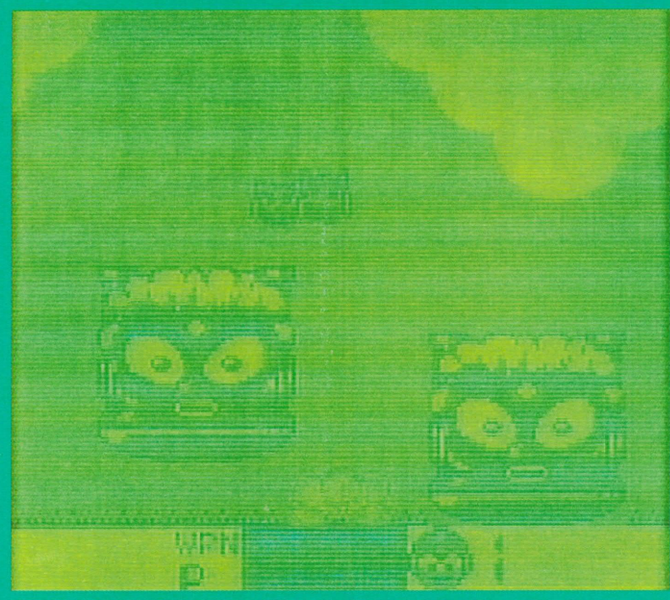
Sound

Addictiveness

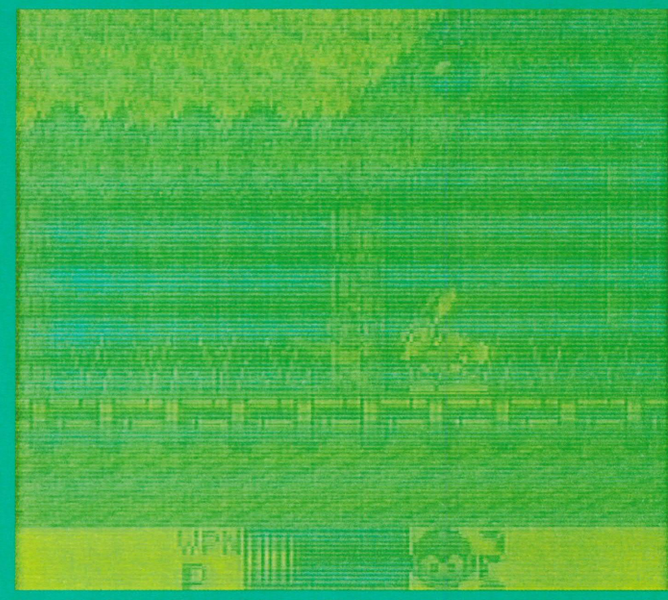
Playability

OVERALL 78

Out: Now **Price:** £24.99
Publisher: Rare Coin-it Inc



Yikes, it's the Black And White Minstrels. Gis a chorus of *Danny Boy* then.



Mega Man II meets *Watership Down*. Will there be rabbit stew for supper tonight?

mega man II

GAME BOY IMPORT

We asked ourselves if *Paul Lakin* was a *Mega Man Too*. Unfortunately we were sadly disappointed.

Mega Man is becoming something of a mega star. It's only the elite few console heroes who get to the dizzy heights of a sequel. Over in the States the man with the strangely out of proportion head is onto his third NES game while the Game Boy rocks to *Mega Man 2*. Much more of this and Mario's going to have to look to his laurels.

Mega Man has a number of advantages over Mario. The main one is he doesn't have a silly moustache, the other is that he knows a thing or two about violence. Rather than nonce about jumping on things or using dinosaurs to lick his enemies to death Mega Man goes in shooting. This guy has access to more weaponry than your average international terrorist.

Mind you, he only starts off with a fairly basic gun but along the way he can pick up all sorts of hardware and power-ups. These can be accessed via a weapons screen which all adds to the scope of the game. It's not often that the Game Boy gets into the realms of weapon select and even when it does, it's rarely the range available here.

As well as his hefty arsenal (Worth an oo-er? Nah, probably not.) Mega Man is quite a mover. He's got a nifty slide which is often more useful than any blaster. He's also a jumper of Olympic proportions. (That means he can jump high not that he's got something large and warm from M&S. Knitting has yet to be recognised as an Olympic sport.)

In fact quite often Mega Man is better off jumping over enemies and legging it for the exit rather than hanging around to shoot it out. Remember the motto of the cowardly gamesplayer, 'He who shoots and runs away lives to see what the next level looks like'.

Weaponry, athleticism and a large head aren't all there is to Mega Man – he's also got a performing dog. Very useful heh? Unless of course he tries to take him to a public park. Dogs aren't allowed to perform in public parks these days. Once more this bit of extra bite relies on you picking up various adaptors along the way. Power isn't served to you on a plate, you've got to work at it. Mind you, once Rush (crap name for a dog eh?) has had a few adaptors added on he becomes the sort of metallic hellhound that even the meanest parkie would think twice about tackling.

Now you might expect the average doggie bonus to include such things as sharper teeth, greater speed or nice studded collar but oh dear me no. In *Mega Man II* the bonuses put the doggie in a new position (ahem). Rush can transform from a faithful canine friend into faithful coiled spring, faithful submarine or even faithful jet sled. He'd go down a storm at Crufts.

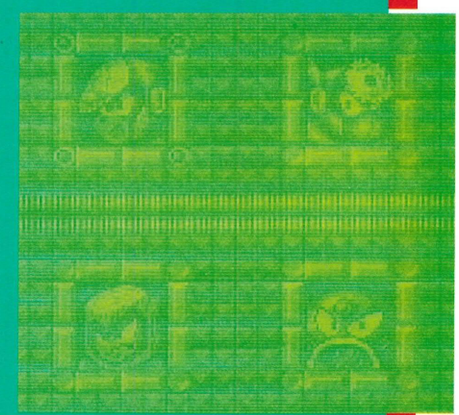
Mega Man II is nine levels of fairly difficult arcade action. There's a whole host of ramps, ladders, floating platforms and conveyor belts to work your way round. Every world is littered with rabid robot types, not to be confused with Robbie The Robot, a cheery soul who wouldn't hurt a fly, and there's a mean robot master to take on at the end. Then it's time to hitch up the blaster and head onto the next level. A hero's work is never done.

Keeping to the high standard of other *Mega Man* outings this is a tough platformy shoot 'em-up with some neat added extras chucked in. There are a thousand games like it but not many that do the job as well. Not brilliant but more than a little smart. E

● **Supplier:** KC Computers 0509 211799

verdict

Not quite mega, but not far off it either. Well up to the standard of its predecessor.



Mega Mania. What do you call yours?

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 85

Out: Now **Price:** £24.00
Publisher: Capcom

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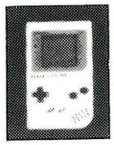

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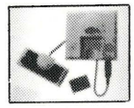

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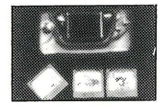

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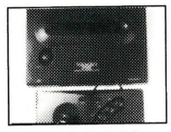

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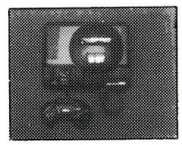

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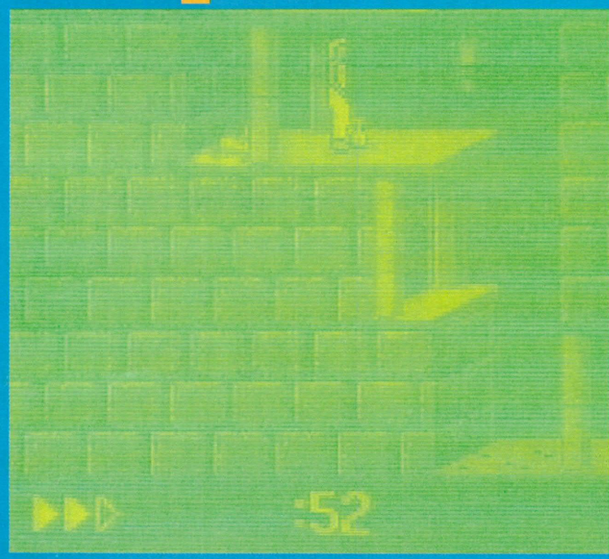
prince of persia

MEGA ZONE

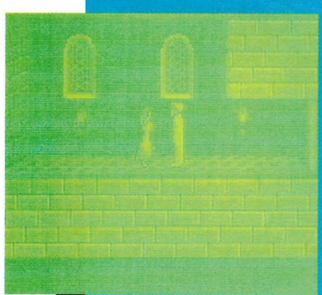


You've heard of horses for courses. Now there's potions for, er, ponces.

GAME BOY IMPORT

Paul: Isn't it brill? That's all there is to say. I can still remember the first time I loaded *Prince Of Persia* up on the Amiga and came over all peculiar at the sight of the fab animation and magic puzzles. If I had to pick my Desert Island games, *Prince Of Persia* would be up there in the top eight. Forget Edward and Mrs Simpson, this is a right Royal romance.

If you've never come across *Prince Of Persia* before then you haven't lived. In the spirit of the Arabian Knights you have an hour to get from your dungeon prison to the room of the lovely princess. If not she'll be put to the sword or the marriage bed and you'll be put to the prison sandwich maker.



Tonsil-tickling ahoy!

If you do know the original then you're probably a mite worried about how it'll all transfer onto the small screen. Well worry not 'cos this version is brill too. Brill? It's absolutely amazing. The animation is excellent, easily matching the original. The evil Jaffar walks with a strange limp but everyone else is as smooth as a Gillette Plus. Even the torches flicker on the background walls.

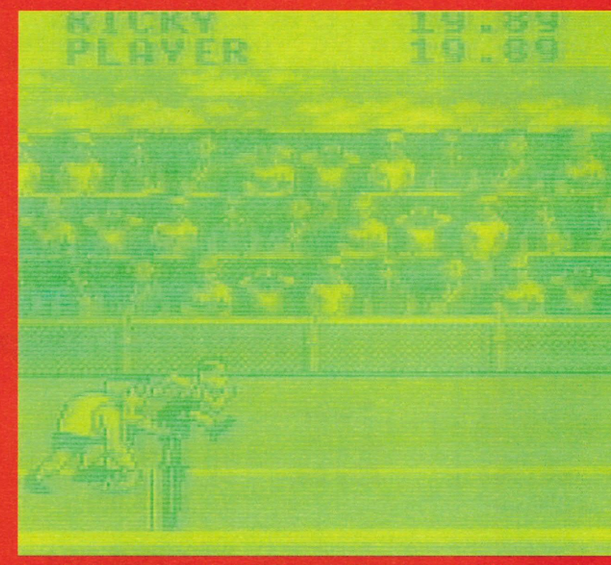
The gameplay's all there too. Working your way through the dungeon maze you'll come across secret doors, heroic leaps and more swordfights than are good for your digestion.

There's no point beating about the bush any longer, this game is simply fab. It's not just the dog's bolls it's the entire canine reproductive system. Well worth being cast away on a desert island for. E

OVERALL 93

● **Supplier:** KC Computers
0509 211799

Out: Now **Price:** £24.00
Publisher: Virgin



Knuckle dragging could well be the next Olympic sport. *(I think not. Ed.)*

track meet

GAME BOY IMPORT

Jeremy: When I was a lot younger, *(Oh my god, here we go, yet another instalment of the Daldry life story. Ed.)* there was a great greasy spoon cafe in the centre of town, owned by a very fat Welsh man by the name of Rees.

Why mention this fact? Well, it served one of the best bacon sandwiches in the world, and it was the only place in the whole of Ipswich to have a *Track And Field* arcade cab. (Remember, this was way back in 1985 when it was worth consuming endless cups of dishwater tea, so that you could play the latest arcade smash.) So it could be said I have a bit of a soft spot for *Track And Field*-type games and bacon sandwiches.

This is fortunate really as *Track Meet* is a revamped, rehashed, recoded, shrunken version of *Track And Field.* Spread over seven assorted events, including such horribly energetic pastimes as the 100 meters, long jump and weight-lifting, you get to compete against some of the weirdest dudes around. The likes of Ricky The Barbarian, Katana Ninja and Irwin B. Cheetin all have rather distinctive and original special powers to be overcome.

Irwin, for example, has rocket shoes to 'aid' his performance in the 100 meters. "But that's cheating!" I hear you cry, and, of course, you'd be right. Because, where *Track Meet* scores over previous runny, jumpy kinda games is that it has a fair dollop of humour, (watch out for the discus, which, if misthrown, can literally smash your Game Boy screen). With all of your opponents cheating in some way or another it is up to you to overcome their wicked ways in your quest for gold.

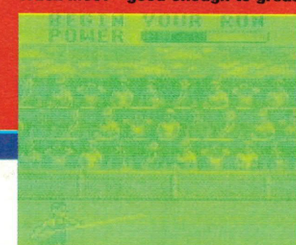
Track Meet certainly takes me back to the endless afternoons spent in Rees' greasy spoon, (which I hasten to add, has since closed down). Funny, fast and surprisingly playable *Track Meet* could well become a bit of an import fave. Dishwater tea anyone? E

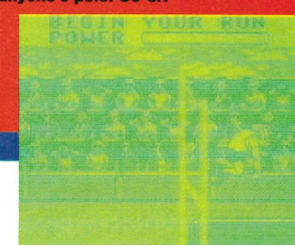
OVERALL 84

● **Supplier:** Ice
Distribution 0302 340079

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

Track Meet – good enough to grease anyone's pole. Oo-er!





junction



Heh! Who's published my signature for all to see and forge!

GAME GEAR

IMPORT

Mike: Oh puzzle games, there's nothing like them to make the blood boil, but in this case my blood didn't boil – but my Game Gear nearly flew through a window.

Junction is a dodgy name for a fairly dodgy title. The gameplay is a spooky mix of the classic *Pipemania* and one of those irritating puzzles you get in Christmas crackers. You know the ones, where you have a large square filled with smaller interlocking squares and one blank and you've got to move all the numbered squares round so that the numbers all run in order.

There's no numbers just loads of pipes, though unlike *Pipemania* there's no liquid to chase you around this time just a lame red ball which travels along these pipes. The idea of this game is to guide this lame ball along the pipes to the end of the screen. To do this you need to lay out the right route by changing the lines which are marked out on blocks. Changing the lines involves shuffling these blocks around using a blank (which is the bit you control). So for instance if the ball is about to crash into the side of the screen you'll need to put in a left turn. And if there's a left turn block nestling comfortably in the bottom left hand corner of the screen, you're going to have to move it. So let's see... if you shuffled those two blocks you could move the block you want up two places and then you could swap it with that one, move along two more places... do you get the idea? *(Not entirely. Ed.)*

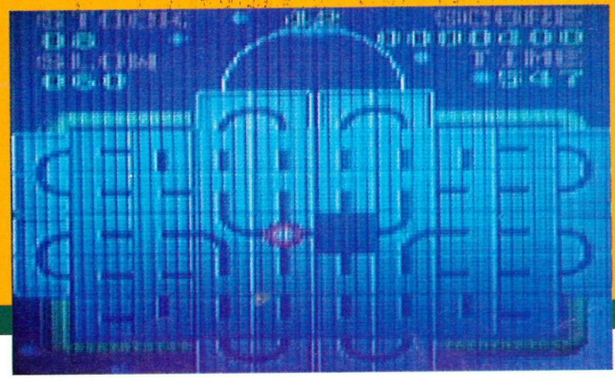
The game is about as challenging as any puzzle fiend could ask for. However it's not very exciting and it's a lot less addictive than a chocolate rich tea biscuit. It's a mildly clever mix of two classic puzzles that somehow doesn't quite come off. Oh and the instruction booklet is as much help as a stuffed budgie – but such is life. E

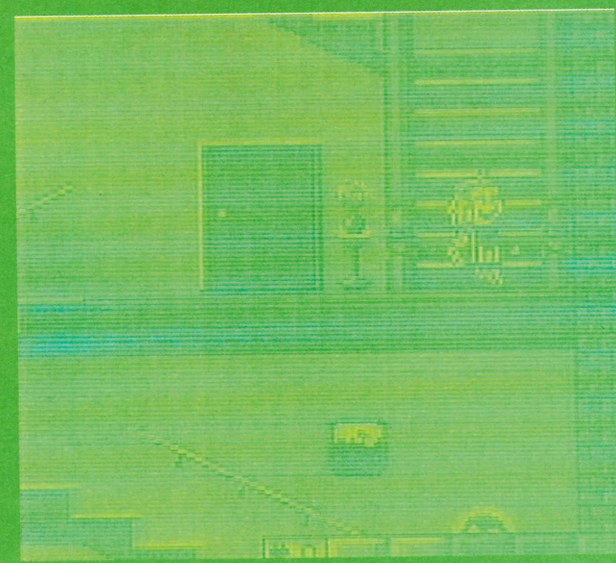
OVERALL 52

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

● **Supplier:** Axe Direct 081 343 0419

Yet another one-way masterpiece from the local planning authority.





The revolting ghost with the most sets to spooking.

beetlejuice

GAME BOY

IMPORT

MEGA ZONE

Jackie: Beetlejuice. What a useful invention it is, eh readers? Not only does it help rid the world of unwanted beetle carcasses, (made as it is, from the crushed bodies of these poor unfortunates), but it also comes in concentrated form in order to save packaging and with just a few drops can transform a whole variety of edible home baking goodies from an insipid shade of pink to a glaringly bloodthirsty shade of red. Yes, it's definite. On the home baking front, beetlejuice (better known as cochineal actually, fact fans) is an out and out winner.

It's also a bit of a runaway success on the Game Boy front too. Moreover, in the good ol' US of A recently, LJN released the extremely fab and groovesome Game Boy version of this cook's wonder aid. Except of course, it has nothing to do with cooking and everything to do with the completely manic and totally fab film of the same name.



Catchyuz later.

Beetlejuice on the Game Boy you see, is a raucous six level romp through the weird and wonderful world of demon exorcist Beetlejuice. The ghost with the most has unfortunately had his 'babe' Lydia kidnapped by the well nasty Astoroth. So he must make his way through various locations, including Lydia's house and attic, battling his way past a mountain of monsters, so he can reach and rescue his chick.

Nothing new about that I hear you cry. But hold on a sec, 'cos what makes this game a goodie, is the vast variety of different gameplays within the one cart. You see, to battle his way past his fiendish foe Beetlejuice must run, jump, zap, puzzle, collect, ride a rollercoaster, platform puzzle, ooh and loads more. In fact there's more variety in this cart than in a complete pack of Kellogg's Variety cereal packs. Not only that but the game also has a rather neat smirk-inducing bizarre sense of weirdness, so there's plenty to keep you playing – and coming back for more.

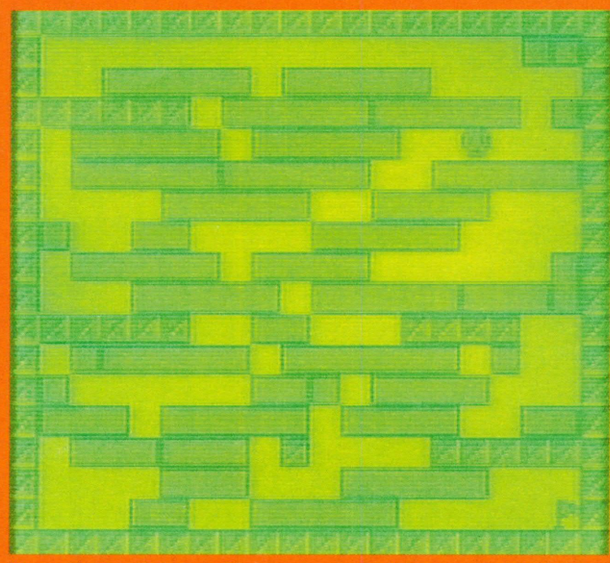
Ghoulishly good fun all round. E

OVERALL 90

Out: Now **Price:** £19.50
Publisher: LJN

● **Supplier:** KC Computers 0509 211799

a-mazing tater



No wonder Spud's forlorn, it's enough to make him turn to Smiths Crisps.

GAME BOY IMPORT

Viv: From the first spud presented to the Queen by Sir Walter Raleigh, through popular playground culture, (one potato, two potato, three potato, four etc.) to our dinner plates (in the form of roasties, taties, mash, chips or potato salad) the potato has always commanded a high profile in our everyday lives.

Such a humble vegetable, yet humble no more – the tater is now a-mazing! He's also bloomin' irritating – well the game is – for Spud must negotiate a series of fiendishly tricky mazes in order to become a Knight of the Garden in King Watermelon's court.

Mato Tomato is your tutor through the practice game which gives you hints as to where and how to position the blocks, turn the pivoted doors and in what sequence to do it etc.

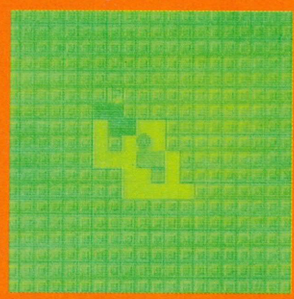
The game proper dispenses with the handy hints but you can retry or retrace your moves step by step and boy, are you grateful for this! Time after time, you look at one puzzle and can see absolutely no way round it. Trial and (many) error(s) later there may be a glimmer of hope. You may complete the odd one or two mazes before the learning curve catapults and once more you are incredulous that the puzzle could ever be done.

Although the graphics are nothing special and the sound is pretty naff, our chippy chum does hold you enthralled. Definitely Spud-You'll-Like. E

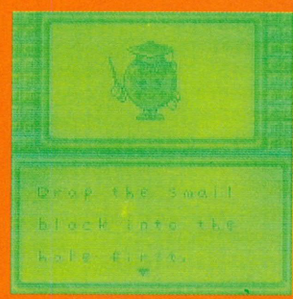
OVERALL 87

● **Supplier:** KC Computers 0509 211799

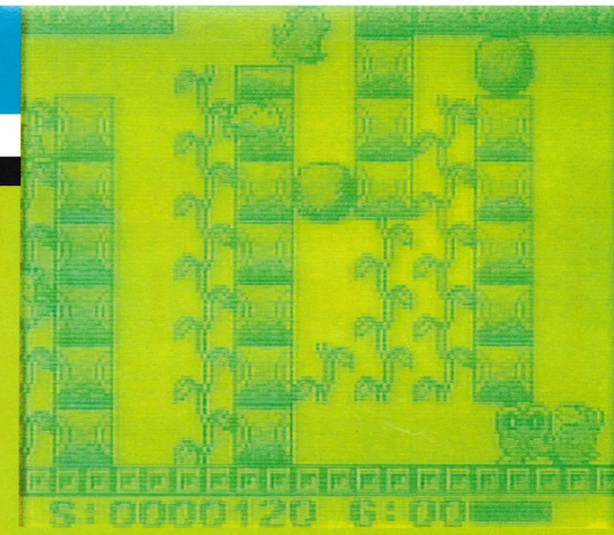
Out: Now **Price:** £19.00
Publisher: Atlus



When the chips are down, there's always a friend you can turn to...



...Well you can't have chips without tomato ketchup can you?



Grappling grapevines, old Godzy's on the rampage – in a cutesome way.

godzilla

GAME BOY IMPORT

Jackie: Hoorah! I thought as I loaded up this, the latest Game Boy cart from the States. I know what to expect from this. A fab film conversion based on that infamous Godzilla chappie.That completely well-hard movie star monster who spent much of his screen career stomping on Dinky toys and punching his way through cardboard skyscrapers and shoe boxes painted to look like factories, in a concerted effort to bring complete and utter chaos to Tokyo (and loads of other places on the Japanese archipelago besides). Brilliant! That must mean loads of monster-mashing ahoy!

Except of course, it didn't. Not quite.

You see, the Game Boy version of the famous Fifties Japanese monster movies a) features the most cutesome-looking Godzilla you could ever imagine, as opposed to the toughest most terrifying looking dinosaur on the planet and b) involves smashing up rocks and Rodans rather than office blocks and telecom towers.

Godzilla is a slick, multi-level puzzle game, where you, ie. the sickeningly cute-looking Godzilla, must race around a huge labyrinth called Matrix, in an attempt to rescue your kidnapped son Manilla – quite why you chose to name your offspring after a famous brand of poncey writing paper is never quite satisfactorily explained.

Still, the occasional wave of filial affection is obviously still not alien to you, so off you set to try and retrieve your son from the clutches of his kidnappers. To do so however, you must first work your way through the 64 different rooms in the Matrix.

Unfortunately, the Matrix itself is overrun by a myriad of power-sapping monsters. And not only that but the exits to each room are blocked by rocks. To get past both the monsters and the rocks then, it's out with Godzilla's only weapon – his iron fist.

Yup, cute he may be, but this Godzilla still packs a powerful punch. And once he's cleared one room of monsters and rocks, then it's onto the next.

Don't get me wrong though. This is a battle of brains as well as brawn. Each room is laid out as a mini puzzle in its own right you see. Meaning that if you destroy some rocks before others then, you may well find it impossible to destroy the remainder. So you need to plan your route through each part of the Matrix very carefully. And the further you get into the Matrix, the tougher things get, of course.

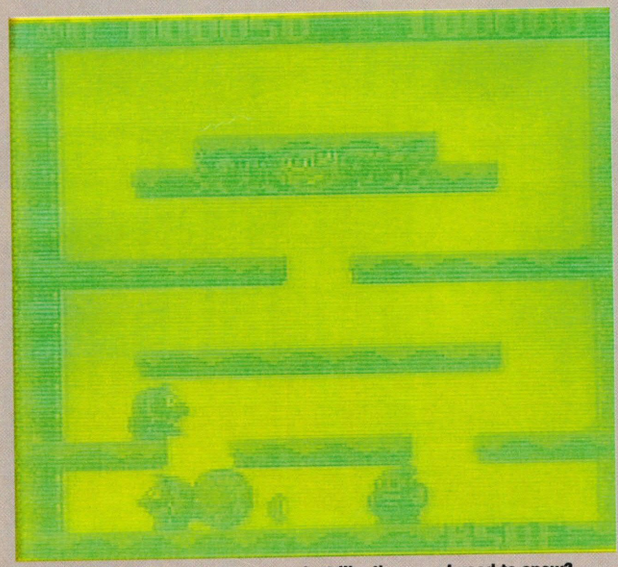
What else can I say about *Godzilla* then? Well it's tough, it's hard, it's got a fab soundtrack and should keep you playing for hours and hours and still keep you coming back for more. In short – it's er, fab really. So there. E

OVERALL 88

● **Supplier:** B+S Electronics 071 323 6673

Out: Now **Price:** £21.99
Publisher: Toho

snow brothers



I'm dreaming of a white Christmas, just like the ones I used to snow?

GAME BOY IMPORT

MEGA ZONE

Viv: 'Tis the night before Christmas. You've just watched *The Snowman* for the nth time. The weathermen have pulled it off and there's actually been some slushy white stuff. In fact, you have made two snowmen with the hindrance of your little sister who insisted that, like goldfish, snowmen are happier in pairs. You tweak the curtains to see them, but all that's left is two, shapeless mounds.

Next morning you look out of the window to see the two snowmen celebrating, yelling "Yo! Gimme five Sno Bro!"

What did they get up to? Tom vanished in King Scorch's Ice Palace leaving Nick, a dungaree-wearing, snow-punch-packing, somersaulting snowman, to rescue him.

Each screen consists of snow-covered ledges, slides and windows. Dodge deadly foes such as bears, lolloping baboons and fire-breathing eagles, but ultimately pack them in a snowball and then push or kick them so they catapult off the ledges and up and down the slides to their doom. Dispatch them mega-speedily for bonus dollars and if a snowballed creature hits another this will annihilate him and frees bonus doughnuts, pepper pots, ice creams and sweets.

After ten floors, you meet big end-of-level baddies who can be polished off by snaffling their young. These range from a monster spitting hunchback dragonlets to a manic chicken laying her eggs at you!

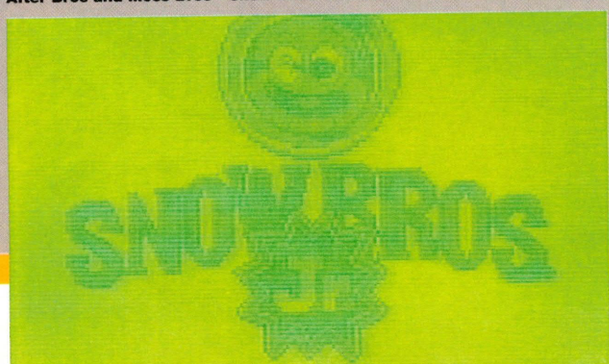
Attractive graphics, nifty gameplay (although the bosses take an aeon to kill), a groovesome soundtrack – all in all, the most fun to be had without stuffing snow down Barry White's trousers. E

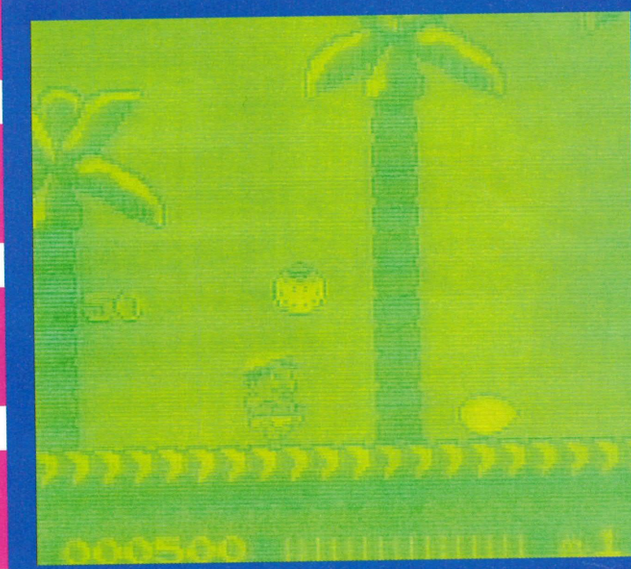
OVERALL 90

● **Supplier:** KC Computers 0509 211799

Out: Now **Price:** £19.50
Publisher: Capcom

After Bros and Moss Bros – *Snow Bros*. The ones with nattier dress sense.





The chap with the nappy gets fruity.

adventure island

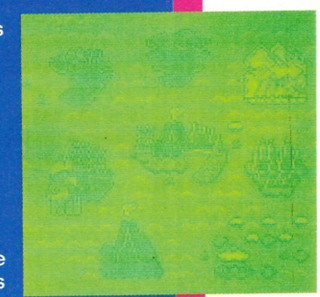
GAME BOY IMPORT

Jamie: I remember years ago, at a street party, there was a fancy dress competition. From the moment I found out, I wanted to be a caveman, and nothing was going to stop me, except my mother. She went off to buy some fake fur for my costume, and returned with a 'bargin bucket off-cut'. As she measured me up for my costume, I saw in her eyes that for me to try and fit into this tiny piece of cloth would have been indecent.

Well, to cut a long story short, my younger brother ended up with a fake fur strongman's outfit, and I went (in tears) as a box of matches. Years later, I finally got my chance – no, not a chance to wear a fake fur loincloth, but to be a caveman in *Adventure Island,* Hudson Soft's new release for (probably the greatest invention since the wheel) the Game Boy.

Adventure Island is one of those jump-around-and-kill-plenty-of-things platformy games, with graphics so cute you'll probably puke. The storyline is run-of-the-mill, but instead of being captured by some ravenous beast, the Princess has got herself lost on a desert island. And it's not going to be easy to find her, as there are eight islands to explore, which are divided into several areas. So, as the 'Heroic Master Higgins you begin your quest with only a grass skirt to protect you.

On each island you'll find prehistoric eggs lying all over the place, which, once hatched, contain a multitude of bonuses and different items; all the usuals are there 1-ups secret stage selects, loveable pet dinosaurs and skateboards – huh? Skateboards in 200BC, well I never! When an item is not in use, it can be stored for later. Very handy indeed.



Islands see clearly now...

Overall *Adventure Islands* is my kind of platform game, though at times I felt like leaving the princess to the wild animals, particularly when you lose a life and get sent back to complete the same area again. Graphics also tend to be a bit blurry and indistinct if you're moving too fast. *(Rather like real life. Ed.)* Still Master Higgins' dinosaur buddies are a briiliant feature and in the end *Adventure Islands* wins through. An addictive game with slick features. Totally 'Yabber-dabber-doo!' *(Wrong game, surely. Ed.)* E

OVERALL 82

● **Supplier:** B+S Electronics 071 323 6673

Out: Now **Price:** £24.99
Publisher: Hudson Soft

ZER

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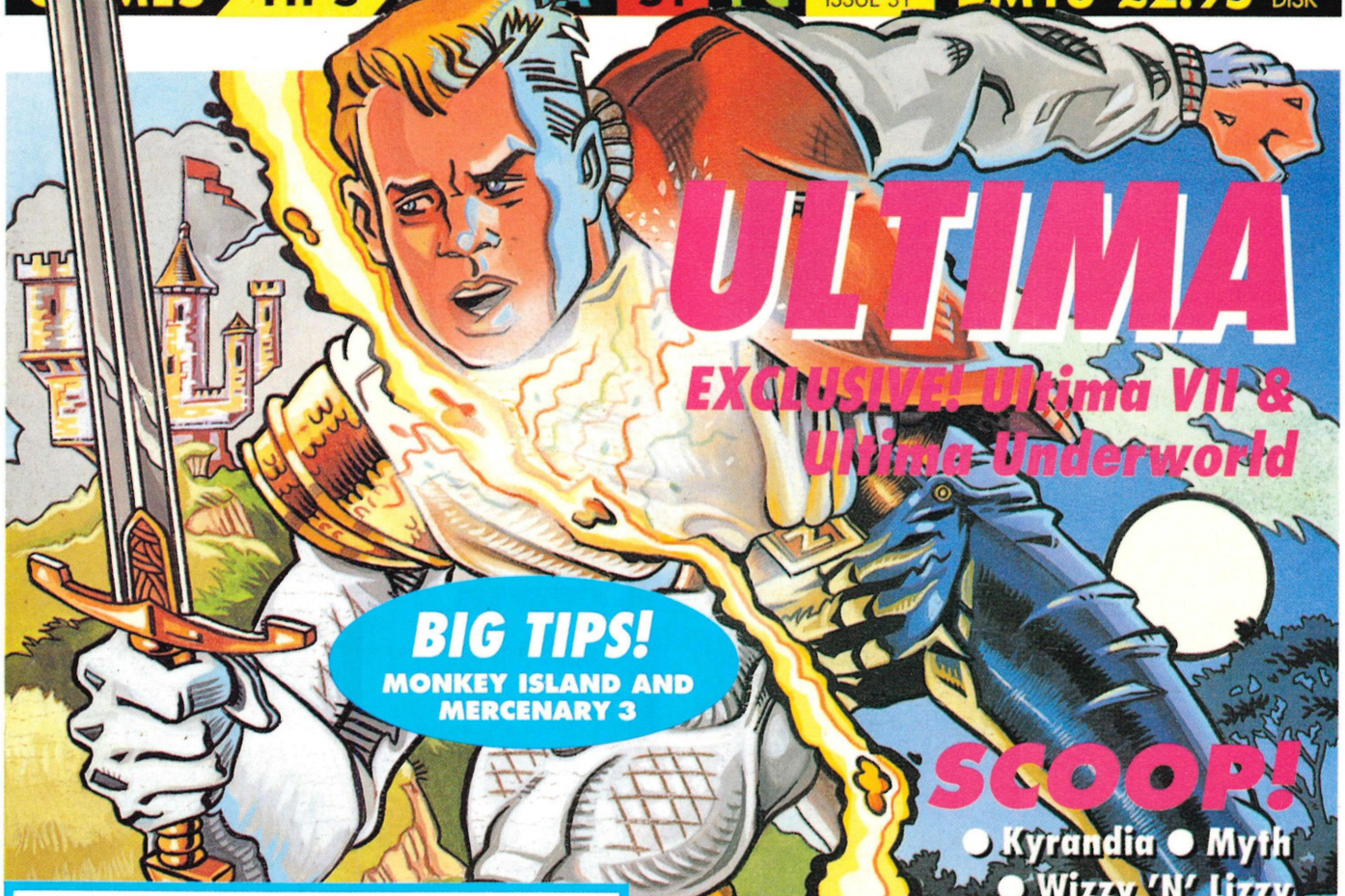

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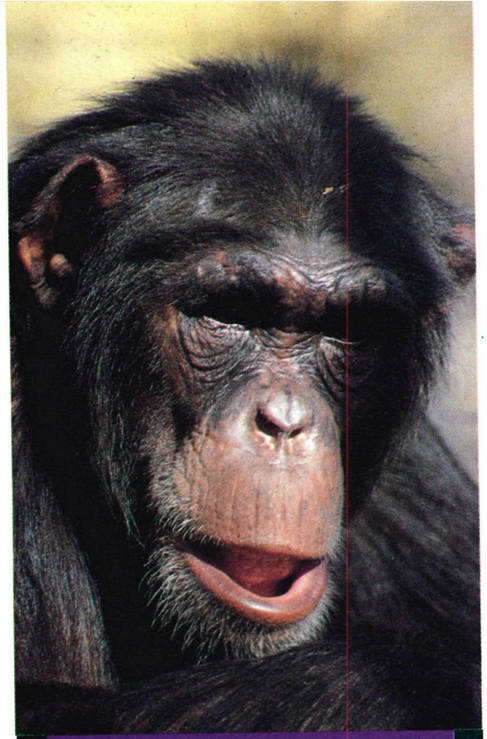
POEMS ON THE UNDERDISK

Oh disky, disky,
disky disk
Thou if not here,
Something'f amissk,
How to replace thif gift
Thee sigh.
Bolly well, Afketh
the Newfvendor
Quoth I.

(Anon. Circa 1356)

OUT NOW!



PG tips

Take over seventy smart hints and tips, Console Counsel, fifty pounds and *Daniel Pemberton*. Place all this in a large bowl and heat. Stir gently for about five minutes, not forgetting to add generous amounts of badges. When ready, serve promptly.

win £50* in cash!

*plus a packet of biscuits

Welcome again to PG Tips, the place where even the greatest of herbal tea drinkers can find sanctuary, because when we're not working really hard, we're having a tea break. And while we drink our tea and eat our biscuits many tips are soon revealed. But unfortunately we can't have tea breaks all day or we'd get the sack so we ask you, the reading public, to help us out. So send us your maps, guides, solutions, tips, cheats and plastic models of Coco The Monkey.

And if we print your contribution you'll receive a dead trendy 'I'm a PG Tipster' badge worth... at least half a packet of salt and vinegar crisps. Not only that but the best one of the month, be it map, cheat, guide, solution or tip will receive a staggering £50! Guaranteed to swell not only your wallet but your ego too. Plus you'll get the biscuit of the month. So why are you waiting?

Don't call me Darjeeling
Game Zone
19 Bolsover Street
London
W1V 2BP

NB The biscuit of the month is the chocolate rich tea.

how to get into my bad books

A handy guide by Daniel Pemberton

- Don't tell me what machine the tips are for.
- Forget your name and address.
- Use illegible writing.
- Send me a *Mario 3* guide.
- Copy something from another mag.
- Use a tip that has been printed before.
- Send in a cheat that doesn't work.
- Pretend that you're Harold from *Neighbours*.

how to get in my good books

- Simply do the opposite of the above.

heavy nova

Our first mega CD tip! A celebration is in order and to mark the fact we've given **Alex Aguilar** an extra helping of biscuits. He says that you should hold A, B and C on the title screen then press START. Now a sound test will appear to let you check the amazing music and sounds! Hurrah!

el viento

During play, pause the game and press UP, LEFT, Right, Down and C. Unpause the game and some very powerful magic should now be yours, which makes the game a doddle.

bomberman

I don't know what the difference between this and *Bomberboy* is. Is he grown up? Well **Owen Greenwood** might not know but he does know a couple of codes.
Here they are:
IHOLBKMIHL, HKEFPHIDJC

nemesis

Spook! Konami win another award for their original cheat modes. Do the usual pausing of the game, then press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, II, I then unpause. You'll now have mega fire power. I've also got a sneaky feeling this'll work on the forthcoming Konami game *Salamander*. If you've got it try this cheat out and drop us a line to tell us if it works!

rbi 3

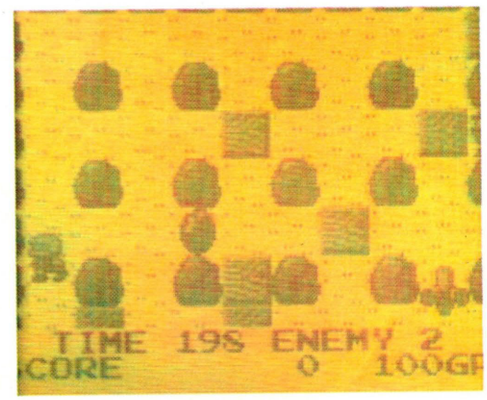
If you want to check out the sound of this baseball game click on option screen from the menu and press START. Now choose continue and press START once more. You'll now be in the sound test. START will exit.

atomic robokid

To get some really nasty weapons simply press1, 2, UP, RIGHT and RUN when you're asked to continue.

el viento

To get a slow motion mode **James Passey** suggests you pause the game and press UP, LEFT, RIGHT, DOWN and A. You should now be able to move in slow motion. Alternatively if you're a bit crap and want to skip the current stage you're playing, pause and press UP, LEFT, RIGHT, DOWN and B.



It's field of hay and no mistake. (Bale-ful! Ed.)

pg tips



Uh-oh. Looks like that must mean they're taking me to the dentist again!

chess master

When you castle, **Andrew Kendall** suggests that you keep pressing A and your king disappears, making it impossible to lose.

operation c

Yet another **Andrew Kendall** tip here. He suggests that if you wanna sound test on the title screen you should press UP, DOWN, LEFT, RIGHT then START.

a quick guide to maps

Okay, we've had quite a lot of maps in, but loads of them haven't been much use because they were badly drawn, not needed etc. So to save you loads of bother here's a little guide. Oh and if you're going to send in a map, try not to send in a photocopy because we then think you're going to send it to another mag.

Recently a certain map was going to win the £50 prize but we pulled it at the last minute because the same person had sent it to another mag which printed it and gave him nothing! Gutted is a word that springs to mind.

- **Don't map a game that doesn't need a map eg. something like a map for *Streets Of Rage* or *Shadow Dancer*.**
- **Don't bother mapping a game like *Sonic* or *Mario*. Basically they're too big to be completely mapped.**
- **Make your map as clear as possible.**
- **Don't go over the top on arty bits 'cos the maps are re-drawn on computer by the clever art peeps.**
- **If you're going to map a game, don't just do the first few levels, go the whole hog. (Although on some games, such as level eight of *Revenge Of Shinobi*, only one level needs a map.)**

mercs

If you fancy making this game harder than a rather dodgy 12-year old stale digestive, **Robert Snelgrove** has wise words. Go to original mode, press and hold down A, B and C. Then press START to begin the game and you'll find the enemies are a lot faster and cleverer. Drat!

sokoban

Here's a mountain of codes, as supplied by top cookie cruncher **Simon Gray**.

5 THBEDW
10 THESUN; **15** MEOODAH; **20** MERCURY; **25** VEKBB; **30** VENUS; **35** EAOFQ; **40** EARTH **45** THBYJAB; **50** THEMARS
Also try THCMYPQ, TTNXIZA, MWGNCZG, VEZUQ, THBKJC, VEKID, THBEPGH and EMAEP.

joe montana 2

Here's a smart way to choose your level. Go to the options screen and pick a league game. Then choose the password option and enter the following code: **_00_XXXXAX**

Now the letter that you should put in the first blank space stands for the team and to find the week they will play enter the letter in the fourth space. The letter codes and what they stand for follow. Here's an example: Housten vs NY in playoff round 2 would be: **L00SXXXXAX**

A Atlanta vs Buffalo
B Bufflao vs NY – National
C Chicago vs LA – American
D Cincinnari vs NY – National
E Cleveland vs NY – National
F Dallas vs LA – American
G Denver vs NY – National
H Detroit vs CIncinnati
I Green Bay vs Cincinnati
J Indianapolis vs NY – National
K Kansas City vs NY – National
L Houston vs NY – National
M Los Ang. Amer vs NY National
N Los Ang. Nat vs LA American
O Miami vs NY – National
P Minnesota vs Cincinnati
Q New Orleans vs Buffalo
R New England vs NY – National
S New York – Nat vs Cincinnati
T New York – Amer vs NY – Nat
U Philadelphia vs Kansas City
V Phoenix vs Cincinnati
W Pittsburgh vs NY – National
X San Diego vs NY – National
Y Seattle vs NY – National
Z San Francisco vs Seattle
0 Tampa Bay vs LA – Amer
1 Washington vs Cincinnati

B Week 1
C Week 2
D Week 3
E Week 4
F Week 5
G Week 6
H Week 7
I Week 8
J Week 9
K Week 10
L Week 11
M Week 12
N Week 13
O Week 14
P Week 15
Q Week 16
R Playoff Rd 1
S Playoff Rd 2
T Sega Bowl

dinowarz

If any herbal tea drinkers out there are having probs with this game, then you'd better thank **Michael Myles** 'cos he's supplied you with some passwords!
1: 8547; **2:** 5431; **3:** 9892; **4:** 6315
5: 7452; **6:** 1697; **7:** 6425

solar jetman

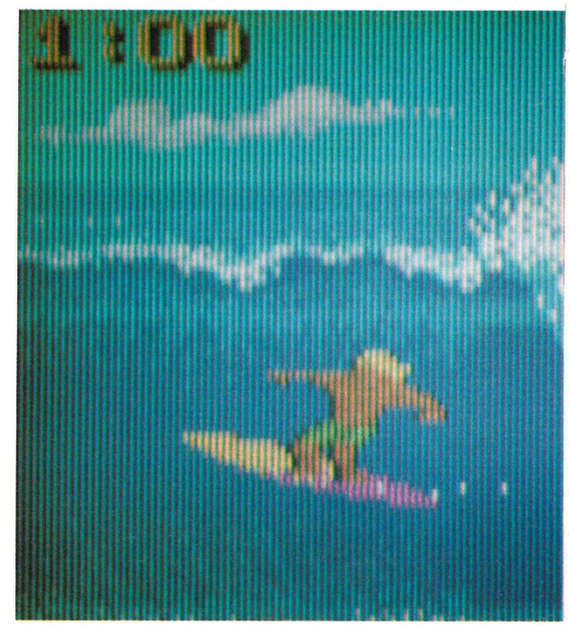
Bit of a mistake this 'cos we printed it wrong in issue four, but here's what it should be. To start on planet 14 with loads of dosh try the following password: **ZHHZQQQQNNNN**

side arms

To play in wonderful black and white-O-vision on the title screen simply simultaneously hold down buttons I, II and UP. Then press RUN and the game will no longer be in colour!

devil's crush

Try entering THE CRUSHER as a password to gain 999,999,900 points! Alternatively try ONECRUSHME or THEDEVILSI for loads of points and balls.

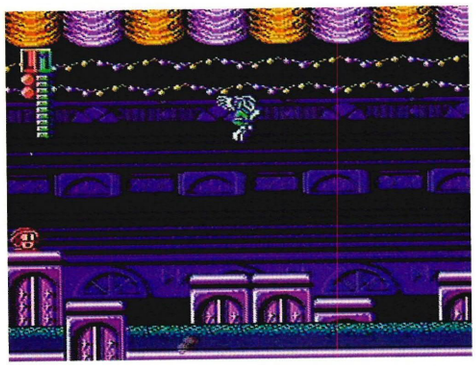


Riding along on the crest of a wave, er, under a wave.

john madden football

Bundles of thanks must go to **Gavin 'Small Writing Which Is Bloomin' Hard To Read' Downham** for codes for this newly released Super Famicom game! Fab!

Buffalo BBBF7G7CNR, BBBF78JF1M
Chicago BBBF8C8JJS, BBBF8H42YP
Cleveland BBBDDGT4N8, BBBDDN4HBP
Dallas BBBFDP7ML5, BBBFD75N6I
Denver BBBM6RFLST, BBBM626M75
Green Bay BBBKCLKTFT, BBBKC9YMGY
Housten BBBLCT7WTZ, BBBLC2OXW6
Indianapolis BBBNBNJTUR, BBBNB5LBCJ
Miami BBBMGSS254, BBBMGW 52C3
New Orleans BBBNKYJOWY, BBBNK591Y5
New York BBBFV21HMS, BBBFWWBKRT
Pittsburg BBBGY3STO4, BBBGY47J5L
Seattle BBBKY96X15, BBBKZURZML



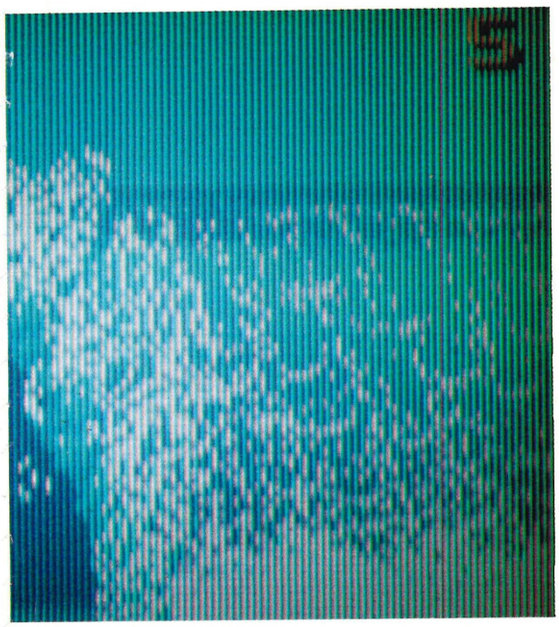
***Totally Rad*, bad, sad. Nah, it's actually quite jolly.**

devil's crash

Apparently you can use the same codes as for the PC Engine on this fabby pinball game, which happen to be printed in this very issue! Incidentally it's called *Devil's Crash* on the PC Engine. Unfortunately the codes only seem to work on the US version.

adventures of lolo III

Marcus Powling suggests we enter the following password to skip the first three levels.
2222 2222 2222 2222



£50 CHEAT

bart simpson – camp deadly

Aye Carumba! Here's a walk-through guide to this game from the aggressive Ben Gardner, who prefers eating Cadbury's Animal biscuits to his shorts. (Maybe there was a cheat-ah in the packet which helped him win the £50 star cheat!)

flag capture 1; R=RIGHT

R, climb first tree, get flag, R, climb second tree, get boomerang, R, kill all bullies, climb fifth tree, jump over lake, R, climb second tree, jump onto third tree, R, chuck all five boomerangs and jump over them when they return. Climb fourth tree, R, kill Blindside Bill, R, get package off Lisa, fall down tree, R, jump over bullies, R, get flag, R, climb fourth tree, jump onto fifth tree, R, jump onto sixth tree, R, avoid bees, jump onto seventh tree, R, climb eighth tree, R, kill Rebound Rodney, R, get package off Lisa, fall down tree, R, get flag, R, jump onto moving platform, R, get flag.

mess tent

All you need to know is that you must collect food, hit people and don't throw anything when the counsellor is watching.

flag capture 2

R, climb first tree, get boomerang, R, jump onto moving platform, R, climb first tree, jump onto second tree, climb second tree, chuck all five boomerangs and jump over them when they return, kill Slipshod Sammy, R, get package off Lisa, fall down tree, R, enter pipe, get boomerang from bottom left hand corner, R, jump over holes, get boomerang. climb ladder, R, climb last tree along, R, jump over lake, R, kill all hornets, get flag, R, kill all hornets, climb fourth tree, get boomerang, R, enter pipe, R,keep firing, get boomerang and energy, climb ladder, R, get flag, jump onto moving platforms, R, climb first tree, get boomerang, climb second tree, kill Nelson (to do this, climb third tree, hit him when he's near and repeat a few more times), R, get flag.
mess tent 2 (See mess tent 1.)

mount deadly

R, climb rocks, enter cave, get extra life, exit cave, climb rocks, get boomerang, climb to the top, R, climb rocks to top, enter cave, fall down ladder, exit cave, R, jump onto platforms, R, climb rocks, enter cave, climb ladder, exit cave.

last bit

R, climb first tree, get boomerang, R, climb fourth tree, jump over lake, R, kill all hornets, jump onto moving platform, jump onto first tree, R, carefully jump over bears and traps, R, jump onto side, R, kill all hornets, R, climb first tree, get boomerang, R, jump onto moving platforms, jump onto side, R, jump over all fire, R, enter pipe, kill all spiders and everything else, R, hit burns so that your boomerang bounces off him and hits one or more lampshades. Repeat until it goes dark, R, climb ladder, touch level, R. Cowabunga dudes. Finito. End of game!

who framed roger rabbit?

"Here's all the codes to *Roger Rabbit*" said **Andrew Platt** through a shower of crumbs. "This should help you." Well thanks Andrew, but it seems a bit obvious that they're gonna help you doesn't it?

2: DLT3QYBY
3: GPLDMSRC
4: MMCFGWXJ
5: BGQTVKJP
6: RTJBWN43

gg galeste

GG Galeste sounds more like a bloomin' horse that wouldn't win the Grand National than a computer game. And it's crap too. Anyway thanks to **Mark Hobson** you can improve on the game by getting a sound test. Simply press and hold 1, 2 and UP on the title screen then press START. Hurrah! Interestingly enough that seems to work on virtually all Game Gear games!

galaxy force 2

Apparently if you press START on the second controller on the options screen, then start on the first controller you'll be whisked to the ending. Sounds more dodgy than one of honest Bob's secondhand motors.



Don't have a cow. Bart's up a tree without a parachute.

pg tips

super monaco gp

Thanks to top tipster **Simon Laskey** we've got loads of passwords to give you. Unfortunately we couldn't print them all, so here's a few from the selection. The first one gives you the best car while the last one gives you a 75 point lead, so it's impossible to lose!

round 5 west germany

0ME4	BD22	1000	T200
000G	RH23	4567	89AB
0CDE	F000	0000	0080
0000	0000	4100	DD6C

round 10 portugal

0AUL	P082	1000	HM00
OOOH	00I3	4L67	89AB
CHDE	FG00	0000	0001
0000	0000	9200	02BB

round 12 mexico

057T	SUB2	1000	JO00
000H	000I3	4L67	89AB
CHDE	FG10	0000	0001
0000	0000	B200	AA0E

final round monaco

00L7	40D6	3000	8P00
000H	00I3	4L67	89AB
CHDE	FW99	0001	0001
0000	0000	F200	C97A

moonwalker

Dion Detterer from Australia has a pretty smart way to get the falling star. Simply collect these children first:
2-1: Second storey of Club 30, first window on right.
2-2: Top level, second car from the right.
2-3: Middle level of car park, first car on right.
3-2: Second headstone.

Now collect the star and you're turned into Metal Michael by some amazing feat of plastic surgery!

battle royale

If you've been chucked out of the ring, press UP, DOWN, LEFT, RIGHT on controller 1. (Make sure that the turbo switches are off.) Then do the same twice on controller 2. Your player should now be in the centre of the ring, re-enforcing the fact that wrestling is completely fixed. (Although I never knew it was broken.)

f1-circus

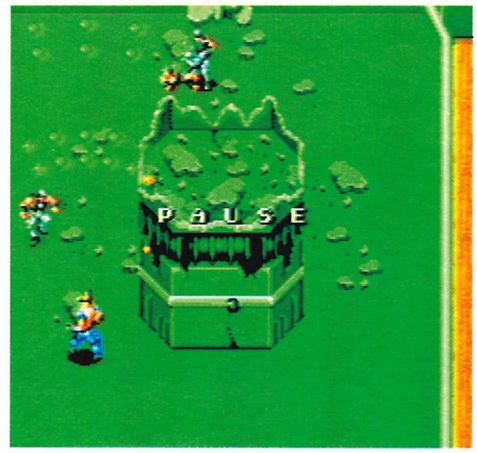
To get a rather funky sound test simply press DOWN and RUN on the title screen. Thanks be to **Ben Speed** for that little tipette.

bomberboy

Here's a code for this fab game, supplied by **John Jo O'Driscoll**: PKL8Q8AC
Ta muchly.

power golf

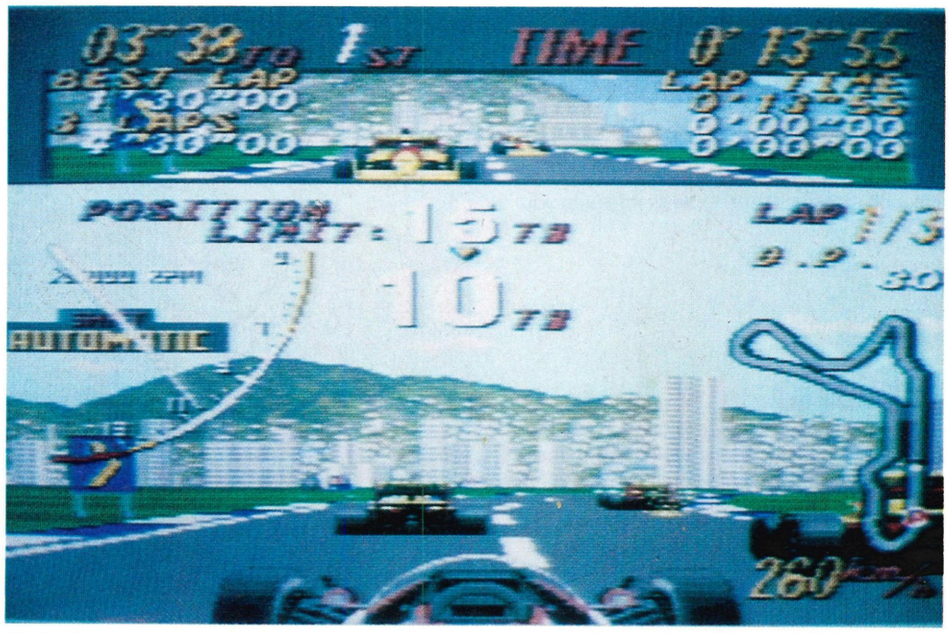
If you're a left-handed golfer yourself and would like to play as one hold DOWN while pressing button 1 to select a player.



Battleships, nothing. He's blown up my turret, sob!

simpsons

On the Nuclear Power Plant there are only 15 rods, but you need 16, so once you've got all 15, find Maggie, stand near her and press B. She should now give you the last rod. Thanks to **Lee Pirouet** for that. Also here's the codes to access each level in the power plant.
Floor 1: 14; **Floor 2:** 32; **Floor 3:** 11
Floor 4: 41; **Floor 5:** 21



Ah, the open road, well it will be once I've lapped these other basts. Hmm, still no sign of a Happy Eater though.

gi joe

After snaffling one too many Hob Nobs we managed to bully **Jonathan Paye** into giving us some codes to this game!
2: BRJJOVD8G; **3:** 3ZDX9N5X5; **4:** ORBJHVD83
5: NZD39G5X5; **6:** 5ZD3NN5X5

totally rad

Here's a not so totally rad tip for *Totally Rad*. Basically, if you want to get loads of lives and get really bored in the process wait until you meet the first green soldier, battle him and he'll keep coming back. For every 100 soldiers you kill you get an extra life (max of 13), so repeat over and over and... o... zzzz

hunt for red october

To start with 25 units of fuel, **Marcus Powling** suggests that you simultaneously press A, B then SELECT, LEFT and RIGHT.
Alternatively, if you want 25 lives, try simultaneously holding and pressing A and B on the title screen. Release them and press SELECT, UP and DOWN.

skweek

More mountains of passwords from number one herbal tea drinker **Peter Dorr,** which should help even the feeblest of gamesplayers.
5 YQXP19; **10** KDKQEF; **15** QSOPGX
20 PYBELD; **25** BT41OL; **30** OBTRD7
35 SNE659; **40** GRGCSF; **45** 5WR6QT
50 LPYUY1; **55** O7QL1Z; **60** 9WEC55
65 7U9USZ; **70** VKY7WZ; **75** QGSFR7
80 VZZPRF; **85** 1R7M2W; **90** 91A1M9
95 T26X6B; **96** 4BGUMT; **97** 1FSLSY
98 WQE5NS; **99** 7LP9CI

Also try **PA9NXN, 1W1RA1, 94ERV4, ORQR19, K21Z99** and **SCON75.** Also please note that if a code doesn't work, if it has an S in it change it to a 5, or a 1 to a I and vice versa.

rocketeer

Try the following passwords for a blast: 490-629-312,435-765-818, 775-454-215, 318-469-417 and 040-473-312.

california games

To perform a super jump on the BMX section, **Nick Revington** and **Vince McCrea** reckon that you should press A and B as your front wheel takes off from the edge of any ditch.

double dragon 2

Here's a dead cunning cheat, for which unfortunately you need a copy of *DD1*. Get two Game Boys and link them up with the two player lead. Insert *Double Dragon* in one and put *Double Dragon 2* in the other. Turn both machines on, push START when the title screen comes up on both Game Boys then select two player mode on *Double Dragon* and push START. Then look at the Game Boy and there should be a picture of level four with two men in the middle of the screen. Now disconnect both Game Boys. On *Double Dragon 2* go through until it says 1p continue. Then push START and now you should be on level four. It's a bit tricky to do and it should work. Thanks to **Andrew Kendall** for that.



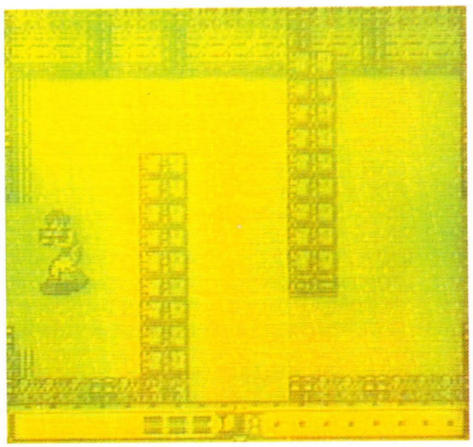
Eye, eye, I've got a nice close up of this explosion.

mysterium

Can't say I've heard of this game, but **Michael Pierce** obviously has. He suggests that when the map is displayed you should press A, B, START and LEFT simultaneously to earn a pass key. Drop the key in a pool to earn the down level. Drop the down level to gain the up level, which you should drop to earn the superpower.

space harrier

Even more passwords, this time for that classic, *Space Harrier.* We have **Edward Bray** to thank for these.
2: EAGF; **3:** CHFA; **5:** DGBC;
6: HBGA; **7:** FBHE; **9:** BFCH;
10: HGDA; **11:** AGEZ



Yum, yum, several Yorkie bars to stave off the rumbles.

nectaris

Even though **Peter Dorr** had eaten only one single digestive, he still managed to gve us millions of passwords to this game.
5 NEWTON; **7** GALOIS; **9** PASCAL;
11 BORMAN; **13** KAISER; **15** TLOVER;
17 ONARYC; **19** YESMAR; **21** NOTWEN;
23 ENIBAS; **25** SIOLAG; **27** LACSAP;
29 NAMROB; **30** OLOPPA;
31 RESIAK; **32** ROTLEN.

Also you could try YELLAM, DARWIN, YESMAR, ACENES, NIWRAD and SURACI.

terminator 2

"I am a Ter-meen-ay-dor" said **Daniel Lezano.** We though there was something dodgy in his biscuits, but were soon proved wrong as he told us that the power transformers must be destroyed in this order, **fourth, first, fifth, second then third.** (Tallest to shortest.)

gates of zendecon

Here's a couple more level codes, courtesy of **Chris Bonham** and **Paul Mira:**
ANEX, NEAT, YARR, EYES, STAX, NERB, TRAX, ZEBA, SEBB, SNEX, ROXY, NEXA, NEST, EBYX, ZEST, TREX, START,SSSS,NEAR, TERA, BYTE, BETA and XRAV.

ea hockey

Here's some more password japes, this time thanks go to **Marcell Rodriguez.**
C1L72R7KNFW96MMI
CO8YI57W4X567FT2
CIF29231R1JJRYJR
H5MMGZNf9IjYZ9P7

pacland

On **level 1-2** push a log backwards and you'll be transported to **level 9** with 80,000 points. Thanks must go to **Jamie Newton** for that.

gg shinobi

On the title screen **Stephen Best** reckons that you should hold down LEFT and UP and buttons one and two. Now press START and you'll be transported to a sound test.

fortified zone

Not only do **Gareth Gilmore, Richard Riley** and **Dalydd Roberts** all drink herbal tea, but all three of them sent in the level codes to *Fortified Zone.* What a coincidence!
Level 1:1111; **Level 2:** 3375;
Level 3: 1691; **Level 4:** 1122

centurion

More tips for this Roman strategy game. Thankus maximus mustus gous tous **Jethro Jones** whous hathest supplidus withus the following codes.

E6YQ	ARJN	TPPQ	BMKU	L55U	6FAZ
EP4Q	BNUT	XFFV	BFWB	LXSQ	ZINB
GCHA	CLRZ	XHPU	Z6IV	KEHS	VVBI
N5I5	5N55	5555	1 5NK	VAAW	1YUZ

duck hunt

Here's an extremely handy cheat for this and any other light phaser game. Simply purchase a hacksaw and cut the end of your gun off. You now have a sawn off phaser which hits everything. Thanks to ME for that cheat, it's great isn't it? *(No, Ed.)* Oh, and Dennis Publishing will not be held responsible for anyone who is foolish enough to try this cheat.

arnold palmer's golf

This handy password will let even the strongest shandy drinkers finish the game! It was supplied by **Mark Abrook.**
F0zp5uY4PgURLz8mtAqPmXigakQgmzrOgE



This car's contipated. It hasn't passed a thing in weeks.

jackie chan

To get a level select, reset the game three times on the title screen, then press UP, UP, DOWN, DOWN, UP, DOWN, buttons B and A on controller two. Thanks to **Marcus Powling** for that.

tricky kick

To get to another 60 levels firstly enter the password MILKY WAY. It will now say 'Error'. Now hit button II twice and a menu will appear which lets you select any of the extra 60 levels!

cock up corner

Only a wee, ever so teensy weensy one this time.

hellfire

Apparently the cheat for 99 continues in last issue only works for the American game. So there!

strider

A little bird tells us that holding DOWN, A, C, B, C then A gives extra continues, not a level select. Oo-er.

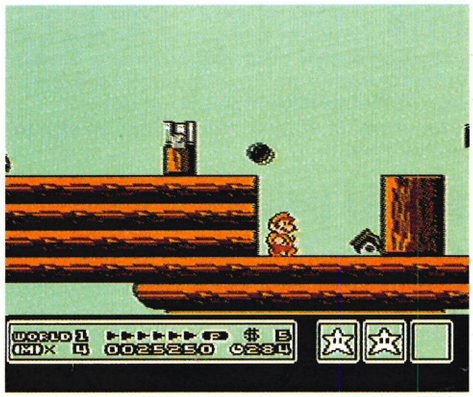
pg tips

psychic world

Spookily enough this cheat is, and does, exactly the same as the *GG Shinobi* one. So find that and do what it says! Thanks once more to **Stephen Best.**

ultraman

For a hidden options screen, **Darren Quan** says that you should hold down X, Y, A, B, SELECT then press START. The options screen will now be yours.



The plumber wonder continues his quest...

prince of persia

Here' a quick tip from **Andrew Kendall.** He suggests that on **level 12a** (48698574-code) when you meet the outline of the prince just put your sword away and the outline will merge with you. Then walk left; as you come to the pit, don't stop, keep walking and the floor appears ahead of you!

cyberball

To double your speed when running with the ball, press and hold down B. Once you have scored and you are taking the kick off, be the robots on the far left or far right when you start to run. Thanks to **Robert Morris** for that.

bubble bobble

Dan Parris is the man to thank if you own this game 'cos he's given us bundles of passwords. Hurrah! Here they are.

12: IEV617WR; **22:** IEIXEXPE;; **31:** IEPXM2IM
41: IEUMKRV4; **51:** IE6UGDGH; **68:** IERPB7VX
71: IEXKFYDO;; **83:** IEJOM465; **91:** IEFO6DEZ
100: IE7CB72V

Also you could try: IERHLUOY, IEZELNXV, IES65UDV, IERHLUOY, IEJOM465 and IEOLPUN3.

axis fz

Bit on the crap side this cheat, but it's worth printing. On the options screen choose button A for option, B for select and C for band. Exit and press reset. Watch the demo until level five, from where you can control the robot! Thanks to **John Jo O'Driscoll** for that.

chequered flag

If you keep starting at the back of the pack, then keep restarting. Eventually you should gradually get to the front of the pack, but this takes a while and it's my guess that it gets as exciting as going to the toilet, doing this. But thanks to **Daniel Tooman** anyway for this tip.

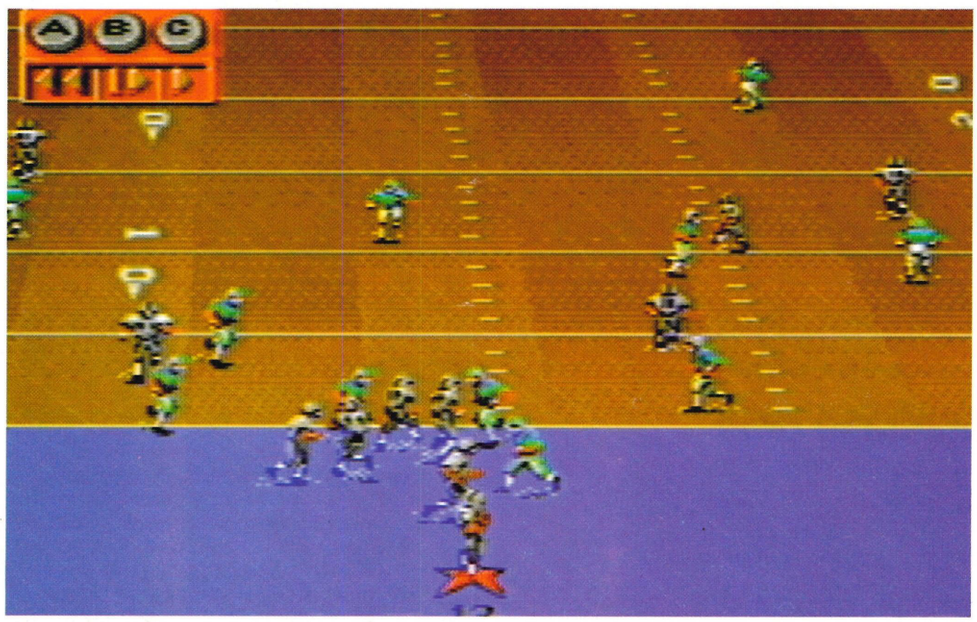
final soldier

China cups and herbal tea definitely go together. As do a handy level select cheat and **Brian Wardroppel.** he suggests that on the title screen you press LEFT, LEFT, 1, RIGHT, RIGHT, 2, UP, DOWN, UP and DOWN to enter the level select. If you do that code (LEFT, LEFT, 1 etc.) twice you'll get a thin screen! But you'll have to be fast.

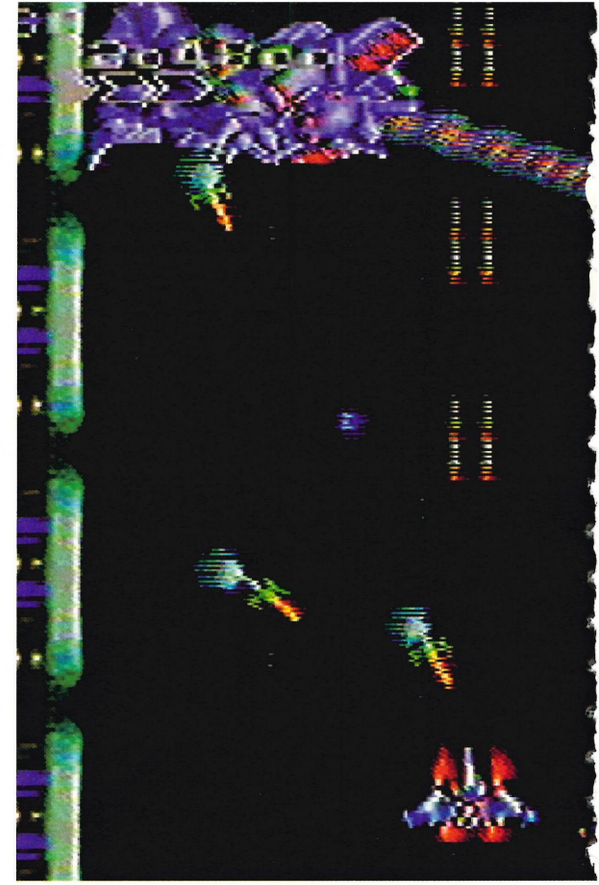
warrior of rome

Here's all the passwords for any wannabe-Caesars. Thanks must once more go to **Miles** and **Peter Seddon.**

Level 2 L3FHPOZNGW; **Level 3** NXDS5PJSWF
Level 4 OSTCJJSP5B



The prod ed's cocked up again. It's the End Zone, yet there's no sign of the price, publisher, out details. She's sacked!



Time to shoot an unidentified lurking monster or two.

rolling thunder 2

Thanks to **Jonathan Page** for all the passwords, which should help even the greatest herbal tea sipper get somewhere in this great game.

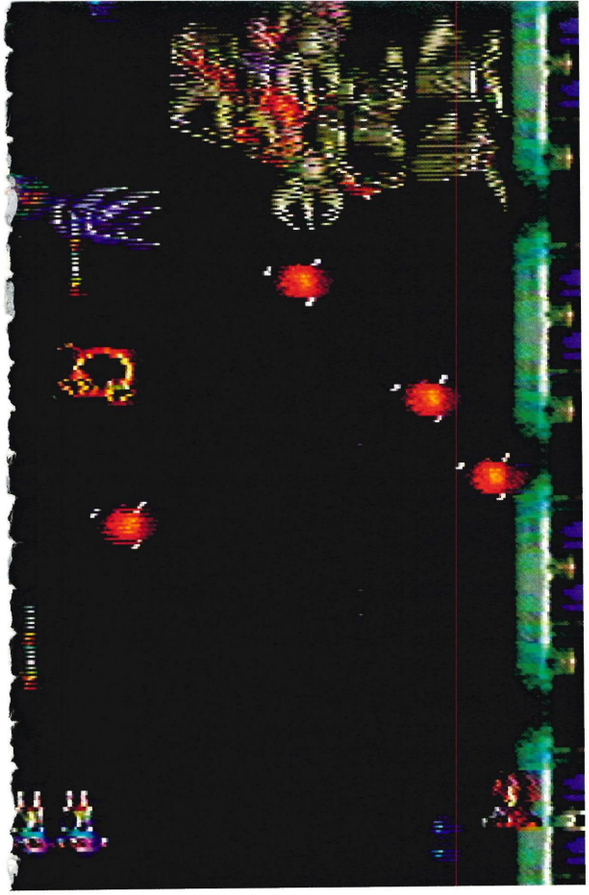
level	password
1B	ROLLING PROGRAM SMASHED GENIUS
2	MAGICAL THUNDER LEARNED SECRET
2B	CURIOUS RAINBOW LEARNED FUTURE
3	NATURAL FIGHTER VREATED GENIUS
3B	MAGICAL ISOTOPE BLASTED DEVICE
4	ROLLING NUCLEUS SMASHED NEURON
4B	PRIVATE LEOPARD PUNCHED NEURON
5	CURIOUS PROGRAM PUNCHED POWDER
5B	SLENDER FIGHTER ELECTED GENIUS
6	LOGICAL LEOPARD BLASTED SECRET
6B	DIGITAL RAINBOW MUFFLED SECRET
7	PRIVATE ISOTOPE DESIRED TARGET
7B	LOGICAL THUNDER SMASHED POWDER
8	NATURAL RAINBOW ELECTED FUTURE
8B	ROLLING MACHINE DESIRED FUTURE
9	MAGICAL MACHINE MUFFLED KILLER
9B	SLENDER NUCLEUS BLASTED TARGET
10	DIGITAL NUCLEUS PUNCHED DEVICE
10B	CURIOUS ISOTOPE CREATED KILLER
11	PRIVATE THUNDER CREATED POWDER
11B	NATURAL PROGRAM DESIRED NEURON

super mario bros 3

Okay I promise this is the last cheat I'm gonna print for this game!!! **Duncan Crawford** has sent in a tip which lets you get special items. To get them simply finish the area with the same amount of coins or more.

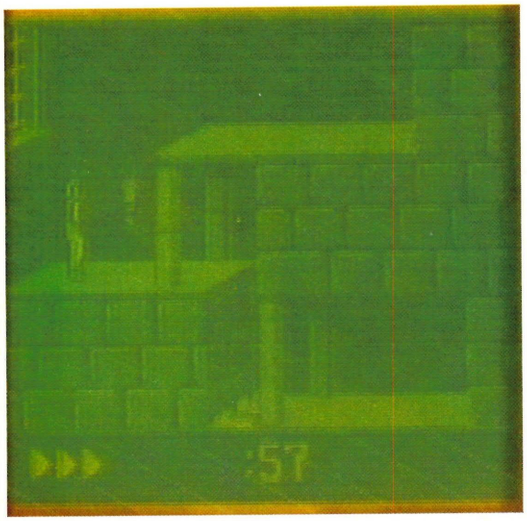
area	coins	reward
1-4	44	P-wing
2-2	30	Anchor
3-8	44	P-wing
4-2	22	Anchor
5-5	28	P-wing
6-7	78	Anchor
7-2	46	P-wing

Anchors stop ships moving while the P-wings let you fly over any one area.



prince of persia

More password japes, this time supplied by **Miles** and **Peter Seddon** for this completely brillo arcade adventure . But where is Persia and who's the king?
2 06769075; **3** 28611065; **4** 97115115
5 52006105; **6** 41305135; **7** NO CODES
8 63906695; **9** 12800785; **10** 23430454
11 97734444; **12A** 52622574; **12B** 41121564
13 77027514



Stop poncing and get princing!

roadblaster

Nick 'Cool' Cole may think he's a complete dude, but his writing's even worse than mine! Anyway, in order to get a mega points bonus of 20,0000 at the end of the round here's a hint for you – simply do the following. Make sure that your multiplier is on ten then crash into a cannon on the road side! Bingo!

choplifter

Here's a pretty neat shandy for all you flavoured tea drinkers, from **Munib Khan.** On the title screen push UP, DOWN, LEFT, RIGHT and A. Repeat this on the player select screen and a level select will be yours.

gates of zendecon

To get loads of power-ups, bonuses and weapons **Tom Rendall** suggests that on the level **TRYX** you should stay below the floor and eventually you'll arrive at an unnamed level!

pacland

Am anonymous tipster from the Isle Of Man has given us a rather fab way to get ten lives. Just enter 3Z0(zero)NE on the TOP of the high score table.

roger rabbit

From the land of the Lego Brick, Denmark, we've got a cheat which gives you everything, and it's supplied by **Munib Khan.** Just enter the following code. P-p-please!
LLHHHHHODHHOHHOHHHHHHHGZ

john madden '92

After both eating from the biscuit barrel of justice, **John Turnbull** and **Mark Jaeckel** came up with a feast of codes for this game. Try the following: **DKMDWVLJ, DNM8J3XF90, D9K38TR1 and CVB4L9X1.**

super mario bros

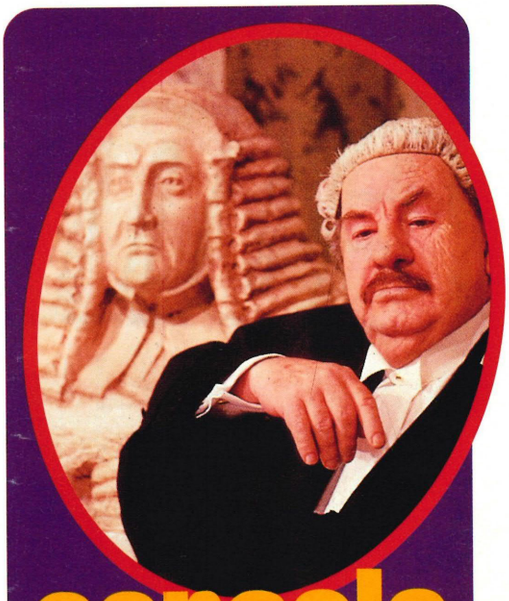
Just about everyone knows about this tipette, but in case you don't here goes. If you touch the flag pole at the end of the level when your last digit of time is a 1, 6 or 3 then you'll get some fireworks! Also to continue on the first level of the world you were last on just press A and START on the title screen.

simpsons

Here's a guide to the levels which is dead useful and we've got **Nicholas March** to thank for that. Incidentally, Nick likes Toffy Pops.

level 2
When you come to the brown blocks over the cement get on the second one and jump on it three times to be transported to the other side. The coins are hidden in the bins mainly, jump on the bins over and over again and eventually you'll get a 1-Up! Kill Mrs Botz at the end by jumping and bouncing on the suitcase.

level 3
When you enter the crazy house and you get as far as the clown, jump on the red block in between his eyes. He will go down, jump off into his mouth and get the 1-Up, then just jump on the spot to be transported to a bonus room to collect coins. Use the magnet on the wheel of fortune to fix it! Also near the end when you jump on the big wheel and when you get to the top, step over to one side and you'll fall and get a 1-Up! Use a super jump to get back. To kill Sideshow Bob keep moving and at the right time jump on his feet. Wait by the jets in the funhouse for coins.



console counsel

Hello distressed ones. It's me, your caring, problem-sharing console counsellor. Once more I'm on hand to help even the weediest of gamesplayers onto sucess. So write to me with your problems, queries and worries and every letter will be treated with the strictest of confidence. Send your problems to: Console Counsel, *Game Zone,* 19 Bolsover Street, London W1V 2BP. And remember that a problem shared is a problem laughed at behind your back.

PS Remember that even though your Console Counsellor is nicer than nice, he cannot respond individually, even with SAES.

Dear Console Counsel
I'm in a bit of a tiz all over that brilliant game *Rainbow Islands.* I read that there's a secret room on each level, but how do you get to it? Please help me 'cos I'm going nuts. Please reply.
Yours
Douglas Gribbs, Kensington, London.

Well Dougie, I think we can prevent the little men in white coats from coming to take you away by telling you how to get to the all useful secret room in Rainbow Islands. You have to do the following: collect all the diamonds in the correct order (eg. red, orange, yellow, green etc.) before you get to the boss room. Then a door will appear. Jump through it to get to the secret room, which contains permanent weapons and bonuses galore! Unfortunately doing this is a lot harder than it sounds. After you've successfully done all this, then a door will appear. Jump through it to get to the secret room which contains permanent weapons and bonuses galore!

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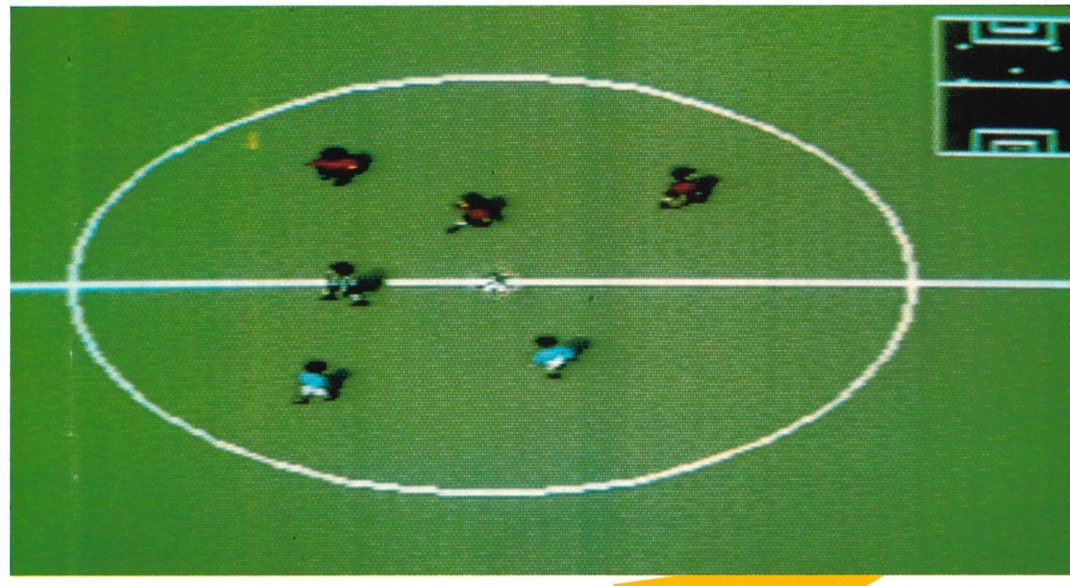
GZ2



Having consulted a doctor about his hard ECU *Paul Lakin* was more than ready to meet the *Champions Of Europe*. Here's how they got on...



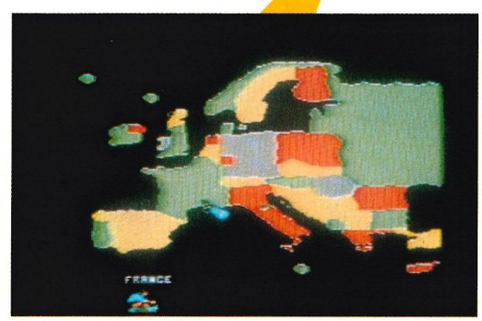
It's green, it's got lots of white paint on it and there are little men in natty shorts running around on it. Could it be a footie pitch?

champions

Oh dearie me the European Championship eh? What a flippin' disaster. Memories of 1988 are enough to make the most loyal England supporter start checking through his family tree to see if his great grandmother's sister's pet cat Tiddles wasn't born North of the border. Oh to have been able to claim Scottish Nationality that year. Okay so Scotland didn't even qualify but nor did they face a June of complete humiliation.

Now it's Europe time again and at last there's a chance to put things right. Even if the team don't get it right on the pitch you can do the job for them on your lean 'n' mean Master System.

TecMagik has rather cunningly acquired sole rights to produce an official game for the Championship. This not only means the right to produce a game on any format they choose (just Master System for now but who knows what tomorrow brings?) but also the right to use the cuddly Berni, footballing rabbit, logo. Could be worth a lot, depending on the average rabbit's spending power.



Where's the weather then? This isn't much of a satellite!

which side are you on boy?

Recognise this map? (Members of the Conservative party are excused this question.) Yep it's Europe, that big thing that we're supposed to be a part of. It's all nicely coloured in and features all 34 national teams available to you. Simply use the cursor to select the team of your choice. (You'll notice that, patriotic as ever, I've selected France.) In fact this could easily be turned into a sub game. Test your Geography with a chum. Get them to shout out the name of a country and see if you can point to it first time! Fab. Who said football wasn't educational?

The actual groupings of teams are not as they'll be in the European Championship, time pressure put the mockers on that. Instead they're randomly generated each time you play. A blow to complete realism maybe, but at least it adds variety each time you play. On the plus side each team name is given in its own language. So that's another educational sub game. Blimey, first Geography ,now Modern Languages with the option for real smart arses to point out which names should be in Cyrillic script and then get their heads flushed down the loo by their chums.

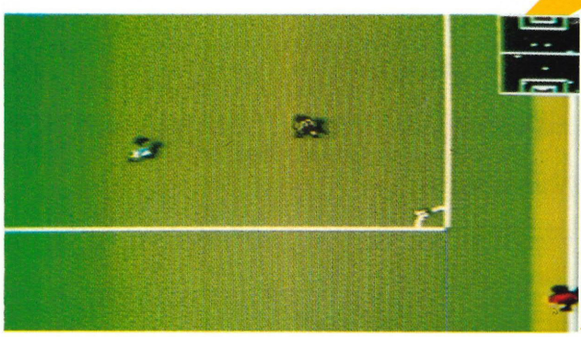
optionsville arizona

Having chosen your team you'll be keen to charge out onto the pitch. Well tough 'cos this game comes crammed with options. So it's choices time.

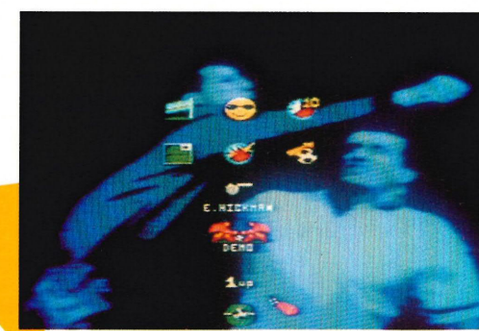
Weather: Basically a simple choice as to whether the pitch is wet or dry.

Wind Factor: There are four levels of wind speed ranging from a pathetic breeze that wouldn't ruffle the vicar's toupé to a real hum dinger of a gale with the risk of confused Swedish hangliders being blown onto the pitch.

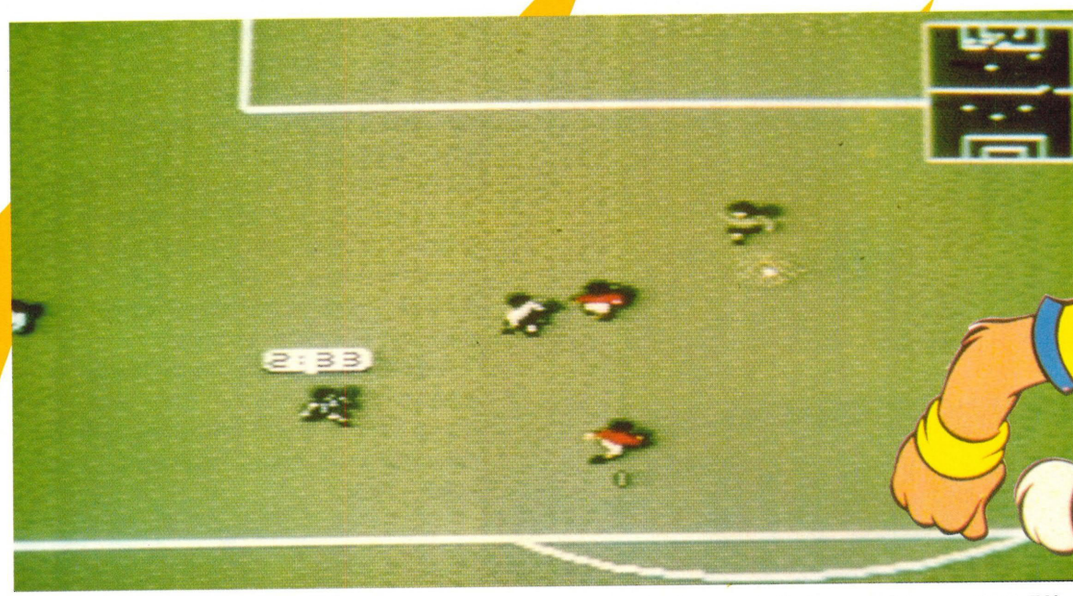
Match Length: With a short match you might get your fingers burnt, equally you might sneak a wining goal while your chum is still plugging in his controller. Go for the full 20 minutes if you reckon you're going to completely stuff the opposition.



A game of two halves, a goalie and several corners.



Optionsville Arizona. Pick your choices, play the game.





Where's the inflatable bananas? You could say that craze has gone a bit flat! *(Not if you wanted to keep your job you couldn't. Ed.)*

# of europe

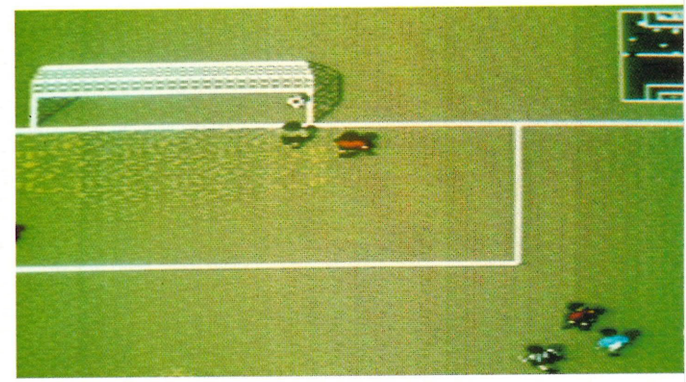
Radar: No it's not a flight sim. No football game worth its shin pads would be without a small radar screen to show you what's going on on the rest of the pitch. Here you not only have the option of switching the screen on and off, you can choose its position. Then you can try to decide what difference it makes.

Penalties: Shoot-outs, what a nightmare heh, all those guns and upturned tables. Penalty shoot-outs can be hell on the nerves too so if you'd rather settle for a draw than risk doing a Waddle, switch off the extra time option.

After Touch: I'm sure there's a rude joke just waiting to be made here but I'll try to avoid it. After touch, with all that clever twisting and bending, is only for the experienced. If you're not confident in your basic skills you'd be best to stick to the straightforward stuff. There that wasn't rude was it?

Referees: We all know the referee's a wa... (snip) however in *Champions Of Europe* he can be any one of eight different kinds of wan... (snip). 'cos that's how many referees you get, each with his own characteristics and each capable of winning or losing the game for you.

Tactics: A waste of time of course. Tactics are for commentators, we just want to stick the ball in the net. However if you fancy yourself as a bit of a tactician then there are four formations open to you. The best news is that you can change formation mid way through the game. Try that on *Come Dancing* and you'd get a face full of tutu.



The little ball goes in the little net and everyone shouts "Goooooooal!!"

get on with it

Alright, so you've hammered through the options screen without really looking 'cos let's face it, options are just window dressing. What really matters is what happens down on the pitch. Football is all about the game itself, well that and sponsorship of course... and who gets to be interviewed by Barry Davis after the match... er... oh and which clubs get most TV coverage. Okay, so football is about money. Let's start again.

Champions Of Europe is all about the game itself. A swift glance at the screenshots will reveal exactly which game the programmers were thinking of when they designed it. Still the 75 degree viewpoint is a tad different and the aim is for the players to be both better drawn and animated than in *Kick Off*.

It's a one or two player game and allows you to play either a single match or the whole flippin' championship – unless you're knocked out that is. Down on the eight directional scrolling pitch, we're promised players with individual skills (in the speed, stamina and control department) and a sprint mode which, only available in short bursts, allows you to, well, sprint basically.

It's all shaping up rather nicely and given TecMagik's track record on the Master System it should be pretty fab. However good reputations and loads of options don't guarantee great games. That'll depend on the gameplay and to find out more about that you'll have to read next month's review. E

Out: June
Price: £tba
Publisher: TecMagik



berni the bunnie

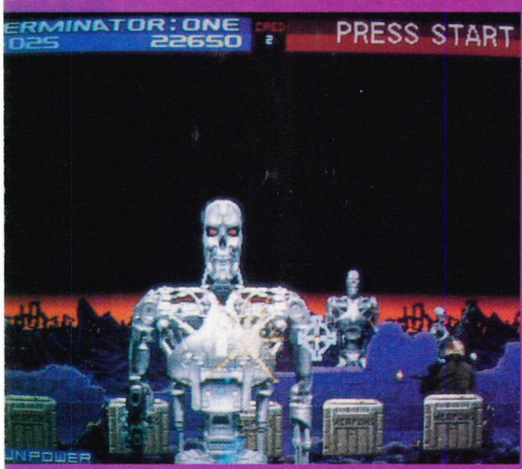
There's no getting away from it, advertising/marketing people are a strange bunch. They live in a different world to the rest of us. Now you or I, asked to design a logo/mascot for the European Championships would come up with a design based on a football perhaps or maybe on the map of Europe.

We wouldn't come up with a rabbit dressed in a football kit. Nor would we hit on the brilliant idea of getting Disney to design it (after all the Americans know sooo much about football). That, my friend, is why you and I don't work in PR. In any decent society these people would be shot; in this country we let them run our political parties. It's a funny old game.

kill ZONE

"Kill Zone!" shrieked *Amaya Lopez* excitedly. "You mean I can just go down the arcades and kill anything in sight?" "Well, in a manner of speaking, yes." Twelve dead bodies and three police cars later, we realised the error of our ways. Thankfully, Amaya had played some of the coin-ops first and managed to compose this report from her cell.

terminator 2: judgement day



Lean, green, *(Eh? Ed.)* okay mean, metal machine wot kills people dead, dead, dead.



Oo-er, what pretty fireworks. It could almost be the Fourth of July or Guy Fawkes.

Hurrah, Arnie's finally arrived in the arcades – but has he been worth the wait? Too right he has – so it's hard luck to those of you who didn't enter last month's win a *Termie 2* arcade machine compo.

In fact those who did enter were probably amongst the huge, throbbing crowd surrounding the machine at the Electrocoin arcade. The *Termie 2* cabinet is a pretty impressive, state-of-the-art cabinet housing two Uzi 9mms on its front end. You pays your money, you picks your Uzi and you machine gun almost every thing in sight in this *Oppo Wolf*-style shoot 'em-up.

You have two violent missions to complete. The first is set in the future where you've teamed up with Sergeant John Connor, the leader of the human resistance. He is trying to hold out against the robotic machines of Skynet. So, in order to help him, your task is to infiltrate Skynet HQ and gain control of the Time Field Generator.

In the second mission you're whizzed back through time to the present where spookily enough you meet up with a babe-in-arms John Connor. It's up to you to protect him and destroy the Cyberdene systems in order to save the world from Judgement Day.

Whilst you're shooting, make sure you don't hit the humans as you're actually meant to be saving them – mind you, if you do gun down the odd one, it'll prove well worth it to experience the fab sound effects. Kill a human and you'll hear him howl in agony amongst a blitz of bullets. At the start there's the chance to hear a digitised example of eloquent "Hasta la vista, baby!" Arnie-speak.

The graphics are pretty damn smart – there's a section of film footage incorporated into the intro sequence and the repulsively sensational digitised exploding Arnie heads are a treat. The Uzis with their triggers, side buttons (for changing weapons) and discordant vibrations give you that unmissable 'being there' feeling – so make sure you are.

● **Publisher:** Midway

SCORE

silent dragon

Dragons huh? They're almost as bad as ninjas. What with *Double Dragon* and *Dragon's Lair*, you'd think someone would realise the punters have had their fill of dragons. Well, it looks as if they finally have because not only is this dragon silent, he's also invisible.

What is visible, however, is the fact that our futuristic city is suffering acutely from the nasty work of a Dr Bio (evidently sponsored by Domestos). Dr Bio's brainchild – biotechnology – is responsible. This fiendish piece of science creates horrendous mutants with superhuman strength who have no qualms about annihilating the whole population. Charming.

So who yer gonna call? Well, Joe, Lee, GI and Kato actually. These dudes are human fighting machines: Joe's a big, muscley type, Lee, a Kung-Fu expert, Sonny's the GI and Kato (you guessed) the token ninja.

The game's very colourful with loads of different trashable locations – the car park for smashing cars up, the dock for those irritating coke machines that keep your change and don't cough up the goods. There are grisly 'Towering Inferno' type bits when bodies sizzle as cannisters explode and a particularly immense end-of-level (wait for it) ninja.

Up to three chums can play but with the high kicks, involuntary back flips, on-coming baddies and bonuses, it's all rather confusing to watch, never mind play. There's nothing new or exciting here – oh for those glorious days of dragons.

● **Publisher:** Taito



"Those louvre doors would look lovely in my bedroom."

SCORE

knights of the round

Ninjas, eh? They get everywhere, don't they? Why does every single bloomin' game have to have its token ethnic minority ninja? Well, *Knights Of The Round* is no exception. Supposedly set in Arthurian Britain, a load of ninjas make their appearance to remind us that they mean business. But don't let me put a damper on what is basically a very good slottie.

Up to three players can take part in the roles of Arthur or either of his faithful knights, Lance or Percival in their formidable quest for the holy grail.



Deadwood stage, axe hackaway! Oh, it's a sword.

The future King is a mere hot-blooded youth who has his trusty Excalibur and special 'magic' armour to help him. In addition his forte is a deadly upper swing. Lancelot, on the other hand, is more of your scimitar man – a must for those upward slashing attacks. Rather incongrously, Lancey trained for ten years with an oriental hermit and is also a bit of a wow on the martial arts front. And Percival? Well, he's a bit of a ponce if truth be told – a 'gentle fighter' who favours 'pounding weapons' (oo-er) like maces, clubs and battle-axes.

The boys make their way through beautiful countryside, tournaments and a labyrinthine castle, generally romping about and pausing only to replenish their energy by means of a nice fresh salad or huge amounts of dosh.

The graphics are rather smart – not only are the knights well animated but so are the baddies and vicious eagles and tigers which explode beautifully after a frantic hacking sesh. Even lovelier is when you slice someone's head off and the blood trickles all over the shop.

Sound effects are also fab, particularly the Knight Of Scorn's malicious giggling – slightly off-putting when you're trying to carve him up. There are lots of bonuses including teapots (evidently for Percival's benefit) and a plethora of tricky end-of-level knights like the Swordmaster Braford, the Silver Emperor and the Phantom Slayer.

Chuck your enemy off his horse and you can jump on it yourself and charge around the place. But make sure you notice the Help arrows which appear above the heads of people you're not actually meant to kill.

All in all *Knights Of The Round* is pretty neat – easy to get into and wholesome hacking fun.

● **Publisher:** Capcom

SCORE 💀💀💀💀

asterix

Oh, the Gaul of it – that lovable little Frenchman, Asterix, is here cavorting around the screen with that loveable big fatman, Obelix. In this entertaining cartoony romp, neither one is going to be told what to do by the Romans and you can take charge of either one or get a friend to join you in a bit of two-player action.

The graphics are truly fab and it's heartening to see how faithful they've remained to the comicbook original. To help retain that cartoony feel, various 'bif' and 'baf' speech bubbles appear every time you whack someone hard enough in the marth. Smaaart!

In addition, the sprites are very well animated and this is particularly apparent with Obelix. He really is un petit gem. No question of joining Weight Watchers for our Obey; his tum is his most useful weapon as he runs into the enemy and kills them with a huge paunch. There's also his menhir to look out for at the start – pick it up and you can beat everyone about the head with it. However, should you have the co-ordination of a lemon and drop it, you'll have to do without it for the rest of the game.

As for Asterix, his natural advantage in the weight stakes makes him a faster character on-screen and he can also use the wings attached to his helmet to fly about once he's picked up the correct potion.

Like Obelix, he can swing the enemy above his head or whack them round the chops, Tango-man style. There are loads of bonuses scattered around: fresh fruit, boars and various potions. One turns our heroes into speedier sprites than Ben Johnson.

Despite the hectic schedule of taking on hoardes of chariot-riding Romans, the boys still put aside a few minutes for romance. The fair maiden in question rather unfaithfully snogs both of them, restoring their energy and turning Asterix into a pathetic, swooning schoolboy (yeuch).

With a plethora of different scenarios including Egypt, a pirate ship and a bonus chariot race, Asterix is well worth its weight in denarios. And what's more, it's a ninja-free zone. Hurrah!

● **Publisher:** Konami

SCORE 💀💀💀💀



When all's said and done, nothing beats a swipe.



Rome Alone? Where's our heroes?



Toy shops will soon stock the Barbie street fighter outfit.



Biceps, triceps, people flashing muscle all over the shop!

legionnaire

Unfortunately the Crimson Kings are not an ageing, rather crap rock and roll group – they're illegal drug and weapons dealers and generally like to wallow in corruption. Now they've gone as far as kidnapping Judy. The villains.

As for Judy, she's going to learn about the stuff true friends are made of. Her mates Alfred, Chris and Frank don't give two hoots about the world – they're out to rescue Jude. In one or two player mode you have the choice to play any one of Judy's chums and punching, beating, kicking and thrashing are the name of the game.

If you've always nurtured a secret desire to be a chorus girl, then choose Chris. She looks like a Barbie doll and easily outshines Shirley MacClaine in the high kicks stakes. There are a host of rather strange bonuses to pick up (such as loaves of bread and books) as you run through the streets, car park or airport beating the living hell out of all and sundry.

Graphically, *Legionnaire* is pretty good – particularly spectacular is the way you catch fire when huge cannisters are thrown at you. *(You're actually meant to dodge them. Ed.)* Essentially a fun beat 'em-up and certainly the best of the genre this month.

● **Publisher:** Tad Corporation

SCORE 💀💀💀💀

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geez!



Send all your words of wisdom to: Geez! *Game Zone*, 19 Bolsover Street, London W1V 2BP

Samuel Pepys, the 17th Century diarist and man of letters once said that the well written missive was the highest form of literary achievement that a man could ever hope to execute within his own lifetime. Old Pepys may have lived through the Great Plague and the Fire of London, but he'd obviously never read Geez.

you lucky bastard

I really cannot believe the bad luck which has plagued me throughout my life. When I was six I fell off a climbing frame. And then last week I was fined 10p for an overdue library book. I honestly don't know what I've done to deserve this.
Nathan Badhan, Essex.
● *That's not unlucky Nathan. The fact that we were going to give you a stonking prize for your letter and then changed our minds, now that's unlucky.* **Ed.**

hate mail

We are the GX4000 Owners Fan Club, and are seriously dischuffed. How dare you give away such an excellent console in your Crap Letter Corner? The GX4000 boasts some of the best graphics and sound and if you don't print a formal apology straight away we will be forced to attack your office with the water bombs you supplied on the front cover of your last issue.
Louise Hill and Hannah Proctor, Cardiff.
● *Shan't. The GX4000 is a worthy prize for the Crap Letter Corner. I'm sorry Louise and Hannah, but if you come for us we will be waiting,* Game Zone *water pistols in hand, and we don't take prisoners.* **Ed.**

bind faith

I have got every issue of *Game Zone* and think it's brill. However, every other magazine I have ever got has a binder you can buy to keep all the magazines nice and tidy. Is *Game Zone* gonna bring out a binder?
Noel Terry, Essex.
● *Fear not Noel, the major fashion houses of the world are hard at work producing not just binders, but a whole range of the smartest merchandise you could imagine. Oh yes, next issue you will be able to purchase binders, T-shirts, baseball caps and a whole range of safe gear. Get pukka, the* Game Zone *T-shirt will be the thing to be seen in this summer.* **Ed.**

in yer mouth

next time this get in mouth.
monday went one 'in mouth'.
as ain't monday dim getting
it in tuesday.
isn't he? is eh.
call me ponce
I get in mondays mouth.
anon.
● *It's nice to see we at Game Zone are attracting an intellectual kinda crowd. Clearly inspired by the free form work of e. e. cummings, this anon work gives the magazine the classy kinda feel we think is important. More avant garde poetry please.* **Ed.**

crap letter corner



Every month the worst letter will receive a stunning GX4000. Possibly the most advanced door stop known to man.

I feel there are a number of ways to sum up the crap letter corner. Here are a few: crap, a bit crap, more than slightly crap, a lot crap, very crap, wonderfully crap, particularly crap, really crap, extremely crap, highly crap, noticeably crap, inexplicably crap, indescribably crap, exceedingly crap, absolutely crap, eminently crap, acutely crap, decidedly crap, greatly crap, remarkably crap, magnificently crap, voluminously crap, truly crap, madly crap, deeply crap, utterly crap, mostly crap, understandably crap, enormously crap, hugely crap, immensely crap, infinitesimally crap, fitfully crap, infernally crap, powerfully crap, notably crap, famously crap, strangely crap, impressively crap, sincerely crap.
Adrian Snell, Bournemouth.
● **Adrian, wash your mouth out with carbolic soap. The Crap Letter Corner may be all these things, but it is much, much more. It is also a place where we can truly express ourselves, where we can find our true feelings and our true thoughts. So get in touch with yourself Adrian and if you find anything drop us a line. Ed.**

v. poor

I have a seven inch piece of plastic with a hole in the middle. Is this a record?
Steve Sumpton, Berkshire.
● *No Steve, it isn't. Just a very old joke.* **Ed.**

waite a minute

I was enthralled to see a make-your-own Terry Waite in issue four. I was so very enthralled in fact, that I rushed up to London to purchase a Travelcard so that I could create my own Tel. It gave me hours of pleasure, but I thought he must feel lonely so I made some chums and novelties to accessorize my Terry Waite model. I thought you might like to hear what they were in case you wanted to 'make-your-own';
1) A make-your-own Cardinal Runcie model made out of a British Rail Cheap Day Return ticket.
2) The famous aeroplane and pilot that dropped our Terry off at RAF Lynham.
3) A completely irrelevant blue whale.
4) Terry's postcard of John Bunyan that gave him so much hope while

he was locked away in his cell.
Stuart Coote, Northampton.
● *Cheers Stuart, I'm sure now the nation will rush out, en masse, in a wild attempt to get hold of as many Cheap Day Returns as possible. If anyone else has made any religious figures from old tickets send them in. (We're especially interested in a Dalai Lama made from a National Express return ticket to Newcastle.)* **Ed.**

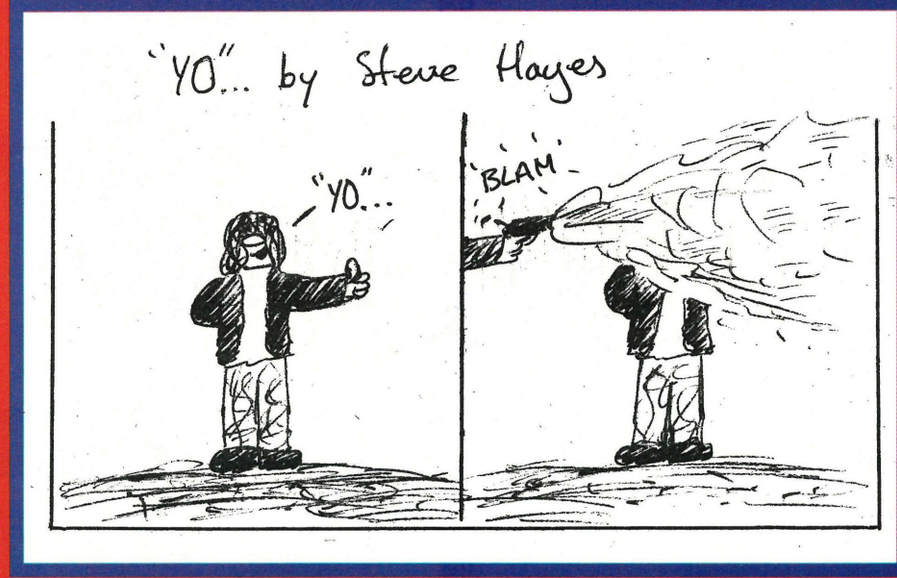
shop till you drop

Please find enclosed my shopping list. I thought you might find it interesting.
• 1 loaf of bread
• 1 pint of milk
• half dozen eggs
• sack of potatoes
• 2 onions
• and a Ford Capri.
Stephen Morris, Norwich
● *Why in God's name would we find that interesting? We only want exciting shoping lists. (The most wacky each month will win a price.) Not your run-of-the-mill, everyday kinda list. Dear oh dear Stephen you must try harder.*

strange brew

What's strange with the following story? 'On Friday morning, I got up off a brown sofa and dug a ditch in our road. Tomorrow I will fill it in and look at a car.' Confused? It's easy, there are no letter 'E's in it! Good eh? How about sending me a Neo-Geo or a Game Boy as a prize?
Adam Newman, Essex.
● *Well to be frank Adam, no, it's not very good at all is it?* **Ed.**

doodles



Hockney, Johns, Warhol. All of these people have never appeared in *Game Zone* Doodles. Steve Hayes, from London, however, has. Says it all really. If there are any other potential Larsons out there, send your scribbles to the NEW Geez! address.

shorts

I used to be the world's most boring person...
Matt Lyons, Manchester.
● *Nothing's changed.* **Ed.**

to geez or not to geez

Look you lot, what exactly is a geez? After all this time I still have no idea. I mean can you catch it, is it dangerous or what? Can you dribble it over ice cream and serve it with chopped nuts?
Peter Garden, Hampshire.
● *Well Peter, to be honest, we made up* Geez, *and then found out that it's a bit dodgy, so we can't tell you what it means. We prefer to think that* Geez *is a state of mind rather than a physical entity. A way of life, not unlike Buddhism. We all start each day by group* 'Geez' *chanting sessions. Works wonders, honest.* **Ed.**

you're history

Did you know that in the 1830s the very first railway locomotive fatality occured? Did you also know that the victim was a leading member of the then goverment? And that he had no hope of recompense from the excellent British Rail Charter as it didn't exist then?
Daniel O'Connel, Glasgow
● *Can't say that I did Daniel. And I can't say that I really care.* **Ed.**

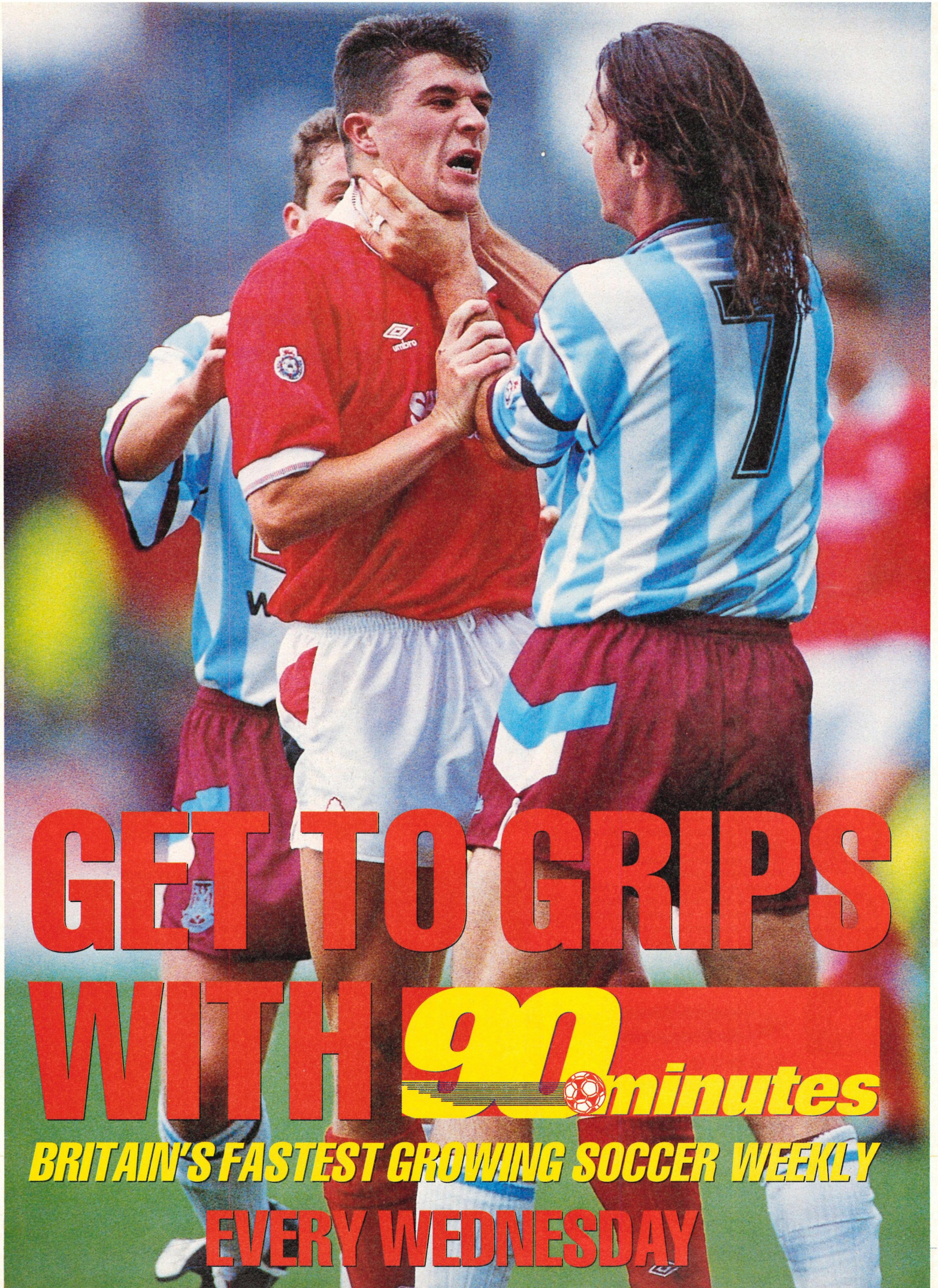
kev's kool kode

Kool Kev, aka the style master, recently made a public appearance at his local Oxfam and was mugged by a crowd of screaming girls. There were fears for his safety, but after his trying ordeal Kev was quoted as saying, "I was more worried about my suede Hush Puppies getting crushed." What a fashion guru.



Dear Kev,
I have a formal dinner engagement coming up and I wonder if you could give me some advice on what would be a suitable mode of dress?
Bartholomew Wilks, Surrey.

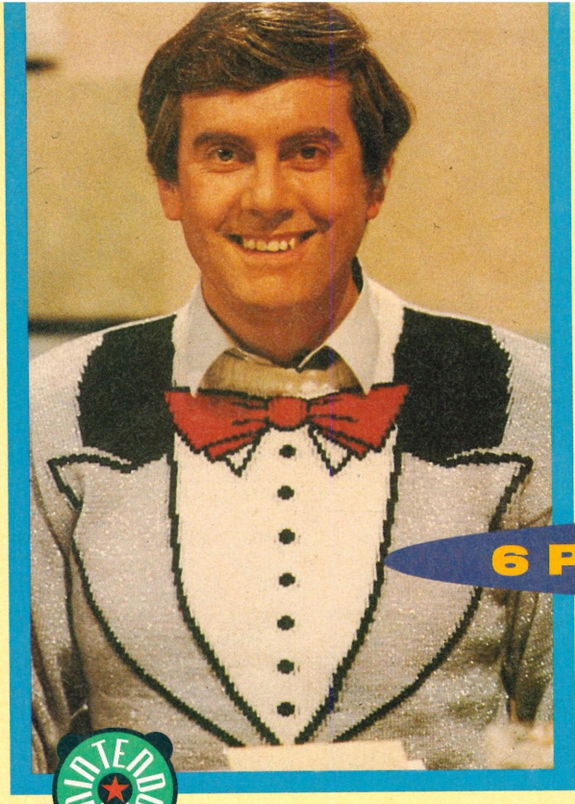
Well Bart, (or may I call you Bartholomew?) it is *so* important to create that air of causal style over the vol au vents, isn't it? (Speaking of 'giving off' things remember a good deodorant is a bit of a 'must' when attending any social function.) To reach that balance of formality and a sense of the devil-may-care is so difficult. I would suggest a nice brushed velvet dinner jacket, preferably in a striking colour such as green, black slacks (of course) with braid highlights running down the seams and shirt wise? Well it is here that you Bartholomew, can really let yourself go. I believe that you can't beat a ruff shirt. So bold and so dynamic, especially if it's in a bright colour, such as salmon pink. And to finish the whole outfit off, a black velvet bow tie is an essential. And, although they say size isn't everything, your bow tie should be at least four inches wide, with an inch wide knot. There you are Bartholomew a simple and yet elegant outfit which will guarantee that heads turn at any social function.



GET TO GRIPS WITH 90 minutes

BRITAIN'S FASTEST GROWING SOCCER WEEKLY

EVERY WEDNESDAY



console countdown

6 PAGE PULL-OUT GAME GUIDE!

By the time you read this we'll be ensconced in our brand spanking new offices. Before we got round to packing them, we decided to have a play of our entire stock of games to see which were worth keeping and which would be assigned to a new and far more interesting life in the skip across the road.

Generous as ever, we've decided to share our wisdom with you and over the next few pages are listings of pretty much every game currently available. 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. Look! Some pigeons are doing justice to the ones we left in the skip.

the scores

- ★★★★★ Essential buy
- ★★★★ Well worth a blast
- ★★★ Mediocre
- ★★ Seriously dodgy
- ★ About much fun as West Ham

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

MEGA ZONE

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.
★★★

Alien Storm
Sega/£29.99 ● Absolutely awful game. Poor conversion of the Mega Drive original, bad collision detection, sound, graphics and animation make this game not worth even *thinking* about let alone looking at. Avoid like the plague. Shame on you Sega.
★

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.
★★★

Asterix
Sega/£29.99 ● Smart version of Goscinny and Uderzo's original comic books. Graphics that are absolutely brill-o and animation that makes you go all moist and squishy. Rather disappointing sound and FX but more than made up for by great playability. Great game.
★★★★★

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.
★

NEW ENTRY Back To The Future III
Acclaim/£32.99 ● How long is a piece of string? You can't say can you? Equally you can't tell how long a console game should be. One, two or three levels? Who knows? But as sure as there is at least one pube in everybody's bath at any one time, there aren't enough in *BTTF III*. *(Sorry you lost me somewhere. Ed.)* As a graphic adventure kinda game, *BTTF III* is fine as far as it goes, it just doesn't go very far. Sorry but three levels ain't value for money.
★★

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.
★★★★

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

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.
★★★

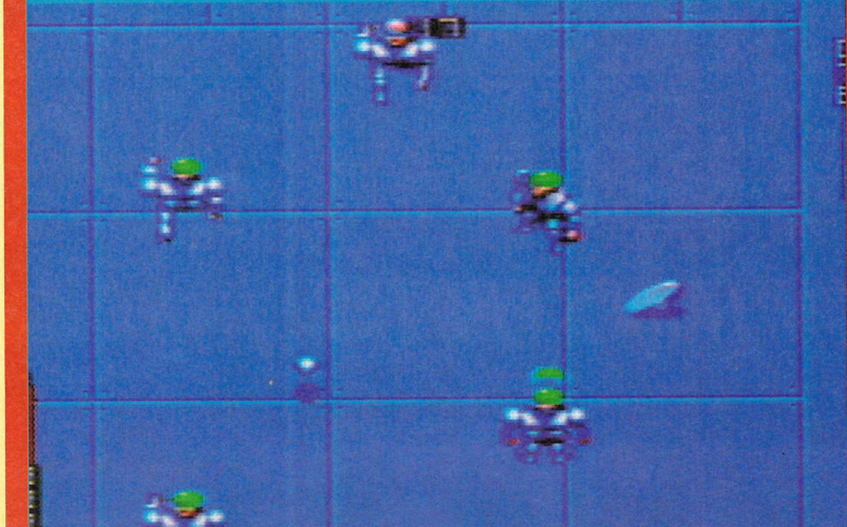


Alien Storm (Master System)

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.
★★★★

MEGA ZONE

NEW ENTRY Speedball 2
Acclaim/£29.99 ● Excellent version of the 16-bit grunt and shove sports sim. Furious and violent action makes this one of the funniest, fastest and most addictive Master System games around. Great stuff that shows the Master System to be best 8-bit machine around.





console countdown



Sonic The Hedgehog

Sega/£29.99 ● Sonic the punk hog is back. Better in some respects than the Mega Drive original. Much easier, and slightly slower 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 conversion. Classic game. Classic, really.

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. Pathetically easy and with absolutely no long-lasting appeal. Play *The Flintstones*? I think I'd rather eat my dog.

★

Galaxy Force 2

Sega/£tba ● Sega's massive coin-op has been converted onto the Master System. The 3D scrolling is just as crisp and sharp with great arcade-quality sound.

★★★★★

Gauntlet

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

★★★

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.

★★★★

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.

★★★★

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.

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.

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.

★★★

Running Battle

Sega/£29.99 ● Very, very poor game. Cross *Alien Storm* and *Ace Of Aces* and you've got *Running Battle*. Awful sound, graphics and flick-o-vision animation. About the only use you can have for this is to prop up a wobbly table.

★

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.

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!

★★★★

NEW ENTRY Wimbledon

Sega/£29.99 ● The smell of fresh cut strawberries, the taste of mown grass, it must be Wimbledon. Just in time for the annual tennis jaunt, Sega has released a pretty useful tennis sim. With all the usual choices of hard, lawn or clay courts, tournament or single match play, this makes for an initially difficult but ultimately rewarding tennis game. Any one for... *(Don't say it. Ed.)*... tennis?

★★★★

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

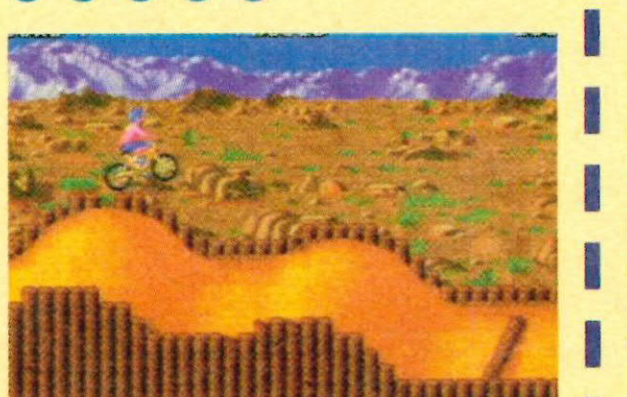
Konami/£34.99 ● Ice hockey sim which comes into its own in two player mode. Dodgy skill levels, in one player mode, make the game either impossible or a walkover. Great game if you've someone to play with.

★★★

NEW ENTRY Blaster Master

Sunsoft/£34.99 ● There are some things that can never come between a boy and his frog. Their bond is too great! In *Blaster Master* you play Jason whose pet frog makes a bid for froggy freedom. However on his way he rather unfortunately stumbles across some radioactive waste and becomes a glowing nuclear frog. One of the best platform, puzzle games that has been seen in some time. A truly great NES game, catch it before it sells out. Garlic sauce anyone?

★★★★★



California Games (Mega Drive)

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.

★

NEW ENTRY Caveman Ninja

Elite/£35 ● Ninja Turtles, Ninja Hamsters and now Ninja Cavemen. It had to happen didn't it? You play either Joe or Mac, the originally named heroes of the said *Ninja Cavemen* cart. And what is your quest? Why to rescue some dumb blondes who have gone and got themselves kidnapped. Yawnsville. Well almost, but *Caveman Ninja* is put together to such a standard that the less than original plot and gameplay are more than made up for. Nice graphics, nice animation. Nice all round really.

★★★

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.

★★★

NEW ENTRY Jackie Chan's Action Kung Fu.

Nintendo/£39.99

With a title like *Action Kung Fu*, there can be little doubt what this game is all about. It's hardly a flower arranging sim is it? Smart graphics, animation and a playing area the size of Wales, this is a bit of a beat 'em up classic.

★★★★★

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.

★★★★

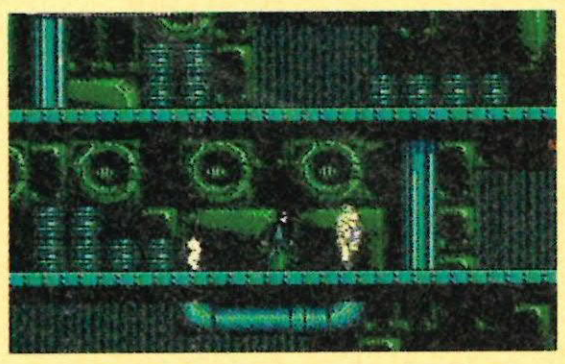
Marble Madness

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.



Terminator 2 (NES)

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.

★★★★

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.

★★★★



New Zealand Story

Nintendo/£42.99 ● Cute platforms abound down under with that sweet little Kiwi. Smart conversion of a smart game. However unlike real Kiwis there is absolutely no singing of rugby songs, beer drinking or vomiting. Who needs wings, when you've got a game like this?

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.

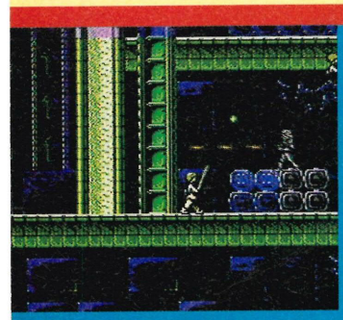
★★★★★

Rainbow Islands

Ocean/£42.99 ● Rather disappointing version of the old classic. Not terribly good graphics or animation coupled with very easy playability, means you're left feeling, "So what?" The Speccy version is buckets better.

★★★

console countdown



NINTENDO NES MEGA ZONE

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 RPG. A veritable galaxy of entertainment awaits.

Rescue Rangers

Capcom/£34.99 ● Cute and cuddly platform action from those two little cuties, Chip and Dale. Nothing new, but really quite well put together and enjoyable enough for a couple of 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.

NEW ENTRY Snakes' Revenge

Konami/£39.99 ● Yuk. What a pile of smelly brown stuff. You'd be advised to eat your week-old socks than play *Snakes' Revenge*. Avoid like the plague.

Solar Jetman

MEGA ZONE

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, with a new name and plot. Little new in the gameplay, but the high standard of graphics and sound keep the *Jetpac* tradition alive.

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.

Super Mario Bros 3

MEGA ZONE

Nintendo/£39.95 P 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.

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!



Donald Duck (Master System)

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.

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 *Dungeons And Dragons* freaks, but lots for gamesplayers of all ilks.

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 Teenage Mutant Hero Turtles II

Konami/£39.99 ● Once again that dumb bim, April O'Neil, has got herself kidnapped by Shredder and it's up to the green dudes to rescue her. Uneven beat 'em up, suffering from sprite flicker, but still a merry jaunt.

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.

NEW ENTRY Totally Rad

Jaleco/£39.99 ● Despite some of the daftest 'hip' language ever, *Totally Rad* is an above average kinda platform, arcadey beat and shoot 'em up game. Okay fun, but maybe not the first game you would think of chucking large amounts of wonga away on.

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*.

MEGA DRIVE

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'.



Mario Lemieux Hockey (Mega Drive)

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.

G68 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.

NEW ENTRY Buck Rogers – Countdown To Doomsday

Electronic Arts/£39.99 ● Smart RPG ideally suited to those of a train-spotting ilk. You play Buck Rogers, unsurprisingly enough, who must lead a heroic team of peeps against an intergalactic foe of a rather unpleasant disposition. Like all RPGs, a bit difficult to get into, but still offering buckets of playability.

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.

California Games

Sega/£29.99 ● 'Everybody's gone surfing, Cal-i-for-ny-ay'. Shorts, surf and sun and all on your Mega Drive. Competing in all the trad events including footbagging, half-piping and surfing either against the console or your buddies. Okay fun, okay conversion. Okay really.

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.

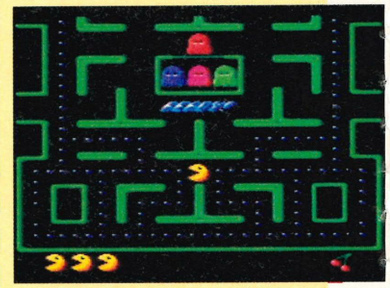
Dick Tracy

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.

EA Hockey

MEGA ZONE

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..



Ms Pacman (Master System)

F-22 Interceptor

MEGA ZONE

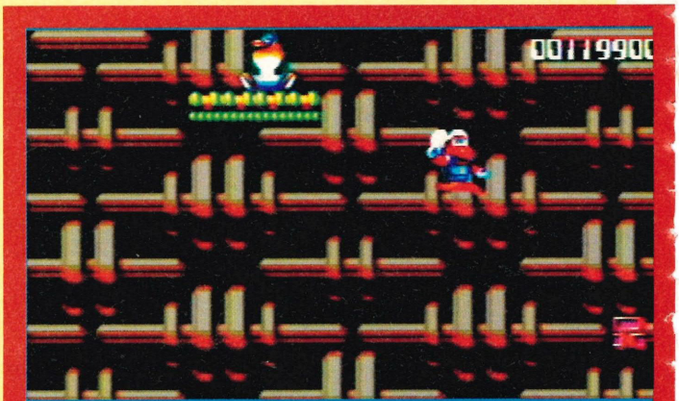
Electronic Arts/£39.99 ● Yet another classic Mega Drive game from EA. They keep on doing it don't they? The first flight sim of any use on any console anywhere in the world. Loads of action keeps interest alive without sacrificing the graphical quality (the availability of different perspectives allows 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*.

Fantasia

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



MEGA DRIVE MEGA ZONE

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.

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.
★★★★★

Flicky
Sega/£29.99 ● Sometimes the simplest ideas are the best, and sometimes they're just plain boring. *Flicky* is not simply boring, it's the biggest pile of smelly brown stuff ever. Don't waste your money.
★

Gain Ground
Sega/£34.99 ● It's many years into the future and the most popular form of entertainment is *Gain Ground*, in which human contestants are dragged into a maze full of android nasties and either emerge victorious or die horribly and slowly. A very worthwhile game.
★★★★

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.
★★



Xenon II (Master System)

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.
★★★

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.
★★

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.
★★



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...

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.
★★★★★

John Madden '92
Electronic Arts/£39.99 ● Take all the best bits from the original John Madden game, in other words take it all. Improve upon that and you've got *JM '92*. If you have the original, the high cover price may put you off lashing out the major league cash. But if you have yet to get a US footie game for your Mega Drive, go for this one above any other. Excellent stuff.

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

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

Lakers Versus Celtics And The NBA Playoffs
Electronic Arts/£39.99 ● A very high quality sports sim. This time it's basketball and comes packed with high standard animation and sound. Great, addictive stuff.
★★★★★

Last Battle
Sega/£34.99 ● *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.
★★★★

Marble Madness
Electronic Arts/£39.99 ● An excellent conversion of the old arcade classic. Guide your marble around six increasingly difficult courses. A very addictive play, it will keep you coming back for more, time and again.
★★★★

Mario Lemieux Hockey
Sega/£39.99 ● Nothing to do with plumbers, *Mario Lemieux* is a Yankie ice hockey star who plays for the bizarrely named Penguins. Okay, except you find yourself thinking about *EA Hockey*, and nothing is as good as that. *Mario* is alright, but for the real thing 'stick' to the EA cart.
★★★

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.
★★★★

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.

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.
★★★★

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 almost 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.
★★★★★

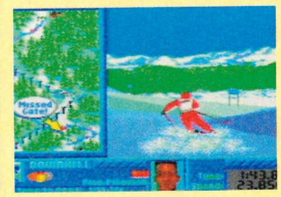
Quackshot
Sega/£39.99 ● Similar to other Sega/Disney tie-ins, *Quackshot* is another scrolling platform game starring one of the fave Disney characters (in this case Donald) in a scrolling platform adventure. Superb graphically, not bad gameplay-wise, but slightly too slow to make it a classic. Try before you buy.
★★★

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.
★★★

NEW ENTRY Rings Of Power
Electronic Arts/£39.99 ● All a bit sad really. Brilliantly conceived, brilliantly designed, put together like a pile of old do. If you are of the dedicated RPG nature then this could be for you, but it takes a hell of a long time just to get to the stage where the gameplay begins to flow. It's of a fair huge size and really quite an impressive idea, but this one is only for the seriously anoraked.
★★★

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.
★★★

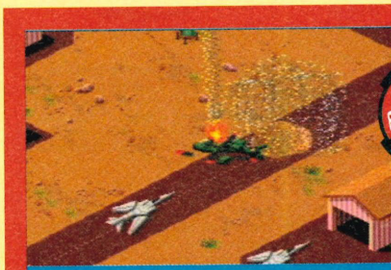
Sonic The Hedgehog
Sega/£34.99 ● One of the best, if not the best, games around, *Sonic* is destined to become as famous as *PacMan*. Amazing graphics and sound combined with some of the smoothest and fastest animation ever. The gameplay is so addictive, it keeps you gripped for hour after hour after hour. *Sonic The Hedgehog* is a true console classic



Winter Games (Mega Drive)

Spider-Man
Sega/£39.99 ● An initially cumbersome control system which could put you off at first 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 really but with loads of extra little bits bonging, pinging and being funky all over the place. Stonkingly playable and great fun, especially in two player mode, *Star Control* really is the dog's naughties. Great reworking of an old-fashioned kinda game. It's a little bit pricey though, but hell it's worth it. If you can't be nice to yourself then who can you be nice to?
★★★★



Desert Strike
Electronic Arts/£39.99 ● The Gulf War makes it onto the Mega Drive. Fast and furious chopper action (oo-er) in the vast and inhospitable waste that is the desert. You must rescue as many Americans (the good guys, who believe in truth, freedom and Pepsi) from the Arabs (the bad guys, who eat babies, bonk sheep and smell). Very simple, very addictive. Not just another shoot 'em up.

Road Rash
Electronic Arts/£39.99 ● Not an unpleasant skin complaint contracted from too many hours in the saddle, but a rather nifty motorbike racing game. Far superior to just about anything around right now, *Road Rash* is a true 'must buy' for any Mega Drive owner.

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

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 gameplay. Think hard before splashing the cash.
★★★★

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.
★★★★★

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.
★★★★★

console countdown



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.
✪



Turrician (Mega Drive)

NEW ENTRY Tecmo World Cup
Tecmo/£34.99 ● Simply one of the sorriest excuses for a football game anyone has seen in a very long time. Total rubbish.
✪

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.
✪ ✪ ✪ ✪ ✪

MEGA ZONE ToeJam 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.

NEW ENTRY Toki
Sega/£34.99 ● The coin-op and 16-bit versions were great, even the Lynx remix was ace, so why oh why has Sega changed pretty much the whole game? My gran used to say, "Why change something that works perfectly well as it is?" Sega should have taken this advice when they recoded *Toki* to the Mega Drive. Slow, dull and rather pale.
✪ ✪ ✪

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.
✪ ✪ ✪ ✪ ✪

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.
✪ ✪

MEGA ZONE 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.

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.
✪ ✪

PC ENGINE

Atomic Robokid
UPL/£20 ● Super sweet graphics and a fair touch of cuddly gameplay make this release a bit hard to swallow. Its learning curve bombs along at six cm above the ground until level three and then shoots off in a vertical line to several thousand metres.
✪ ✪ ✪

Batman
Sun Soft/£35 ● Below standard conversion. Rather repetitive gameplay and a lack of decent presentation does not do the game justice at all.
✪ ✪

Bloodia
Hudson Soft/£29.99 ● Very complex strategy game where you control a rolling ball through various sized pipes. A very simple idea – but 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.
✪ ✪ ✪ ✪ ✪

NEW ENTRY Chase HQ II
Taito/£35 ● Pathetically easy coin-op conversion, with all the long-term appeal of an enema.
✪ ✪

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.
✪ ✪ ✪ ✪

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.
✪ ✪

Gunhed
Hudson Soft/£34.99 ● Coin-op quality shoot 'em up. 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.
✪ ✪

MEGA ZONE Jackie Chan
Hudson Soft/£31 ● Jackie Chan is a bit of a mega film star in Asia. 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'.
✪ ✪ ✪

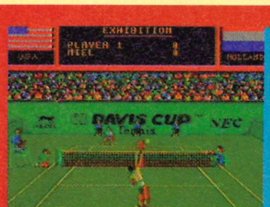
Legend Of Hero Tonma
Hucard/£35 ● A cute platform adventure, which, while nothing original, is well put together and highly playable.
✪ ✪ ✪ ✪

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.
✪ ✪ ✪ ✪

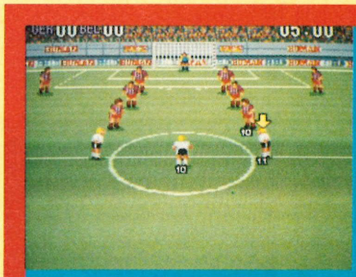
Puzzle Boy
Telenet Atlus/£30 ● Standard format puzzler with little new to offer anyone who's played *Tetris* or *Klax*. Not really worth the £30 price tag.
✪ ✪ ✪

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.
✪ ✪ ✪

Saint Dragon
Aicom/£33 ● Superior shoot 'em up. Animated with thought and care, *Saint Dragon* is good value for money.
✪ ✪ ✪ ✪



PC ENGINE MEGA ZONE Davis Cup Tennis
Loriciel/£tba ● Who is this chap Davis and why would anyone want his cup anyway? Ho, ho. A pretty smart tennis game in which you can play any number of countries in an attempt to win glory on the courts. With a choice of either split or single screen action *Davis Cup* is well worth checking out.



NEW ENTRY Super Formation Soccer
Human/£49.99
Smart football sim, using the same kinda view and sprite animation as *Super Tennis*. Maybe not the world's most accurate of footie games, but highly playable and great fun. Smooth, slick and really rather sweet.

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.
✪ ✪ ✪ ✪

MEGA ZONE 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.

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.
✪ ✪ ✪ ✪ ✪

NEW ENTRY Home Alone
THQ/£29.99 ● Cory Malcalking *(Er, shouldn't that be Macauley Culkin? Ed.)* is a smug, arrogant (rich) little shit, who should die in a pool of his own vomit. Despite this rather extreme prejudice, *Home Alone* on the Famicom is an okay kinda game. You run around collecting some things, avoiding others in a cute kinda way. Not bad, not brill, more kinda 'there.'
✪ ✪ ✪

MEGA ZONE Joe And Mac
Deco/£60.00 ● Pots of palaeolithic fun in this brilliant conversion of the classic *Caveman Ninja*. Take the role of Joe or Mac, and set out to retrieve your chick from a fate worse than a deadly dude dinosaur. Beautiful back-grounds, huge and colourful sprites and great gameplay make this one prehistoric play you'll be playing for centuries to come.

MEGA ZONE 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.

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.
✪ ✪



Smash TV (NES)

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.
✪ ✪ ✪ ✪ ✪

MEGA ZONE Super Baseball
Jaleco/£45.99 ● Definitely one of the best, if not the best, baseball games 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.

MEGA ZONE Super Ghouls 'N' Ghosts
Capcom/£45.00 ● What do you get if you cross a near classic arcade game with the balls-bad graphic ability of the Super Famicom? Well you get *Super Ghouls 'N' Ghosts*, of course. Bloody difficult but incredibly addictive – it's nigh impossible to get off the first level – but 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.



console countdown

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.

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.

★★★

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 dude who wears his Y-fronts ouside his pants is back, and on the Game Boy too! One of the best platform shoot 'em up games around, *Batman* is a bit of a classic. Stonking stuff.

★★★★

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.

NEW ENTRY Blades Of Steel

Ultra Games/£24.99 ● Smart(ish) conversion of the okay(ish) NES *Ice Hockey* game with all the usual options of playing in a single game, a tournament or if you wish slugging it out in a fight. The small screen and the speed of the sprites sometimes tend to make what's going on a bit difficult to see, but for all that it's not a bad kinda game if hockey is your bag.

★★★

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 self-same scenario on the Game Boy. You and your pal, the handy jelly bean scoffing shape-shifting blob, wander around collecting things. Good adventure fun.

★★★★

Bubble Bobble

Nintendo/£24.99 ● Rather dated old platform game in which you play the part of a little green dinosaur. Ahh, cutey wutey. Lots of jumping round on different levels, but it's nothing new.

★★★

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.)

★★

Chess Master

Nintendo/£21.99 ● An average chess simulator which is given that added boost by some amazing sampled speech. Even if chess isn't your cup of tea, this is a worthwhile buy.

★★★★

NEW ENTRY Choplifter II

JVC/£24.99 ● Older than a very old thing indeed, *Choplifter* is one of an increasingly large number of rehashed old chestnuts which are given the 'classic' badge and re-released on an unsuspecting public. Sometimes these games are a pile of old do, and sometimes they are pretty smart. *Choplifter* is certainly pretty smart. An almost exact carbon copy of the original, but with enough little new twists for the game to still be appealing.

★★★★★

Contra

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

★★★★★

Double Dragon

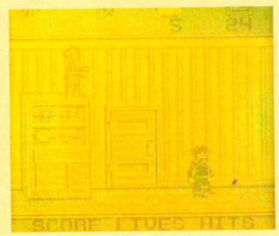
Nintendo/£21.99 ● Very unoriginal slash 'n' dash adventure in which you must rescue a stray family member in traditional ninja style. An okay game but nothing special.

★★★

NEW ENTRY Double Dragon II

Acclaim/£24.99 ● A pretty bog standard beat 'em up. You play a little chappie with a huge range of kicks and punches who has decided that the thing he wants most in the world is to punch and kick his way to stardom. Not bad for what it is, it just isn't very much.

★★★



Home Alone (Game Boy)

Double Dragon 2 – The Revenge

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

★★

Dr Mario

Nintendo/£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.

★★★

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.

★★★★

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.

★★★

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.

★★

NEW ENTRY Hunt For Red October

Ocean/£24.99 ● Underwater larks in this fab film licence. Similar to the *Submarine Command* kinda games, you chug along trying to blow up other subs. Sounds simple, but isn't. Addictive and playable, *HFRO* is almost as good as the original film.

★★★★

Kung Fu Master

Nintendo/£19.99 ● In this martial arts beat 'em up, the hero has a nice wide range of moves. Well executed and put together, but seen one, you've seen them all.

★★★

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.

★★★★

NEW ENTRY Snoopy's Magic Show

Kemco/£24.99 ● Super kinda puzzle game, starring everybody's fave flea carrier. Loads of logic, loads of scratching of heads. Great fun for those who want more than just a trigger finger exerciser.

★★★★



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.

Marble Madness

Nintendo/£19.99 ● Everything the original had (except colour) squished down onto the Game Boy's diddy little screen. Surprisingly easy to see and still hugely playable and addictive, Game Boy *Marble Madness* is a bit of a stonker.

★★★★

Mercenary Force

Nintendo/£19.99 ● A kind of oriental version of *Gauntlet*. You slope around the garden of some dude's house killing people. Sounds a bit like Southfields! Quite good but is it brill? Not really.

★★★

Mickey Mouse 2

Kemco/£21 ● Yet another format outing for this multi-platform adventure featuring everyone's favourite rodent. And just as on all the otherformats, the Game Boy version is well animated and highly playable.

★★★★

Paperboy

Mindscape/£25 ● Despite the bad pay, the lad takes to his bike yet again. This conversion of the arcade classic manages to retain all the addictiveness of the original bymaking 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. You get to play plumbers as you must direct the flow of water through different shaped pipe sections. Simple? Don't you believe it.

★★★★

Robocop

Ocean/£25.53 ● Disappointingly 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.

★★★★

Super Scrabble

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.

★★★

Terminator 2 – Judgement Day

Acclaim/£19.99 ● Better than the NES version, T2 on the Game Boy is one of the most impressive new titles for some time. A platform, shoot, puzzle game, it boasts a stonking soundtrack and FX plus some nifty animation. Well worth checking out.

★★★★★

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.

★★★

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.

★★★



Lemmings

Sunsoft/£54.99 ● Brill conversion of a great game. Can't really go wrong can it? In some respects Famicom *Lemmings* is even better than the original; just as playable, just as funny, just as mind-blowingly good. This is a true 20 cups of coffee game that will keep you up all night. Buy it.



Pacland (Lynx)

console countdown



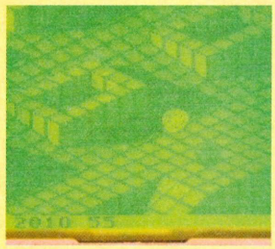
Chase HQ
Taito/£25 ● Standard race and shoot game, that makes *Outrun* look truly ancient. Unfortunately it is all a bit easy and you find yourself pining for the arcade version.

NEW ENTRY Chessmaster
Sega/£19.99 ● What a stonker of a game. By far the best, it was brill on the Game Boy and it's brill here too. If you want to play chess on your Game Gear, this is the only cart for you.

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

MEGA ZONE 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.

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.



Marble Madness (Game Boy)

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.

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 Slider
Sega/£24.99 ● Dull and uneventful puzzle game that owes more than a passing nod to *PacMan*, but retains none of the yellow ball's playability or fun. Very poor.

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.

MEGA ZONE Sonic The Hedgehog
Sega/£29.99 ● What can yer say about Sonic? More classic, than a very classical thing. Sonic is brill on every format, Game Gear included. Real minty.

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.

Basket Brawl
Atari/£29.99 ● One of the first of Atari's rough sport games. (Oo-er.) A cross between basketball and a beat 'em up. You journey across the basketball courts of downtown New York and, basically, break heads. Surprisingly good fun.

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.

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.

Dino Dudes
Atari/£29.99 ● Take *Lemmings* and add a splash of *Caveman Ninja*, and what have you got? You've got *Dino Dudes*.
Rather fun little cart in which, using the various athletic abilities of your caveman, you must complete a number of evolutionary tasks on each level.

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.

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.

Hockey
Atari/£29.99 ● A rather smart little *Hockey* game this, boasting all the features of its badder console brothers. Looking spookily like *Mario Lemieux* on the Mega Drive it really plays rather well indeed. Once you get used to the odd use of the buttons it really is a bit of a stonker.

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.

Lynx Casino
Atari/£29.99 ● What an old chestnut eh? More ancient than a very ancient thing, I must admit I never really saw the point of gambling on a computer. I mean if you lose you don't exactly have to sell your children to medical experimentation to get the mob off your back, do you? Okay if you like that kind of thing, not if you don't.



Ski Or Die (NES)

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...

NEW ENTRY Super Skweek
Atari/£26.99 ● Handheld version of the old 16-bit chestnut in which you run around various playing areas turning pink squares blue. Hmm, almost as interesting as it sounds, with a massive playing area but not a great deal of variety.

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.



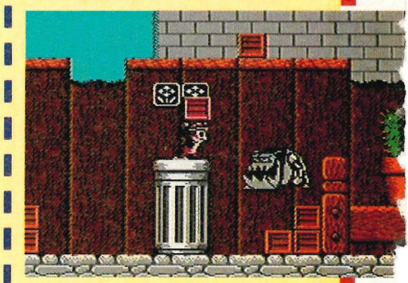
ATARI LYNX / MEGA ZONE Toki
Lynx/£24.99 ● **A game of near biblical proportions, Toki has you running around a huge world peopled by curious creatures in an attempt to rescue your girl. Originally out on the Amiga, nobody ever thought it would make it onto any handheld. But it has, with no loss of gameplay, sound or graphics. Buy this game. It's the mutt's nuts.**

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.

MEGA ZONE Xenophobe
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

XY Bots
Lynx/£29.99 ● Big bot or small bot, *XY Bots* will probably appeal to all bots as it trogs around a fiercely realistic 3D maze, blasting monsters in a splatty kind of way.



Rescue Rangers (NES)

TURBO EXPRESS

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.

MEGA ZONE R-Type
NEC / £35 ● What can you say about *R-Type* that hasn't been said before? Very little I expect, and on the TurboGrafx, *R-Type* shines with all its usual 'shinyness'. Baddies shoot all over the place, with only one thing on their mind, and we're not talking hugs and kisses here. Both graphics and sound are amazing, making this an utterly classic game. *R-Type*, you can't beat it, verily a shoot 'em up amongst shoot 'em ups.

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.

Tale Spin
NEC/£35 ● A sort of Disney game without the Disney film. Unfortunately graphics, sound and gameplay are all rather average.

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If you've got 15 smackeroonies, a car with a boot and it's Sunday, you'll have no probs selling those carts and your out of favour console. Any other day and you might be a bit stuck. Never fear, Soled Out's here whatever the day of the week - and it's totally and utterly FREE!

hard ZONE

✪ **Sega Master System** for sale, eight games, two joypads and a python joystick. All for £95 or any sensible offer. Call 0285 653805 and ask for Tris.

✪ **Game Boy** with *Tetris*, *Turtles*, *Baseball + Castlevania*. Large carry case and all instructions, cables etc. Worth £170, any offers? Also back issues of *C+VG, Mean Machines, Ace.* Phone Zenna on 081 803 4068.

✪ **Game Boy** for sale, with four games including *Terminator 2* and *Golf.* Boxed as new, pristine condition only £80. Phone Dave on 0752 893327 after 5pm or write to 1 Manor Close, Ivybridge, Devon PL21 9BQ.

✪ **PC Engine GT handheld,** five games all boxed and excellent condition, £130 or will swap for four or more Famicom games. If interested call Adi 0455 848752.

✪ **Nintendo** for sale. Eight games including *SMB II + III, Turtles.* Excellent condition, worth £350, only £175. Phone Tom on 0553 763743.

✪ **Game Boy** for sale + two games which are *Tetris* and *Burai Fighter.* Two brilliant games all fully boxed with two player lead and earphones for £50. Call Andrew 021 783 4657. It's a bargain.

✪ **Atari Lynx** for sale. Three games, PSU, sun visor. All very good condition, only five months old. Worth £200, sell for a mere £120! Phone 08525 672.

✪ **Japanese Mega Drive,** two joypads, four games, including *JM Football, Ghouls 'N' Ghosts*. Master System converter, four games including *Golfmania, Moonwalker,* £250, phone Ben on 052786 1236, Worcester.

✪ **For sale.** Mega Drive 2, excellent games, two controllers, all boxed and hardly used. Plays English, Japanese and American carts, all for just £120 ono. Tel 0480 459163. Alex.

✪ **Game Gear** and seven games including *Sonic, Donald Duck* and a mains adaptor. Worth almost £300, sell for £200. Tel 0533 403480.

✪ **Nintendo system,** NES advantage joystick, *Turtles* game plus five other games. Worth over £300, sell for £150. Martin Palmer, 40 Collet Walk, Rainham, Kent ME8 9RX. 0634 364223.

✪ **For sale,** NES plays UK and US games, advantage joystick, eight games including *Super Mario 2 and 3, Zelda 2, Batman, Mega Man,* £250 ono. Phone Andy after 4pm on 0772 626968.

✪ **Sega Game Gear** for sale. Still boxed with *Sonic The Hedgehog* game, £80 or swap for Amiga with some games. Write to Alan Ransom, 12 Leewood Place, Swanley, Kent BR 4 7OZ.

✪ **Game Gear** with six games including *Double Dragon,* power supply, everything new and boxed. Everything for only £175. Phone Steven after 6pm on 4861096. Also Mega Drive, *Speedball* and *Thunderforce* wanted.

✪ **Master System** + light phaser, three games, *Sonic, World Soccer, Wonderboy 3,* £85. Call Jack 0375 372563 after 5pm.

✪ **Atari Lynx** for sale. Boxed AC adaptor, Comlynx cables and three games, *California Games, Blue Lightning* and *Gauntlet 3.* Phone Steve on 0792 207056. Great offer for £85!!!!!

✪ **Nintendo NES** for sale with two games still in box. £70 or will swap for Sega Game Gear. Tel Louise on 0270 624563.

✪ **Atari Lynx**, brill condition, only £100. With three games including *Rampage* £34.99. Also available is *Super Mario Brothers 3* (offers for *Super Mario 3*). Phone 081 7463592.

✪ **Amiga processor card**. Cost £1500, will sell for £750 ono. Comes with 68070 and 68881 maths co-processor. Will work on A1500/A2000 only. Phone for details. Ask for Milton 0895 431087.

✪ **Game Boy**, four games, carry all , holster, all boxed, excellent condition. £100. Ring Bev, 0905 21496 after 5pm.

✪ **PC Engine CD ROM** scart plus 16 games all boxed, excellent condition, £380. Write Bill, 36 Winyates Centre, Redditch B98 ONR.

✪ **Boxed Game Gear**, three months old, including five games. As new. Only £135 the lot. Phone Mike 081 845 4388, after 7pm.

✪ **Game Gear** Master Gear, *Super Golf, Donald Duck, Woody Pop, Columns,* mains adaptor, carry case, all boxed as new, worth £250 for sale at £160. Phone 0794 523596. Ask for Scott.

✪ **Nintendo** boxed plus turbo joystick and eight games: worth £400 will sell for £200. Ring David on 0223 426071 after 6pm.

✪ **Nintendo NES** for sale, includes three top games. Contact Joe on 0404 42202. Separate deals considered. Also a MSX computer with games. The lot for £130. What a bargain. Phone now.

✪ **Nintendo** with 14 games incl: *Super Mario 1, 2, 3! Batman, Megaman 1* and *2! Metroid, Shadow Warrior, Quantum Fighter* and many more. Also with ROB, zapper gun, two joypads, one joystick, year old. VGC. All boxed worth £600. Yours for only £200 call 081 777 0375.

✪ **For sale** Game Gear and Master Gear plus power supply with *Dragon Crystal, Mickey Mouse, Wonderboy, Double Dragon and Putt And Putter.* Everything is boxed. £230. Phone Col after 6pm on 051 920 5746.

✪ **Nintendo NES** *Solar Jetman* to swap for any good game on NES. Will also buy secondhand NES games. Phone after 5pm 021 444 7895.

✪ **Sega** Game Gear brand new, still boxed, unwanted gift with two games. *Mickey Mouse, Shinobi* and mains adaptor (non official) sell for £120 ono or swap for PC Engine. Call 0608 737472.

✪ **Nintendo** power glove £38 also *Volleyball* £28, *Mach Rider* £15, *Double Dragon 2* £30, *Rad Gravity* £20, Light gun £15 or the lot for £130. Mega Deal. Tel 0635 278079.

✪ **Sega Mega Drive** for sale. Runs all games. One controller, five games £140. Phone Nick on 0689 820684.

✪ **Atari Lynx** as new, boxed including four games. *Blue Lightning, Zarlor Mercenary, Block Out* and *Chequered Flag*, Comlynx cable, PSU worth £220. All for £110. Will swap for Game Gear. Tel 0438 725058.

✪ **Game Boy** with rechargeable batteries and twelve games including *Tetris, Super Mario Land, Batman.* All boxed with instructions. Excellent condition. Worth £370+. Sell for £200. Phone Martin on 061 366 6654.

✪ **Sega Master System** + two joypads, light phaser and 15 games including *Shinobi, Golden Axe, Vilgilante, Ranbo III*. Will sell for £180. Phone Colin 0227 274427.

✪ **Lynx**, two games with batteries, screen protector, fully boxed to swap for Game Gear + two games. Phone Kevin, Cardiff. 0222 735784. Excellent condition Also *Chase HQ* + Gamelight for Game Boy £15 the lot. Excellent condition.

✪ **Lynx II** for sale. Includes PSU and game. Will sell for £100 or swap for Game Gear including game *Sonic* if possible. Contact Chris on 0257 275108 after 6pm.

✪ **For sale**, Nintendo with two joypads, light gun, *Mario Bros, Duck Hunt, Bionic Commander*. Sell for £70, phone 0695 424018. Ask for David.

✪ **Game Boy** with six games and a game light for sale. Worth over £185 will sell for only £115. Phone Jon on 0225 332845.

✪ **Mega Drive**, two pads, game SCART and PAL. Game Boy, five games including *Mario* and *Turtles*. Carry case and light. All for only £200. Who could argue with that? John on Nottingham 755090.

✪ **Opus PCII** 640K memory. 32MB hard disk, two floppy drives, mono monitor includes mouse and £250+ software, only £450. Phone Gavin on 0795 521488 after 5pm weekdays anytime at weekends.

✪ **NES for sale**. Includes *SMB 1* £40. Good condition. Also *Turtles* game for £12. Or all of it for £50. Phone (Maidstone area) 058080 231. Thanks!

✪ **Sega Master System**, seven games, two pads and gun. Bargain at only £110. Easily worth £250, so get ringing. Tel 0734 478772 after 6pm.

✪ **Game Boy** as new plus *Tetris, Fortress Of Fear, Gargoyles Quest, Gremlins II, Duck Tales, Chase HQ,* Light Magnifier and case £145 ono. Phone Charles on 0372 46611 (Esher).

✪ **For sale:** Game Boy with two player lead and stereo headphones £60. Phone 0698 50074 after 4.30pm.

✪ **Mega Drive** (official UK version), perfect condition at the ridiculously low price of £190!!! Phone 0243 673678.

✪ **Lynx** boxed with *California Games, Checkered Flag, Rampage,* adaptor, etc... Eleven months old, £115 ono. Or swap for Game Boy with three games and £60-£70. Offers welcome. Call Brett on 0483 503244 (Guildford).

✪ **Game Gear** for sale plus *Mickey Mouse, Donald Duck, Columns* and plug adaptor, good as new, only £110 or swap for Sega Mega Drive. Phone 9548715 after 8pm.

✪ **Master System** with arcade joystick and two joypads. Five top games inc *Sonic*. Sell for £140 or swap for Mega Drive with few games. Phone only on weekends. 081 841 4852.

✪ **Amstrad CPC464** for sale, green screen. Includes games, books, magazines, two word processors, colour modulator and games case. Worth £400. Sell for £180 ovno phone 0408 321834 4-9pm weekdays ask for Nick.

✪ **Nintendo NES** with two control pads, *Super Mario Bros* and *Turtle* game. All for £60. Call Raymond 0253 401139.

✪ **NES** for sale. Plays UK, American games. NES advantage joystick and five top games – *SMB III, Mega Man II, Link, Kong-Fu* and *SMB I.* Worth £270+ for £170. Phone 888 3985. Ask for Lev.

✪ **Official Mega Drive** two joypads, one joystick, Jap converter, 17 games worth £760, sell for £400 or swap for Famicom (PAL), seven games plus joypads. Ring Czaran on 0752 794341

✪ **For sale** Mega Drive+ four games, two joypads and Jap games converter. Sell for £200 or swap for Lynx II + cash. Phone James, Southampton 0803 617716.

✪ **Look here**. NES deluxe set. Four control pads, four score unit, ten great top games. Only one month old. Total price £435 all boxed. Immaculate condition sell £200 ono. Phone 0753 524952.

✪ **NES** twelve games, zapper, NES advantage (still boxed) two hint books. In very good condition, games include *SMB 1 + 2, Mega Man 1 + 2.* Bargain at £250 (approx). 0428 653946.

✪ **Sega Game Gear** for sale. Five games include *Joe Montana, Ninja Gaiden, Mickey Mouse* etc... Mains adaptor. Virtually new. Boxed, sell for £200. Call David, 0795 473717. Call after 4pm.

✪ **For sale** NES with four games £120. Games are *Mario 3, Mairo 2, Duck Tales* and *Turtles*. Will swap for Mega Drive with two games. Phone Lee on 0259 215834. Now!

✪ **Neo Geo** English text, two J/sticks, five games eg. *ASOII, King Of Monsters* memory card. Must be seen. Buyer collects. No box. £550 no offers. Bill, 36 Linyates Centre, Redditch B98 ONR.

✪ **Atari Lynx**, month old with power pack and *Zendecon*. Worth £125 – will swap for Game Boy plus software. Offers considered. Phone Chris on 0302 852531. Thanks you're beautiful.

✪ **For sale**. Sega Game Gear, games (inc *Sonic + Shinobi).* Will swap for Mega Drive +1/2 games. Phone 0622 729489 for more info.

✪ **Over £300 worth** of ST games inc *WWF, Louts 2, Simpsons* and *Life And Death.* Will swap for Mega Drive and at least six games. Contact Jim or Adam on 0485 534672.

✪ **Super Famicom** with six games including *Joe And Mac, Lemmings, Sim City, Pilotwings* etc. Includes PAL booster. Everything in mint condition. Remaining bargain at £350. 081 568 5209 Isleworth.

✪ **Attention all space cadets!** Swap your Mega Drive for my Master System with *Shinobi, Speedball, Golden Axe,* two others. Maybe extra cash as well or sell for £120. Phone Jeremy Lincoln 511750.

✪ **For sale**: Game Boy with four games includes *SML* and *Duck Tales*. Also Light Boy and batteries. All boxed, excellent condition £110. Phone Colin on 0296 681472.

✪ **Nintendo** for sale £50 with one game. Only two months old. Please phone after 4pm. Ben Jones 081 4271520.

✪ **Game Boy** with seven games including *Turtles, Robocop, Batman,* rechargeable PSU, boxed as new, worth

£235, sell £135 or swap for Lynx plus games. Tel Kev after 6pm 08444 3951.
✪ **Nintendo** for sale complete with box and 194 games. A bargain at only £250 or nearest offer. Please call 091 266 4517. Also Toshiba computer + games and tape deck only £30.
✪ **For sale** Amstrad CPC 464 with 76 games, joystick, green monitor, excellent condition. Worth £400, sell for £120 ono or swap for working colour TV. Phone 0279 421815 and ask for Matthew.
✪ **For sale** Atari Lynx with three games and power supply £100 or swap for a Mega Drive with one or more games. Ring after 4.30pm. 0482 809160.
✪ **PAL Mega Drive** (Japanese) with converter, joypad, joystick, 13 great games. All for £300. Phone Matthew on 0202 471976 for full list of games and accessories. *Sonic, Strider, Quackshot, Maddens* etc.
✪ **Game Boy** with seven games + adaptor and Game Light with box, mint condition. The games are *Robocop 2, Battletoads, Mega Man* etc. Sell for £130. Phone Ming 0604 411224.
✪ **Sega Game Gear**. Unwanted Christmas game *G-Loc* and *S. Monaco GP* still boxed, will swap for *Wonder Boy* or *Solitaire Power*. Ask for Steve ring after 6pm. 0604 642357.
✪ **PAL Mega Drive** for sale, Jap (runs all carts) with Jap *Sonic* boxed as new. £100 ono with PSU and one joypad. Immaculate. Ring Steve 5.30pm-7pm weekdays, Livingston area.
✪ **NES**, two joypads, five games including *Mega Man 2, SMB 3* and *WWF Wrestle Mania*. £190 will sell for £150 ono. Ring 0629 813810 after 5pm. All new and boxed.
✪ **Game Gear** for sale with TV tuner and three games, *Shinobi, Mickey Mouse and Super GP* worth £245. Sell for £195 final offer. Call Nad Rad on 081 788 9624, London. Call after 6pm.
✪ **PC Engine** and CD ROM (PAL) 30 games, joypad, two joysticks, two player adaptor, 13 Japanese magazines, only £360 inc (P+P), if interested call Richard 0224 826589 after 5pm. Best call on Tuesday.
✪ **Nintendo NES** for sale with four games, £120. Four Game Boy games for sale £10 each or swap whole lot for Mega Drive. 0925 34643.
✪ **Atari Lynx** with six ultimate games like *Pacland, APB, Paperboy and Rygar*. Complete with PSU and kit bag. Bargain at £100. Tel Joe on 0222 568658 after 6pm.
✪ **Atari STe,** two joysticks, mouse mat, games, magazines, sell for £250 only. Phone 081 303 5302. Also *Moonwalker* for Mega Drive, £20. Rita Gomes, 179 Church Road, Bexleyheath Kent. DA 7 4DS.
✪ **Nintendo** Entertainment System, two control pads, light gun, Robot, one joystick with quickfire etc, two games £80, six further games available, as new. Phone 0403 752417.
✪ **Sega** Master System with *Shinobi, Speedball, Golden Axe, Secret Command* and *Ghost House.* Rob me for £120. Phone Jeremy on Lincoln 511750 after 5pm weekdays. Must be bargain.
✪ **NES** + five games, including *Super Mario 3* and *Probotector* + light gun + tips book, worth £210, only £125 ono. Phone Phil on 0392 432792, 5-8pm.
✪ **ZX Spectrum 128K +2.** Light gun, manual and over 150 great games including *R. Islands, Turrican, Golden Axe, S. Warriors, M. Resistance, R-Type* and many more. Worth over £300, will sell for £100! Tel 0792 794810.
✪ **FREE!** Well almost. Sega Master System, light phaser, two control pads. Three great games, bargain at £60. Yes only £60. Interested? Call 091 4157142.
✪ **Amstrad CPC 464** colour monitor + TV modulator, 50 games, one joystick, vgc, cost £450, sell for £200 ono. Contact Kevin 051 933 8382.
✪ **Commodore** with datacorder, disk drive, printer, music keyboard, sound expander cartridge and software. Old style. Sell for £150 or swap for Lynx and cartidges and PSU. Tel 0622 747445 eves.

soft ZONE

✪ **Game Boy** games for sale. *Turtles, WWF, Robocop, Operation C, Castlevania,* all £15 each and *F1 Race* £20. Phone Aron on 0734 697886 on weekends and weekdays after 4pm.
✪ **Nintendo NES** games for sale. *Quantum Fighter* £25, *Rygar* £20, *Airwolf* £15. The lot £55, boxed with instruction. Ring Paul, Reading 0734 863124 after 4.30pm.
✪ **Secondhand Mega Drive** games bought, sold, exchanged. Games in stock: *Sonic, Spiderman, Maddens* etc. Ring Adam on 0480 63648 after 6pm or write to A. Hall, 3 Fairfields Crescent, St Ives, Cambs PE17 4QH.
✪ **Cheap Mega Drive games** for sale. Prices range from £10 upwards. Good titles like *John Madden, Super Hang On, Golden Axe* and many more. Exchanges welcome. Prices from £1. 0506 31043.
✪ **Will sell** *Mario Land* on Game Boy for £12 or swap for either *Navy Seals, Contra, Mysterium* or *Final Fantasy*. Call now on 0932 220802. Ask for Dean. PS. Know any cheats?
✪ ***World Grand Prix*** game for the Sega Master System, boxed with instructions, in good condition for £10. If interested phone James on 0793 824900 between 3-7pm.
✪ **Eleven** Game Boy games for sale £10-15 each. Phone Stuart on 0602 474467. Quick sale, need the money so phone NOW!!!
✪ **Mega Drive** and Famicom games for sale or part exchange. Call for details on 0246 570885.
✪ **Nintendo NES** games for sale. *Solomon's Key, Clue-Clue Land.* Both in good condition. £10 each! Write to: Andrew, 31 Clavering Avenue, London SW13 9DX. Bargain!
✪ **Many Mega Drive** games for sale and exchange including *Road Rash, World Cup '92, Quackshot* etc for details send a SAE to J Booth, 49 Sandhurst Grove, Leeds LS8 3QN.

want ZONE

✪ **Wanted** Amiga with or without games. Will swap Raleigh Massif Mountain bike, 18 gears, unwanted present. Please write to Pete, 5/2 Hollyberry Croft, Sharp End 13, Birmingham B34 7D25. This is a bargain.
✪ **Wanted**: Game Boy games for Amiga 500, one megabyte disk. Willing to pay less than market price or nearest offer. Please contact Amit after 3.30pm on 081 979 5470.
✪ **Wanted**: Super Famicom games *F-Zero, Goeman The Warrior* (English text). Will consider others. Pay between £25-£20. Tel: Ray 021 327 5931.
✪ **Wanted**: Will pay reasonable prices for used Lynx two, game carts. Preferably boxed with complete instructions. Call Dan on Newcastle 2210641 after 6pm. Interested in all games.
✪ **Game Gear** *Columns* wanted. Swap for *Super Monaco GP* or for an extra £5 swap for *Donald Duck* (all English versions boxed as new). Phone 081 698 4067 evenings. Ask for Cophia.
✪ **Wanted:** Lynx games. Any condition as long as they work or will swap Lynx games for lots of boxed ST games. Also Mega Drive wanted. Contact Joe on 0543 490791.
✪ **Wanted** portable PC Engine GT with one or more games. Must be in good condition. Phone Tom on 081 950 600.
✪ **I want** *Gynoug,* will swap for *Spiderman, Thunderforce III, Altered Beast, Super Monaco, Afterburner II* or *Ghostbusters* please ring me! I also want *Devil Crash.* Phone 0206 578642. Ask for Tristan.
✪ **Mega Drive games wanted.** Any reasonable price paid, send list to 11 Tinto View, Forth, Lanarkshire, Scotland. ML11 8BD.
✪ **Mega Drive: games wanted.** Not bothered what they are, pay round about £10-25. Most urgently needed. Please phone or write to Stuart Rennie, 18 Ushaw Terrace, Ushaw Moor, Durham DH7 7PD, 091 3731804.
✪ **Wanted** Mega Drive with any one game, I'm willing to pay up to £50-£90. Please contact Michael on 031 459 2001 anytime after 4pm. I'm desperate for it please call quick.
✪ **Desperately wanted!!** Game Gear for £50-£60. Also wanted *D. Duck, Super Kick Off, Chase HQ, Outrun,* and *Joe Montana* for £13 each (for Game Gear). Please ring 0672 20597 and ask for Will.
✪ **Wanted** Sega Master System games. Must be cheap and in good condition. *Sonic, Donald Duck, Super Kick Off* or any other good games. Phone Ian on 081 608 6065. May be answer machine.
✪ **Wanted**: Atari Lynx carts, Atari 2600 carts, cash waiting must all work perfectly. Send your lists to Robert Evans, 29 St Dominics Square, Tomlinson Ave Luton, Bedfordshire LU4 OUN.
✪ **Wanted:** Your Atari Lynx II with two games must be in vgc. Swap for Game Boy, three games, Nuby magnifier, four player adaptor. Phone Charlie on 0527 220859.
✪ **PC Engine** games wanted, buy or swap. No reasonable offers refused. Cash is waiting! Phone Matt on 0742 463430. After 6.30pm.
✪ **Wanted:** Any used Nintendo NES or Game Boy games. Send your list only to 43 Mosslands, Eccleston, St Helens, M'side. WA10 SBN. Will pay about £6-£16.
✪ **Wanted:** Nintendo *Rob The Robot.* If so, ring Paul on 0323 768835. Atari Lynx games wanted. Please call 0903 786480.
✪ **Wanted:** Nintendo games in good condition. Contact Kelly 0423 331072, York, after 6pm.
✪ **Wanted!** Lynx games, will pay 10-15 pounds for games such as hockey, *Awesome Golf, World Soccer, Viking Child, Warbirds* etc. Interested? Phone Lee on 091 231 3427 after 5pm weekdays.
✪ **Game Boy** games wanted. Either *Boy And His Blob, Motorcross Maniacs* or *Gremlins 2*. Will pay between £10 and £15. Call Simon on 0923 675756. Phone after 6pm.
✪ **Want** to sell *Zarlor, Xenophobe* or any other Lynx game? Must be in good condition will pay between ten and fifteen pounds. Phone 0245 73998 after 5pm.
✪ **Wanted:** Game Boy games. Any games conceded. Phone James on 091 3885705.
✪ **Wanted** any Game Gear games. Best prices paid eg. *Donald Duck* £16, *Dragon Crystal* £10, *Mickey Mouse* £14, *Shinobi* £14, *Sonic* £16, *Spiderman* £14, *Wonderboy* £10 + more! Call Desmond. 081 659 9293 Sydenham.
✪ **Wanted:** Sega Mega Drive with good collection of games, also wanted Master System with good collection of games or will buy Mega Drive and Master System games without consoles. Tel 0527 32230.
✪ **Wanted** Atari Lynx games, pref *Road Blasters, Slime World, Rampage*. Call Steven on 0892 645709.
✪ **PC Engine** GT (Turbo Grafx) wanted. Pay up to £180 with games. Send names, any info and prices to Alex Passman, Severn Park, Knighton Road, Wembury, Devon PL9 0JD.
✪ **Atari Lynx** with five games, *Toki, Warbirds, Ninja Gaiden, California Games* and *Checkered Flag* plus carry bag, AC adaptor and headphones worth £240 approx. Sell for £130. Phone Jonathan after 4 on 081 399 6743.
✪ **I want** *Gynoug*, will swap for *Spiderman, Thunderforce III, Altered Beast* or *Afterburner II.* Phone 0200 578642. Ask for Tristan now?
✪ **Mega Drive** wanted with or without games. Negotiate on price. Contact Nathan on 0483 67826, after 4pm.
✪ **Wanted** Atari Lynx games and Lynx accessories. Contact Gordon on 041 556 5693.

swap ZONE

✪ **Swap** (boxed) Mega Drive + nine games, Jap and Master System converters, 4 joypads, Sony speakers, four months old, vgc, for Amiga 500 plus games. Phone Chris after 6pm 0228 20168.
✪ **Atari Lynx** games to swap for your games, *Paperboy, Electrocop, Slime World* for any good game. Contact Chris 0532 775516 after 3pm.
✪ **Atari Lynx**, four games, pouch, A/C adaptor £120. Contact Tony on 0702 601424 after 7pm.
✪ **I will swap** *Mickey Mouse* for your *Ghouls 'N' Ghosts.* Ring Kai on 0678 520678.
✪ **Yo! dudes.** I will swap super *Mario Bros 3* for *Blades Of Steel or Goal or Kick Off 1 or 2.* Phone 65369, any time. Ask for Sid!!
✪ **I will swap** my Nintendo + two games and Game Boy + 3 games for your PC Engine + games. Call between 7+9pm or daytime 12-4. 0289 305713.
✪ **Swap Atari** Lynx for a Sega Mega Drive. Lynx has eight games, Mega Drive must have four games or more and power stick. If interested phone Daz on 604769.
✪ **Seventy** Amstrad games includes top titles plus £10 to swap for Game Boy or Atari Lynx with one or more games. Tel 0202 668727 Poole, Dorset.
✪ **Nintendo NES** *Solar Jetman*. Will swap for any good NES game. Also will buy any good secondhand NES game (if cheap). Ring Gerard on 021444 7895.
✪ **Swap** my Lynx with games for your Game Boy with games. Contact Edward on 0793 762413 from 4 until 8pm. PS I live in Highworth.
✪ **Game Boy** games for swap – *Castlevania, Solar Striker, Boxing, Baseball, Turrican, Dr Mario, Tennis, Turtles* etc for what you have, especially *Contra, Othello, Bill And Ted* etc. Sam 0204 495857 Bolton.
✪ **Swap** my *ToeJam And Earl, Shining In The Darkness* for any decent Mega Drive games, especially *Streets Of Rage, Mercs, Pitfighter* etc. Phone Paul on 0293 528043.
✪ **Lynx games** *STUN Runner* and *Gauntlet,* will swap or sell. As new, boxed. Ring 071 606 8011. Ask for Mr Cook. 0784 482169 after 7pm.
✪ **I have** a valuable sollection of American comics, *Amazing Spiderman* 14, *New Mutants* 87 etc. Will swap for Mega Drive Games. Prices negotiable or

will sell. Phone Tristan 0206 578642.
✪ **Swap** Game Boy with *Tetris, Simpsons, Chase HQ,* headphones, link cable (all boxed, only two months old, worth £120) for Mega Drive with game(s). Phone 0703 730256. Ask for Brian.
✪ **Game Gear** with *Mickey Mouse* for sale. One month old. £80 ono. Mega Drive with six games including *John Madden '92, Sonic, Robocod* and *Crackshot.* Also with competition Pro Joystick. All for £180 ono. Phone Nick on 081 977 31598.
✪ **C64 for sale.** £130 worth of games, 33 mags with cassettes, two joysticks worth £300, only £100. Phone 051 526 3841.
✪ **Game Gear** games *Wonderboy* and *Super Monaco GP* for sale at £12 each or I will swap for any other decent games. Contact Mark on 0702 295217 after 6.30pm. Hurry!
✪ **Mega Drive** swap! I will swap my *Bonanza Bros* for your *Road Rash* or *EA Ice Hockey*. Richard Hewat, 30 Fullarton Drive, Troon, Ayrshire, Scotland. Tel 0292 314190. Please hurry!
✪ **Master System** games to swap. My *Double Dragon* for your *Wonderboy III*. Phone 031 332 4913 and ask for Dave.
✪ **I will swap** my *Spy Vs Spy* for your *Fantasy Zone* or your *Aztec Adventure* (on Master System). Call Marc on 081 968 0964.
✪ **Double Impact** Masterswap Club II. Swap your Mega Drive games from £1. *Sonic, Road Rash* and many other excellent games. (So grab that phone.) Call Dan on 0850 353 484 after 6pm.
✪ **Swap Nintendo** with three games and *Robot* for Game Gear with two games and adaptor. If got it, ring Andrew Goodman weekdays after six on 0823 282923.
✪ **Mega Drive** owners loads of games for exchange. New and old, only £3. Phone Stuart between 6pm until 8pm weekdays and 3pm until 6.30pm weekends 0476 64439.
✪ **To swap** your Sega Game Gear with game, for Lynx 2 with four games, sun visor, cigarette adaptor, PSU and Comlynx with a kit case! Or sell for £90. Interested? Contact Nick on 0245 400892.
✪ **Swap** my Spectrum 128K +2 with loads of games for your Game Boy with a game if possible. Tel Bradford 0274 572057 after 6pm.
✪ **Swap** Atari Lynxes for Game Boy carts. *R-Type, Super Mario Land, Bubble Bobble, Bill, Ted* etc, etc. Lynxes brand new plus game. 051 734 2542573.
✪ **Yo!!** This is Techno-Hawk! I'll swap *Ninja Gaiden* for *Warbirds* on Lynx. First come, first swapped! Also Lynx fans please write! Beudy, Cringoed, Oakford, Llanarth, Dyfed SA47 ORX.
✪ **I'll swap** my Lynx with *Viking Child, California Games* and mains adaptor for a Game Gear with games(s) or Game Boy with four games or more. Tel: Usuf 0753 860224 (4pm).
✪ **I will swap** Viking *Child, Gates Of Zendecon, Paperboy, Bill And Ted* and *Pacland* for the Lynx for any other game. Ring Michael on 886628 after 6pm.
✪ **Yo!** Anyone want to swap NES with games for Mega Drive with games including *F-22 Interceptor* if possible. Christopher Roberts, 26 Downs Valley, Hartley, Kent DA3 7RA. 0474 703823.
✪ **Swap NES** with 9 games Power glove and light gun for SNES or Mega Drive. Must have games, if so ring 0635 298079. PS NES games inc. *SMB3, DD2* and *SOR.*
✪ **Mega Drive** swaps: *Valis III, Afterburner II, Spiderman, Gain Ground, Hard Drivin', Air Driver, Alex Kidd* and more. Send lists and tel no to: Kee Law, 51 Market St, Torquay, Devon, TQ1 3AW.
✪ **Mega Drive** games. I will swap my *James Pond* or *Last Battle* for any decent Mega Drive games. Call Steven after 4pm on 032 6604331. Ta!
✪ **Game Boy**, four games swap for Sega Game Gear with games. Swap only. Ring 0327 42480.
✪ **Swap** UK Mega Drive with four great games. *Sonic* and *Wrestle War* etc and Spectrum 128K+2A with over 500. Phone David on 0836247601 (Essex).
✪ **Game Boy** games to swap. I have *Mario Land* and *Duck Tales.* Please phone 0329 833762.
✪ **Will swap** *Centurion* or *Forgotten Worlds* for *Strider, Sonic, Decap* or something similar. Quote me a price not too steep! Phone Worcester 0905 359168. Ask for Jeff.
✪ **Swap** *Gremlins 2* and *Duck Tales* NES for two of the following or separately: *Mega Man, Super Spike, Mario 2, Bayou Billy, Simpsons, Digger T,* excellent condition. Phone Gavin on 0502 730937.
✪ **I would like** to swap *Slimeworld* for *Ninja Gaiden, Hard Drivin', Gauntlet 3* or *Lemmings* for the Lynx. If you are interested write to Hassan Roshan Stunesv. 2 4815 SALTRØD, Norway.
✪ **Swap** Nintendo and Commodore 128K, Nintendo with *SMB I, Turtles, Super Off Road, RC Pro Am* for two Mega Drive games. Also Game Boy Light boy, magnifier, *Tetris, F1-Racer, Super Mario World.* Sell £95. If interested write to Darryl Bole, 17 Queensway South, Hersham, Surrey, KT12 5QU.

love ZONE

✪ **Lonely**, bored, useless quantity surveyor and Game Boy owner seeks love, consolation and someone to play games with. Matthew Wragg, British Rail CIOIA Hudson House, York. YO1 1HP. Age 18+ only please.
✪ **13-year old** Nintendo owner wants to start a relationship with the female variety. Between 13 and 15 years. Recent photo required. Write to Gareth Hull, 28 Grovelands Road, Reading, Berkshire RG3 2NY.
✪ **17-year old** Lynx addict seeks exciting female 16-19 for wonderful friendship/relationship. All you need is love!! Write to Paul, 136 Strouden Road, Winton, Bournemouth BH9 1QW. Bye!!
✪ **Handsome male** aged 18 wants to meet attractive female aged 16-22. Send recent photo to Mark Hawkins, 98 Treleven Road, Bude, Cornwall EX23 8SA. I will send my photo to everyone.
✪ **Girls!** 14-year old male with good sense of humour, looking for girls to write to... into err... wrestling and Mega Drive stuff. Photo if possible please. Kev, 10 Baden Close, Staines, Middx TW18 2RR.
✪ **Paul** 19, wants female penpal 16+, enjoys good music and my Atari Lynx. Please write to Paul Warn, 4 Bassett Avenue, Bicester, Oxon OX 67TZ.

fan ZONE

✪ ***Electric Brain*** – the ultimate console magazine. For an absolutely free back issue, send a first class stamp to: Onn Lee, 125 Arnold Road, Bestwood, Nottingham, NG5 5HR. Do it now!!
✪ **Handheld** power fanzine for Nintendo Game Boy and Atari Lynx. Only £1. P&P free! Send cheque to Christian Oliff, 33 Hillside Crescent Weldon, Corby, Northants, NND 3HF. Hurry while stocks last!
✪ ***Game Boy Guide:*** Quality Nintendo Game Boy fanzine, now 500+ users. Make cheques or postal orders payable to Stewart Cromar. Send 70p to Game Boy Guide, 10 Jarvie Place, Glenrothes, Fife, Scotland KY6 2LE.
✪ ***Lynx Review*****,** the ultimate Lynx review guide, news magazine. Send cheques for 60p and SAE or 80p total to P. Marsh, 136 Strouden Road, Winton, Bournemouth, Dorset BH9 1QW. Thanks!
✪ **Lynx** magazine called *Wyld Katz.* Issue one out now. The most professional Lynx magazine yet released. Send cheque for £1.20 to Andrew Reid 63, Croftway, Selby, North Yorks YO 89DD. 0757 704440.
✪ **Fanzine mag** – covers reviews, tips, high scores. First issue is free. It is jammed pack full of stuff. Just send to: Matthew Street, 158 Hadleigh Rd, Leigh-On-Sea, Essex SS9 2LP. Hurry!
✪ **PC Engine tips** and cheats handbook. More than 200 cheats for over 100 games. Only £2. R. Gibbs, 3 Garden Place, Bootle, Merseyside, L20 3LW. Essential reading for Engine owners.
✪ ***Portable Power!*** The greatest Game Boy magazine available! To get your copy just enclose a one pound coin and write to: 69 St Andrews Close, Fearnhead, Warrington, WA2 7EH.
✪ **Mega Drive** tip book dedicated completely to Mega Drive owners, all the latest tips. With over 100 entries, send £1 plus SAE to Ben Gates, 43 Ampthill Road, Flitwick, Beds. 0525 713122.

thing ZONE

✪ **A new** console club needs your support. Please write for your free info pack to Simon, 146 Norbury Avenue, Thornton Heath, Surrey, CR7 8AG. No SAE needed. 100 per cent reply guaranteed.
✪ **Game Boy**, Nintendo latest games for sale! *Mario 4, Simpsons*. For gamelist write to R. Muzo, Electron 15, GBO2 WB, Hoogezand Holland.
✪ **Atari Lynx,** Game Boy and Mega Drive exchange club. Free membership. Send an SAE to Megalynx Club (2), 161 Clewer Hill Road, Windsor, Berks, SL4 4DU. Only £3.50 per swap on all machines above.
✪ **Free** Mega Drive game to the sender of the best ideas and contents of the perfect Mega Drive magazine. Genuine prize. Write: Kee Law, 51 Market St, Torquay, Devon TQ 1 3AW.
✪ **Yo!** All you Game Boy dudes. Stop boasting and showing off. White, Drew, Chris, Walker, face up to it, Lynxes rule OK. Keep hating the Palace and supporting the Albion.
✪ **Radio controlled** car for sale with motors batteries charger and spares £75 or swap for Lynx games. Will split, phone Fareham 0329 220496.
✪ **Boy's 5 gear racer,** 18 inch frame, superb condition at a bargain price of £35. Phone 851276 or 856451 after 6pm.

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If you want to advertise **FREE**, in Soled Out, please write in **BLOCK CAPITALS** below and send the coupon to our new address, Soled Out, *Game Zone*, 19 Bolsover Street, London, W1V 1BP. 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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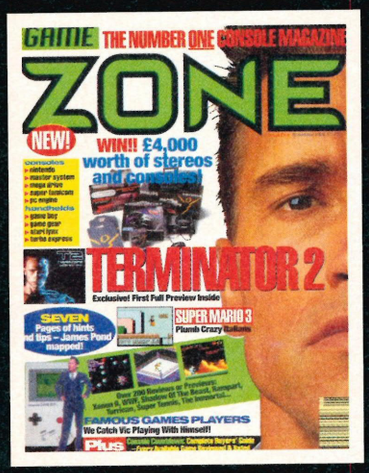
Game Zone **cannot guarantee to place every ad received. Sorry!**

GAME

back issues

Been hibernating all winter? As well as missing *Darling Buds Of May* (hurrah!) you'll have missed loads of *Game Zones* (boo!). Never fear, back issues is here for those riveting reviews, top tips, fab freebies, features and tons of other stuff!



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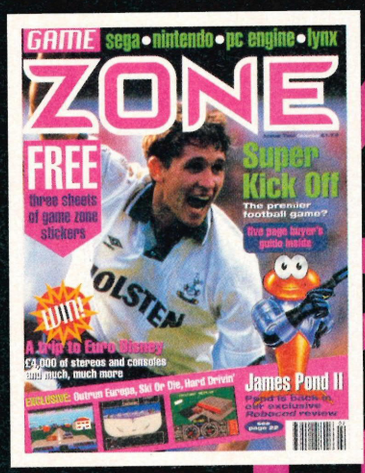

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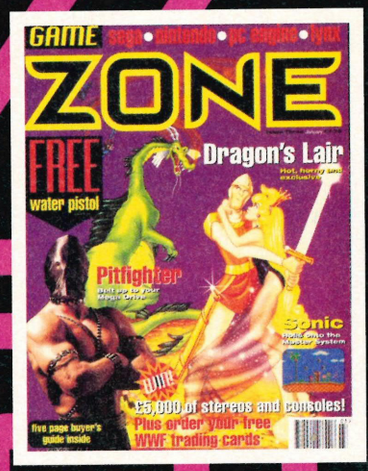

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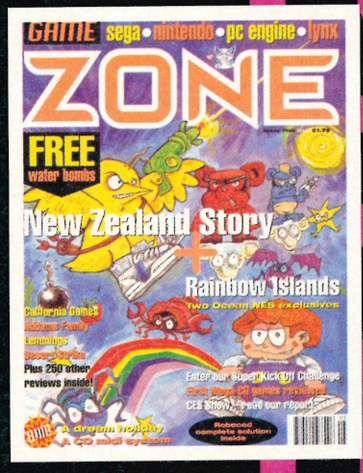

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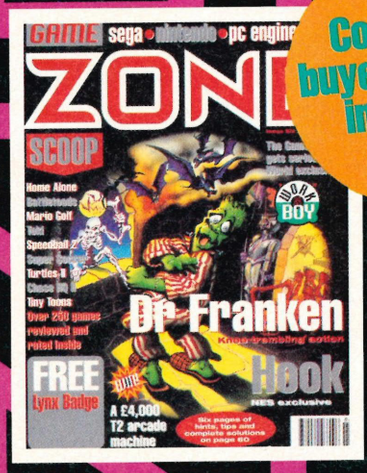

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THE TWILIGHT ZONE

Hello. Welcome to the Twilight Zone, the part of *Game Zone* where we...

Oh no, look out behind you, there's a giant green thing with purple eyes and pointy black teeth!!!

WHAAAAT?

Look out behind you! There's a giant green thing with...

YES, I KNOW, WITH PURPLE EYES AND POINTY BLACK TEETH. WHAT DO YOU THINK THIS IS, A BLOODY PANTOMIME OR SOMETHING? HONESTLY. JUST GIVE ME THE TWILIGHT ZONE ADDRESS DETAILS AND THEN SHUT UP – I'VE GOT BETTER THINGS TO DO WITH MY TIME THAN LISTEN TO ALL THIS 'BEHIND YOU' CRAP.

But there really is a...

NO THERE ISN'T. COME ON, ADDRESS DETAILS AND THEN SHUT UP.

But there's...

ADDRESS DETAILS THEN SHUT UP.

But... Oh, alright. Our new address is Twilight Zone, *Game Zone*, 19 Bolsover Street, London W1V 2BP. Send in anything you like and if it's printed you'll win a free badgey. There. Now, about that giant green thing with...

(Oh shut up. Ed.)



1 Prosecution: Here we have a model from M. Jenns of Ronkswood in Worcs, m'lud. Now, if I were to put it to you that this was an uncanny likeness of Mario, I feel I would be out of a job. So I won't. It's useless. No further questions.
Defence: I have no witnesses to call upon, m'lud.



2 Prosecution: M'lud, Mark Luscombe not only failed to enclose his address, but also makes the claim that this... this shapeless abortion with bits of envelope stuck to it is a model of Thunderbird Three. Outrageous. Hanging is too good for him.
Defence: Er, I wasn't ready for that argument m'lud, but I would remind my learned colleague that capital punishment is no longer an option in this country.



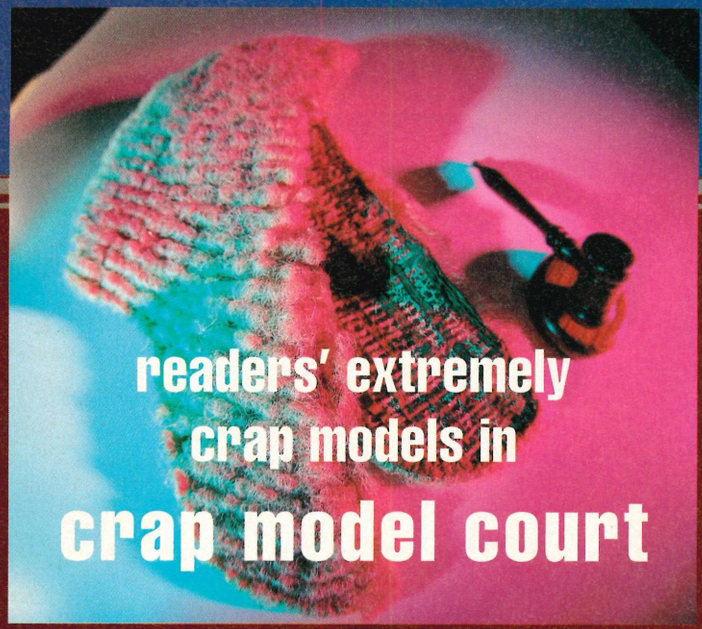
3 Prosecution: Well m'lud, this may not be made from Blu-Tack, but I'm afraid the good news ends there. Richard Wilkes of Oxted in Surrey says he couldn't be bothered to name his model, so I'm going to name it for him. I call it 'Five Years In Wormwood Scrubs With No Remission'.
Defence: Unfair m'lud. My learned friend is leading the jurors. I think we should call the model 'Small Wire Robot Thingy'.



4 Prosecution: Mark Darnell from Liverpool fashioned this from pure crayon. He says, and I quote, "It is a steaming hot dog turd, without the steam." But I beg to differ. It is not a 'winnet', but part of the dog's anatomy... may I offer the word 'gentleman'? *(Embarrased shuffle.)* It's obscene, m'lud.
Defence: M'lud, the model is clearly a canine 'stool'. While I shall not argue with the term 'obscene', I request that my colleague's reference to the dog's organ be struck from the record.



5 Prosecution: If I may read an extract of this letter from Colin Bettridge of Lane Estate in Notts, m'lud? Thank you... "I have constructed, from foam, the name of your ace mag." Now, I don't mean to quibble, m'lud, but have you ever heard of a magazine, an ace magazine or otherwise, called *Gam Zone?* **Defence:** M'lud, quite clearly a letter 'E' has gone missing in transit. The posties again. I plead clemency for the defendent.



readers' extremely crap models in crap model court

***Game Zone* readers, it seems, have one thing in common... they're all extremely useless at making models. You don't believe us? Then it's time for a trial - that'll sort it out once and for all. We'll be the counsel for the prosecution and the counsel for the defence, while you can be the judge and jury. Fair enough? Order, order, order. Silence in court.**



9 Prosecution: Hannah Proctor of Rhiwbina, Cardiff has two charges against her. The first is living in a stupid place – Rhiwbina. How can I, a Southerner, pronounce it? Her letter says: "I'm a mad girl who makes things with Blu-Tack. Here's a model of my boyfriend Scott. It is very like him." Going out with a boy who looks like this surely breaks every law of the land.
Defence: May I remind my learned colleague, beauty is skin deep – it's the kind of person you are. My client pleads guilty to the first charge.



10 Prosecution: M'lud... A mushroom from Super Mario Bros made out of Copydex glue and decorated with paint? No. A squidgy mess? Yes. I hope that justice is seen to be done and that Alexander Proctor, the perpetrator of this unspeakable modelling act, never walks the streets of Chorley in Lancashire again.
Defence: M'lud, my client has ' done a runner'.

6 Prosecution: Exhibits A, B, C, D, F, G and H are parts of a Sonic The Hedgehog model sent by Lewis Pinder of Maidstone in Kent, m'lud. "Let's see what the posties can do to this," was written in his covering note. Quite a lot, apparently. It's a disaster area.
Defence: M'lud, the country's drunken postal workers are responsible for the state of this model, as my learned friend so readily stated himself. I hereby enter a plea of Not Guilty.



So what do you think? Don't forget, we were the prosecution and defence for this special Twilight Zone court case, but the big decisions rest with the judge and jury - ie. you. If you want to send in a model yourself then go ahead, but why not include the following coupon as well? Nobody's saying you have to, but if you do and yours is one of the first three out of the postbag, then you stand to win yourself a potato. Yes, that's right, a potato. A totally free potato (and one of them looks hilariously similar to a 'Johnny Todger'). Get filling the form in then, eh?



7 Prosecution: It took three people, m'lud, not one but *three* people, to make this model of Sonic The Hedgehog. Darren Hulse, Nikki Hulse and Chris Beddell are the culprits, and they hail from Warrington in Cheshire. I simply ask whether this waste of manpower (and girlpower in the one case) is acceptable to the court. I say no.
Defence: M'lud, it is acceptable to the defence, and, I hope, to the ladies and gentlemen of the jury.

8 Prosecution: Jenny Wood of Wirral in Merseyside should be found guilty of wasting 21 grams of Fimo... Fimo is a form of plasticine, m'lud, which sets hard in the oven, and it is the material she has used to make this so-called 'model' of an Atari Lynx.
Defence: I notice that the council for the prosecution implied 'a waste of Fimo', m'lud. I, on the other hand, imply otherwise. Fimo is intended for modelling, and, if I may say so, this model is perfectly respectable. Talent is involved here.



Crap Model Court

THE FINDINGS OF THE JURY.
AS A JUROR, I FIND THE FOLLOWING PEOPLE GUILTY/NOT GUILTY OF THE CHARGES LAID AGAINST THEM.

M. Jenns making a crap model
❑ Guilty ❑ Not Guilty

Mark Luscombe making a crap model
❑ Guilty ❑ Not Guilty

Richard Wilkes making a crap model
❑ Guilty ❑ Not Guilty

Mark Durnell making a rude model ❑ Guilty ❑ Not Guilty

Colin Bettridge missing out a letter ❑ Guilty ❑ Not Guilty

Lewis Pinder making a crap model ❑ Guilty ❑ Not Guilty

Britain's Posties breaking everything ❑ Guilty ❑ Not Guilty

Darren/Nikki/Chris wasting manpower ❑ Guilty ❑ Not Guilty

Jenny Wood wasting Fimo ❑ Guilty ❑ Not Guilty

Hannah Proctor ❶ Living somewhere stupid GUILTY

❷ Going out with Scott ❑ Guilty ❑ Not Guilty

Alexander Proctor doing 'a runner' ❑ Guilty ❑ Not Guilty

THE SENTENCING

As the judge I hereby sentence all the above to ____ years hard labour in the grottiest prison I can think of. I enclose a model I made myself to show them how they could have avoided their fate.

IF I WIN A POTATO then please send it

to:Name _____

Address _____

If the potato I win is the one shaped like a 'Johnny Todger', then please warn me on the outside of the Jiffy bag to save me accidentally opening it in front of my Aunty Beryl.

❑YES ❑ NO ❑DON'T CARE

the thumbprint analysis with bobby zillion

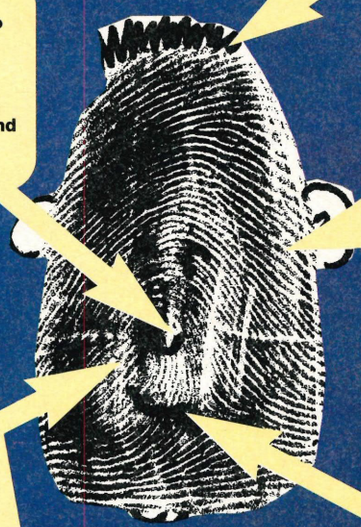
(thumb reader and clairvoyant)

Is it 'all in the stars' as most newspaper horoscope sections would have you believe? Bollocks it is... it's all in your thumbprint. That's what Bobby Zillion says anyway, and he should know – he reads thumbs for a living and can tell you more about you than you actually know yourself, just by looking at your 'dab'. Want proof? No problem. We have here a thumbprint from Tom Brundle of Wroxham in Norwich, a thumbprint on which he's drawn a little face. It's a nice thought, we admit, but this artistic addition won't faze Bobby in the slightest because the thumbprint lines themselves are clearly visible underneath. So what can Bobby tell us about Tom? We're about to find out.

over to bobby

(A) Well, I'm totally fazed by this print, I can tell you. It takes a lot to faze Bobby Zillion, but as you can imagine... a thumb with an actual face on it? It's uncanny, I've never seen the like of it before. Anyway, this, I presume is the Nose Line, and it's undeniably pronounced. Unbelievable. A tiny face!

(B) Hmm. A face on a thumb. Sorry, but I still can't get over it, I've never, ever heard of this happening before. It's even got a little crop of hair at the top. Look, the Hair Line, I suppose. I can't believe it, I've probably seen about a million thumbprints in my time, but never anything approaching this one in weirdness. I'm stunned. I've gone all numb.



(C) It just makes me wonder – has this person got faces on all his fingers. You'd expect it to be the case, wouldn't you? There's nothing nature likes more than symmetry, after all. At the very least I'd expect this person to have a face on both thumbs, the left thumb and the right thumb. But who is this mystery celebrity?

(D) Okay, time to get technical. Well, this person has got to be very special indeed. More than special. Hey, look, this is the 'Rides Around In A Really Silly Car And Kisses Concrete Quite Often Line'. Does that say The Pope to you? It says The Pope to me – if anyone has got faces on all their fingers then I'd take a guess that The Pope has.

(E) I'm sorry, this is taking me ages, but you can understand though, surely? Faces on the fingertips, phew, I wouldn't have believed it if I hadn't seen it for myself. It's got to be someone like The Pope, and this line clinches it. The 'Silly Hat' line. It's pronounced and runs right into the little mouth. Yes, this thumbprint belongs to The Pope alright. Faces on his fingers. It's a miracle. He really **is** the son of God after all!

Oh dear, Bobby got off to quite a good start but just sort of 'drifted off course' ever so slightly towards the end. Still, it's understandable. That realistic 'thumbprint face' could have fooled anyone. *(That's not what you were saying a minute ago. Ed.)*

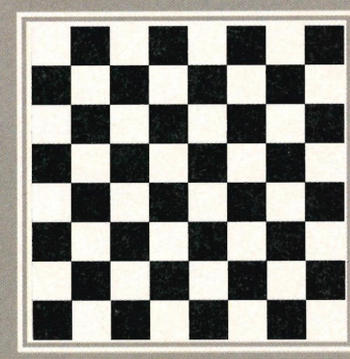
send!

Anything useless to: The Twilight Zone, *Game Zone*, 19 Bolsover Street, London W1E 2BP.

the optical illusion zone

The part of The Twilight Zone where all is not as it appears. Study the following diagram, read the question, think about it, and then check out the answer below. You could be in for a big surprise.

This chessboard measures eight squares across and eight squares down. Or does it?



ANSWER: Of course it does. Any idiot can see that.

red light at customs

Passport photos are like Roy Walker of *Catchphrase* – they're horrible. It's true. There's no way you can pull a 'normal' face in a photo booth. Spend all day inserting 200 quid into the slot if you like, but all you'll end up with will be four hundred naff photos instead of just four. We showed this photo (of **Mark Littlefair** of Middlesborough) to our resident customs official, Major Susan Farquar...

"It's not the worst I've seen by a long chalk. You ought to have a squiz at Esther Rantzen's. I mean, good God, she looks bad enough in real life, but somehow the photo machine made her eight times more hideous. But back to Mark. Hmmm. Well I'd certainly give him some gip if he tried to get past my checkpoint. There's a little game we customs boys play which we call 'eyes and fringe'. If someone has their eyes closed in their picture, we empty all the contents from their suitcase. If their fringe is lopsided, we cut the soles off their shoes and make them take their trousers off. Mark would get the works for his troubles. He'd wish he'd never gone on holiday at all. But, like I said, I've seen much worse. Much, much worse."



So have you got that elusive 'much, much worse' shot? Well, send it in to Red Light At Customs so we can show it to everyone else. Or maybe you've got access to somebody else's ghastly passport photo? Even better, because you won't mind sending that one in at all, will you? (They won't exactly be over the moon about it, but that'll be your problem.) Photos please! Badgey wadgey and all that.

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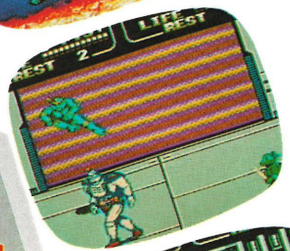



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